Usenet Newsgroup Archive: comp.sys.atari.st

2001-06 - 2001-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2001-06-01 through 2001-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,282

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:01:05 UTC
From: ebaiz@skyenet.net
Message-ID: <5XAR6.436$G91.2397@newsfeed.slurp.net>
Source record: 45466

On 30 May 2001 11:13:07 , Lyndon Amsdon wrote:
>On 29 May 2001 22:00:08 , Edward S. Baiz Jr. wrote:
>
>Hi
>
>>I finally got the hang of this program. I created some links to all my
>>partitions and some programs that I use often using Jinnee. It works
>>just great. Nice program. I will give it high marks when I vote.
>
>But doesn't it give no advantage when you have Jinnee as it has a thing
>like this when you click on the desktop and the drives appear in a pop up.
>did all the other stuff (rscs etc) appear in the menu too?

True, but there is a time I would need it. Lets say I am running Newsie
and want to run Cab. Well When I run Newsie, I have my whole screen
taken up with the various Newsie Windows. I used to have close one to
get to the Jinnee desktop. Now I can just use the ATmenu program. The
same situation arises when I am running Cab (also takes up the whole
screen) and want to access another program. Besides, the Atari fugi
symbol looks great. <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:01:12 UTC
From: ebaiz@skyenet.net
Message-ID: <cXAR6.437$G91.2397@newsfeed.slurp.net>
Source record: 45467

On 30 May 2001 17:44:31 , "Pascal Ricard" wrote:
>Hi Lyndon and Martin,
>
> in article <3b1529c41381771@pandora.be> (comp.sys.atari.st)
> Martin "Nightowl" Byttebier wrote on Wed 30-05-2001 16:13 (GMT):
>
>> on Wed 30-05-2001 11:13 Lyndon Amsdon wrote:
>
>> >But doesn't it give no advantage when you have Jinnee as it has a thing
>> >like this when you click on the desktop and the drives appear in a pop up.
>> >did all the other stuff (rscs etc) appear in the menu too?
>>
>> Exactly. I really don't see any benifit. What atmenu does can be done
>> with Jinnee.
>
>I think the goal of this programme is to have the apps available with a
>click even if the desktop is not the topped app.

Exactly....

Edward S. Baiz Jr.
(Gamer)

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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:01:15 UTC
From: ebaiz@skyenet.net
Message-ID: <fXAR6.439$G91.2397@newsfeed.slurp.net>
Source record: 45468

On 31 May 2001 11:09:56 , Sylvain Perchaud wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>Date: Tue, 29 May 2001 19:24:22 -0100
>
>>What version of Magic are you shipping? and what is its native language.
>>Ive heard that there's a revision 3 of Magic 6.1?, do you know anything
>>of this?..
>
>We ship the latest version (6.1.4).
>The printed manual is in french but your graphic environment can be in
>french, german or english thanks to Jinnee which is included in the
>package.

I have 6.1 for my Hades. What is the advantage to 6.1.4? Anything new
added?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
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4. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:01:19 UTC
From: ebaiz@skyenet.net
Message-ID: <jXAR6.440$G91.2397@newsfeed.slurp.net>
Source record: 45469

On 31 May 2001 00:30:51 , "jonk" wrote:
>I am not super knowledgabe in the area of coding but wouldn't it be possible
>to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
>the source code not free?

I had heard that an Atari version was being worked on, but that was
probably wishful thinking. A port would be nice. I think that only way
to run Netscape on an Atari is to do it through Linux. I heard there
was a Linux version of Netscape.

Edward S. Baiz Jr.
(Gamer)

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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5. Re: Editting GIF images on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:01:20 UTC
From: ebaiz@skyenet.net
Message-ID: <kXAR6.441$G91.2397@newsfeed.slurp.net>
Source record: 45470

On 31 May 2001 07:05:18 , James Haslam wrote:
>Hi all!
>
>Can someone answer this question?
>
>I want to know what the best program is for editting/creating GIF
>pictures. I especially need to be able to set the transparent background
>colour.
>
>If it could handle Animated GIF then so much the better, but this is not
>necessary.

I have and use Photoline, ImageCopy, Smurf and PhotTip. All work well
to edit various images and all are commercial.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 00:18:03 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <g9BR6.452$G91.708@newsfeed.slurp.net>
Source record: 45471

Netscape sucks ass though... Opera is the best!!

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:jXAR6.440$G91.2397@newsfeed.slurp.net...
> On 31 May 2001 00:30:51 , "jonk" wrote:
> >I am not super knowledgabe in the area of coding but wouldn't it be
possible
> >to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> >the source code not free?
>
> I had heard that an Atari version was being worked on, but that was
> probably wishful thinking. A port would be nice. I think that only way
> to run Netscape on an Atari is to do it through Linux. I heard there
> was a Linux version of Netscape.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

7. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 01:20:19 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B16EDD3.A0AD4901@sprint.ca>
Source record: 45472
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well I finally got this one fixed up. Turns out the floppy drive had given out. I tried one that still worked and it worked fine. Another minor trouble I discovered was that without the rf sheild the keyboard was shorting out on the 2.5meg ram upgrade board and certain keys wouldn't work. But managed to put an piece of plastic (yes ESD proof) in as an insulator. Now allI gotta do is get my TT working with some external hard drives.

James Alexander wrote:

> Hiya,
>
> I've got a used 520ST, one of the originals with external floppy disk.
> Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
> Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
> up, it does the memory test (and passes it) then does the delay to allow
> the hard disk to spin up, when I press a key to go on or wait for the
> delay the machine bombs every time with 4 bombs. Has anyone had a
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?
>
> thanks,
> James

8. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 05:19:42 UTC
From: sinclap@nospam.net
Message-ID: <0106200100195919 66%sinclap@nospam.net>
Source record: 45473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010530090937.14730.00003433@ng-md1.aol.com>, DANAP8 <danap8@aol.com> wrote:

> >Old news...
>
> You are, indeed!
>
> I've responded to you more appropriately over in c.s.a.a.

Yes, your point is?

> >sinclap!
> >somewere in mn
>
> How unfortunate for Minnesotans. Fortunately though, at least you're only
> "somewhere"!

Why unfortunate? The state does not think so when they deduct their share..

>
> -Dana @ A-ONE

sinclap!
currently somewere in wi

9. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 05:23:22 UTC
From: sinclap@nospam.net
Message-ID: <0106200100233851 90%sinclap@nospam.net>
Source record: 45474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <20010530091441.14730.00003435@ng-md1.aol.com>, DANAP8 <danap8@aol.com> wrote:

> >So, what is the precentage of Atari coverage than.
>
> Again, read the magazine and answer your own questions. Do I have to do
> everything for you?

Well yes..

> >As for non Atari
> >coverage is concerned, thats what Zdnet.com is for.
>
> And for those who do not wish to be bogged down with all of the crap sitting
> in
> ZDNET and the like?

Your saying zdnet is crap?

> >Let the Pros be..
>
> Let 'em be what?

So how many trade/developer conferences and media events have you attended?

>
> -Dana @ A-ONE

sinclap!
currently somewere in wi

10. Re: Chicagoland - Free ST Stuff

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 05:24:53 UTC
From: sinclap@nospam.net
Message-ID: <0106200100251006 79%sinclap@nospam.net>
Source record: 45475

In article <990724672-459992AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Hi James
>
> >> > And this is where the Atari fails miserably IMO, its got no
> >> >masturbation software.
>
> >> Software?
>
> >In sincraps case would it indeed be SOFTware, distributed on FLOPPY no
> >less.
>
> With plenty of BABY oil.

You have been naughty! Does Chunk's know about it?

sinclap!
currently somewere in wi

11. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 05:26:53 UTC
From: sinclap@nospam.net
Message-ID: <0106200100270978 41%sinclap@nospam.net>
Source record: 45476

In article <990876322-139093AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> wrote:

> Hi SinCLAP
>
>
> >> PS never sell an Atari, you will regret it.
>
> >I didn't!
>
> Thats coz you use you bollox for brains, hence youre talking tadpoles.

The said above does not compute...

sinclap!
currently somewere in wi

12. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 06:59:29 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B173D51.C63EC543@seimet.de>
Source record: 45477

"Edward S. Baiz Jr." wrote:
>
> On 31 May 2001 00:30:51 , "jonk" wrote:
> >I am not super knowledgabe in the area of coding but wouldn't it be possible
> >to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> >the source code not free?
>
> I had heard that an Atari version was being worked on, but that was
> probably wishful thinking. A port would be nice. I think that only way
> to run Netscape on an Atari is to do it through Linux. I heard there
> was a Linux version of Netscape.

Yes, but not for Linux-68K. But just try Mozilla under Linux on the TT.
After that you will never want to use a browser again, because it is so
painfully slow.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

13. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 07:03:53 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b174bec5d0450@pandora.be>
Source record: 45482

on Fri 01-06-2001 00:01 Edward S. Baiz Jr. wrote:

>True, but there is a time I would need it. Lets say I am running Newsie
>and want to run Cab. Well When I run Newsie, I have my whole screen
>taken up with the various Newsie Windows. I used to have close one to
>get to the Jinnee desktop. Now I can just use the ATmenu program. The
>same situation arises when I am running Cab (also takes up the whole
>screen) and want to access another program. Besides, the Atari fugi
>symbol looks great. <g>

You can do the same with Taskbar/clocky. I can launch any application that is
assigned a shortcut from inside another prog.
Lets say that I'm working with Calamus SL and that I need to find some
info from the Net. I just have to click [control]+[alt]+c (shortcut for
Cab) and there I go.
It's amazing that such a good program like clocky isn't know very well.
It's a multifunctional prg. It can remap the keyboard, it have a
screensaver etc..
Furthermore with Taskbar itself you can always reach your must used dirs
or start another applications. These are very usefull tools and not just a
clone of a MaC thing.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be**********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

14. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 07:03:53 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b174bec5d0451@pandora.be>
Source record: 45483

on Fri 01-06-2001 00:01 Edward S. Baiz Jr. wrote:

>>I think the goal of this programme is to have the apps available with a
>>click even if the desktop is not the topped app.
>
>Exactly....

See my other reply. With Taskbar and clocky it's always possible to
start/access programs/dirs from inside another program.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

15. ST version of ActionReplay?

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 08:13:08 UTC
From: Maciej Chojnacki <mch@people.pl>
Message-ID: <9f7j0dnlc1@news.tpi.pl>
Source record: 45484

Hi all!

I'm looking for the Atari ST version of an Amiga freezer called
"ActionReplay". Anybody knows where can I buy it? Anybody owns one and wants
to sell it? ;)

Maciek

16. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 08:51:46 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <CIIR6.94100$ff.711941@news-server.bigpond.net.au>
Source record: 45485

[No readable article body recovered]

17. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 08:52:40 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <sJIR6.94103$ff.712081@news-server.bigpond.net.au>
Source record: 45486

does anyone know if you can just desolder the sip sockets on the ttram board
and put standard simm sockets ?

if so, would standard 4mb 30 pin sims work on there ?

18. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 09:14:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991467648-91242AEicMi@cwcom.net>
Source record: 45365

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Thu, 31 May 2001 13:31:24 -0000

>I tried iPRN and success!
>
>How do I register this? Otherwise I'll just have to remeber to turn off

You'll have to contact the author - the UK registration site closed a long
time ago (CyberSTrider, AKA Denesh Bhabuta).
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

19. Re: Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 09:20:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991467652-91758AEicMi@cwcom.net>
Source record: 45366

From: "Thomas Jordan" <Thomas@thomasrichard.freeserve.co.uk>
Date: Thu, 31 May 2001 23:38:57 +0100

>When used with Jinnee 2.5 it is stable until I try to copy a file. At that
>point the computer just hangs with the hand icon still moveable. the file
>is not copied. At this point the computer needs resetting.

You never replied to the question which asked if you had an accelerator
and/or a SCSI clock fix in your Falcon.

If the answer to the second one is "no", then this would probably be a good
hunting ground - there are fixes published on the 'net.

This message brought to you by the Cheshunt Computer Club - serving the
Atari community since the 1980's.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

20. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 09:24:47 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3B175F5F.C8681AA4@mail.dotcom.fr>
Source record: 45487

> iirc the external drive socket is wired in parallel to the internal one!

IIRC That's not true, as I said in a previous message, external drive connector can be wired in parallel like in the first ST (the ones with no internal drive), or it can be connected to select external drive 0 when drive B is selected.
I discovered this some weeks ago when I tried to connect an external drive to my TT.
Just have a look at the ST schematics. (eg. In 1040STe schematics look at sheet 3 on the bottom right corner, look at the solder points W300 and W301 these let you choose between the two drive selection mode).

Regards, Eddy.

21. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 10:24:20 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b177b18106df50@free.fr>
Source record: 45488

Hello,

in article <fXAR6.439$G91.2397@newsfeed.slurp.net> (comp.sys.atari.st)
Edward S. Baiz Jr. wrote on Fri 01-06-2001 00:01 (GMT):

> I have 6.1 for my Hades. What is the advantage to 6.1.4? Anything new
> added?

6.1.4 is a MagiC Mac revision.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

22. Re: ST TOS

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 10:32:00 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ntqeht4m7gu4ih8h334b2a5582hgrhveuf@4ax.com>
Source record: 45489

On Sun, 27 May 2001 21:39:40 GMT, Henk Robbers <h.robbers@chello.nl>
wrote:

>
>When do the eyeball tracking systems come out of the labs?

That's next on the list, right after the Jaguar Voice Modem is
released.

BobR

23. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 10:59:37 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.000000c2.00bec4f1@id-68569.user.dfncis.de>
Source record: 45490

Edward S. Baiz Jr.:

> What is the advantage to 6.1.4? Anything new
> added?

isnï¿½t it a version of MagiCMac?

Form <http://www.application-systems.de/magicmac/index.html>:

---8<---
MagiCMac 6.1.5 ist da! Die neue Version lï¿½uft auf allen Macs nun
auch unter Mac OS 9.1. Das Update ist fï¿½r Besitzer von MagiCMac
6.1, 6.1.2 und 6.1.4 kostenlos.
--->8---

Diedrich

24. FA:eBay,Atari International TOS Catalog, ends June 3rd

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 11:08:22 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B1777A7.5D4D0EEB@suscom.net>
Source record: 45491
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other.misc,pa.forsale

```
You have the following auctions underway:
1241521703: 16 MB Memory for PM 6500 and PCC PowerBase
Current bid: $1.00
Auction ends on: Jun-03-01 16:29:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241521703

1241199938: ATARI TRAK-BALL CX80, NEW, FACTORY SEALED BOX
Current bid: $1.00
Auction ends on: Jun-02-01 11:55:11 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241199938

1241030039: HP CD-Writer Plus 9200i internal SCSI new
Current bid: $23.00
Auction ends on: Jun-01-01 16:48:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241030039

1241384806: ATARI International TOS Software Catalog
Current bid: $3.25
Auction ends on: Jun-03-01 07:34:53 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1241384806

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

25. Fcntl stuff

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 11:43:08 UTC
From: Denis Huguet <deunstg@free.fr>
Message-ID: <3B177FD3.D3029C25@free.fr>
Source record: 45492

Hi there,

I just have a little coding question. I found some docs on the page of SPIN's author and there i found details about some codes for Fcntl to access CDROM... So i made a small test program to read a video file from a VCD (which requires CDROMREADMODE2 to be fully read), but the Fcntl call always returns me an error code stating that this is not available... I tried as well with Magic & Mint, running the respective spin xfs for each system.

Has anyone ever tried to do such a thing ? I'm getting lost...

26. Re: ST version of ActionReplay?

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 11:46:10 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Mh155KACC4F7Ew+e@atari.org.uk>
Source record: 45493

In article <9f7j0dnlc1@news.tpi.pl>, Maciej Chojnacki <mch@people.pl>
writes
>Hi all!
>
>I'm looking for the Atari ST version of an Amiga freezer called
>"ActionReplay". Anybody knows where can I buy it? Anybody owns one and wants
>to sell it? ;)
>
>Maciek
>
>
Hiya

The only cartridge that spring to mind for the ST is the one by Romantic
Robot the 'multiface ST' cartridge. This allows saving and freezing of
software, etc..

But it DOESN'T run on STE's.

If you are interested, i do have one for sale.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

27. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 11:49:44 UTC
From: doom_master@btinternet.com
Message-ID: <1eubpzh.j4h36f3z0nu6N%doom_master@btinternet.com>
Source record: 45494

> >> I have a 2mb ST ram upgrade card in stock.
> >
> >I'll check the url 2night thanks, but I really wanted more than an extra
> >couple of meg.
>
> You'll most likely get more benefit by upgrading your TTRAM board, unless
> you need plenty of STRAM for running say, an Atari laser printer.

Cheers Derryck. I was hoping for this kind of answer from day one, as I always try to plonk everything in ttram if I can... Thanks, Steve

28. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 12:31:51 UTC
From: bindon@madasafish.com
Message-ID: <thf2pnffdnif75@corp.supernews.com>
Source record: 45495

On 1 Jun 2001 11:24:47 +, Eddy Morfan wrote:
>> iirc the external drive socket is wired in parallel to the internal one!
>
>IIRC That's not true, as I said in a previous message, external drive
>connector can be wired in parallel like in the first ST (the ones with
>no internal drive), or it can be connected to select external drive 0
>when drive B is selected.

They are in parralel, main signals are shared between the drives, only the DS are seperate for each drive. The cause of two drives conflicting is if one drive pulls the lines low when its not active and so the other drive isn't getting the information.

29. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 12:31:54 UTC
From: bindon@madasafish.com
Message-ID: <thf2pq23n778@corp.supernews.com>
Source record: 45396

Hi

>You can do the same with Taskbar/clocky. I can launch any application that is
>assigned a shortcut from inside another prog.
>Lets say that I'm working with Calamus SL and that I need to find some
>info from the Net. I just have to click [control]+[alt]+c (shortcut for
>Cab) and there I go.

Jinnee has quick keys which is the same but I've never used them for one
reason:

I forgot as I have many programs and so seeing the name of the program to
launch is a help, it would be nice if this was available in Taskbar, bit
like SMU.

30. Re: Fcntl stuff

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 12:55:16 UTC
From: bindon@madasafish.com
Message-ID: <thf45khhc6p3f0@corp.supernews.com>
Source record: 45397

On 1 Jun 2001 11:43:08 G, Denis Huguet wrote:

Hi

>I just have a little coding question. I found some docs on the page of
>SPIN's author and there i found details about some codes for Fcntl to
>access CDROM... So i made a small test program to read a video file from
>a VCD (which requires CDROMREADMODE2 to be fully read), but the Fcntl
>call always returns me an error code stating that this is not
>available... I tried as well with Magic & Mint, running the respective
>spin xfs for each system.
>
>Has anyone ever tried to do such a thing ? I'm getting lost...

Maybe you should try contacting Julian F, the author of Spin (or so I
think).

31. Fresh in at the DDP website

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 12:57:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991467654-92256AEicMi@cwcom.net>
Source record: 45367

Hi all,

I've just uploaded (if I remember to!) DDP's improved version of the English version of the resource and bubbleGEM files for Armin Diedering's ICOM 1.02 icon viewer/editor. You'll find it in the DDP section.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

32. FS.UK. Software.

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 15:29:58 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <gzOR6.1707$E42.22311@NewsReader>
Source record: 45398

Hello.
I have a lot of origional games and applications to sell.

No long list here, if interested, email me, I'll send the list.

Barrie at Keychange. barrie@keychange.co.uk

33. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 16:00:42 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9f8e67jmj1@newsg4.svr.pol.co.uk>
Source record: 45399

"Mark Davies" <Pov@nospam.btinternet.com> wrote in message
news:9f650u$h15$1@plutonium.btinternet.com...
> best one so far is SainT
>
> http://saint.atari.org/

Uuuhhhh? Shome mishtake shureley?

I have just tried this using TOS 1.4 OS image. It takes 30 sec. to get up
and running then bombs when I go to the menu or try to open a desktop icon.

Roger Cain

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.255 / Virus Database: 128 - Release Date: 17/05/2001

34. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 16:01:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b17ca046856670@pandora.be>
Source record: 45400

on Fri 01-06-2001 12:31 Lyndon Amsdon wrote:

>Hi
>
>>You can do the same with Taskbar/clocky. I can launch any application that is
>>assigned a shortcut from inside another prog.
>>Lets say that I'm working with Calamus SL and that I need to find some
>>info from the Net. I just have to click [control]+[alt]+c (shortcut for
>>Cab) and there I go.
>
>Jinnee has quick keys which is the same but I've never used them for one
>reason:

No that isn't the same. You really must go back to Jinnee before the
quick keys works. With Taskbar/Clocky one doesn't have to top the
desktop at all. Just press the right key combination. This works always
even if the desktop isn't topped.
>
>I forgot as I have many programs and so seeing the name of the program to
>launch is a help, it would be nice if this was available in Taskbar, bit
>like SMU.

???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
of the applications you want to launch so what's the problem?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

35. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 16:56:27 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b17d6cc7253ac0@pandora.be>
Source record: 45403

on Fri 01-06-2001 18:14 SWE/YesCREW wrote:

>
>Hi,
>
>> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
>> of the applications you want to launch so what's the problem?
>
>Taskbar uses Thing's groups so u can see what u want, prg names or nicks
>u choose.. What i personaly like is possibility of having folders as well
>and posibility to drag'n'drop stuff into taskbar's items.. If item is prg
>its loaded with file, if folder, file is copied there.. I have
>apps/drives/folders in taskbar for Falcon and TT (NFS-ed) so its very easy
>to work with...

Exactly. Taksbar is a very versatile utility and in combination with
Clocky it forms a killer app. It offers much more possibilities then SMU
or ATmenu. Really I can't get it why a programmer puts its effort in app's
like ATmenu

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

36. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 16:56:33 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b17d6cc7253ac3@pandora.be>
Source record: 45404
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (384.777 bytes)
(Very nice French editor. Multicolorated syntax support,
[C , C++, HTML4, Javascript etc.] Supports also GEMTIDY. French only)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka106.zip (794.580 bytes)
(2D Graph Describer, 3D Modeller)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd-654.zip (896.532 bytes)
(Notation prg with midi in/output. German only)

**programming**

ftp://chapelie.rma.ac.be/atari/programming/ldg_info_210.zip (75.243 bytes)
(Gives you info about the LDG files.
Ce programme vous donnera toutes les infos sur les fichiers
LDG [description, numero de version, etc...]. French docs. French/English rsc)

ftp://chapelie.rma.ac.be/atari/programming/pcstudio.zip (231.907 bytes)
(Project manager/shell for Pure C. French only)
Shell/Gestionnaire de Projets pour Pure C)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps-233.lzh (197.266 bytes)
(abcm2ps is a program which converts music tunes
from ABC format to PostScript)

ftp://chapelie.rma.ac.be/atari/utilities/music/abcmidi-12.lzh (437.069 bytes)
(abcMIDI : abc <-> MIDI conversion utilities
```

This program takes a MIDI format file and converts it
to something as close as possible to abc text format.)

ftp://chapelie.rma.ac.be/atari/utilities/music/abctabps-113.lzh (177.617 bytes)
(Is a music and tablature typesetting program which
translates an input file in the abc language into postscript.)

ftp://chapelie.rma.ac.be/atari/utilities/ft300.zip (244.609 bytes)
(Family tree, a genealogical database. English version)

ftp://chapelie.rma.ac.be/atari/utilities/ft300_fr.zip (263.003 bytes)
(Family tree est un programme de gï¿½nï¿½alogie. Version Franï¿½ais)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

37. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 17:37:19 UTC
From: bindon@madasafish.com
Message-ID: <thfkmfdm2u353@corp.supernews.com>
Source record: 45407

Hi

>>I forgot as I have many programs and so seeing the name of the program to
>>launch is a help, it would be nice if this was available in Taskbar, bit
>>like SMU.
>
>???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
>of the applications you want to launch so what's the problem?

I can't see how to do this. I don't use Thing and so don't have Thing
groups. Is it possible to use index.grp even with Jinnee so that Taskbar
thinks you have groups? I know the groups won't be seen by Jinne, but if
placed in $home it should be picked up, maybe I should experiment.

38. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:11:22 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010601180936.221A-100000@localhost>
Source record: 45401

On Fri, 1 Jun 2001, Edward S. Baiz Jr. wrote:

> On 31 May 2001 00:30:51 , "jonk" wrote:
> >I am not super knowledgabe in the area of coding but wouldn't it be possible
> >to to port say Netscape 3 or 4 to the Atari for accelerated Ataris? or is
> >the source code not free?
>
> I had heard that an Atari version was being worked on, but that was
> probably wishful thinking. A port would be nice. I think that only way
> to run Netscape on an Atari is to do it through Linux. I heard there
> was a Linux version of Netscape.

Well look at this url: http://freemint.de/X11/snap2.gif :))

Janez

39. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:14:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010601181206.221B-100000@localhost>
Source record: 45402

Hi,

> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
> of the applications you want to launch so what's the problem?

Taskbar uses Thing's groups so u can see what u want, prg names or nicks
u choose.. What i personaly like is possibility of having folders as well
and posibility to drag'n'drop stuff into taskbar's items.. If item is prg
its loaded with file, if folder, file is copied there.. I have
apps/drives/folders in taskbar for Falcon and TT (NFS-ed) so its very easy
to work with...

Janez

40. Re: FS.UK. Software.

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:15:40 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3b17dbcc$0$7280@news.zetnet.co.uk>
Source record: 45408

On 1 Jun 2001 16:29:58 +, "Barrie at Atarispares" wrote:

>I have a lot of origional games and applications to sell.

>No long list here, if interested, email me, I'll send the list.

Would be interested to receive your list Barrie.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

41. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:41:06 UTC
From: "Tim Anderson"
Message-ID: <9f8nijdep1@news8.svr.pol.co.uk>
Source record: 45410

Hi what about Gemulator?

I have being emailing them and they say that their emulator even supports an 030.

Tim Anderson

"Paul Ryan" <pryan_st@hotmail.com> wrote in message news:JoYQ6.14374$WD.3699369@news2-win.server.ntlworld.com...
> Two things:
>
> What is the best ST emulator for the PC, and where can I download it?
>
> Where can I download emulators that run on an ST to emulate retro machines?
> A PC emulator would also be fun!
>
> Paul
>
>

42. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:54:20 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9f8ocs$kt5$1@snipp.uninett.no>
Source record: 45411

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

>>I forgot as I have many programs and so seeing the name of the program to
>>launch is a help, it would be nice if this was available in Taskbar, bit
>>like SMU.

> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
> of the applications you want to launch so what's the problem?

I think he means that he wants Taskbar to display the assigned hotkey next
to the apps' names. I'm afraid this isn't practical, as the hotkey-part is
handled by Clocky and Jclocktool, not Taskbar.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

43. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 18:58:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9f8oke$kt5$2@snipp.uninett.no>
Source record: 45412

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
>>of the applications you want to launch so what's the problem?

> I can't see how to do this. I don't use Thing and so don't have Thing
> groups. Is it possible to use index.grp even with Jinnee so that Taskbar
> thinks you have groups? I know the groups won't be seen by Jinne, but if
> placed in $home it should be picked up, maybe I should experiment.

Yes, just download the latest (by now pretty old I'm afraid, but I'm
working 10-12 hours a day and don't have much time for my Falcon) beta, a
program called JayGroups is included and will automatically be used by
Taskbar. It adds Thing-like groups to any desktop, including Jinnee.

http://atari.nvg.org/

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

44. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:05:16 UTC
From: "Tim Anderson"
Message-ID: <9f8ovteqd1@news8.svr.pol.co.uk>
Source record: 45413

Hi,

IIRC from the good old days, STE's originally shipped with SIPPS and could
be replaced with simms as a direct replacement.
Obviously the socket would have to be soldered in.

You may also have to find a way of dissabling the burst mode.

Tim Anderson

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:sJIR6.94103$ff.712081@news-server.bigpond.net.au...
> does anyone know if you can just desolder the sip sockets on the ttram
board
> and put standard simm sockets ?
>
> if so, would standard 4mb 30 pin sims work on there ?
>
>

45. Re: Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:06:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9f8p3s$kt5$3@snipp.uninett.no>
Source record: 45414

Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk> wrote:

> Currently eclipse is in use with NVDI as a background VDI. on my F30

> When used with Jinnee 2.5 it is stable until I try to copy a file. At that
> point the computer just hangs with the hand icon still moveable. the file
> is not copied. At this point the computer needs resetting.

Jinnee does a lot of weird stuff to achieve the transparent effect, and
not all VDIs support it fully.

> Eclipse is set up as below

> rage.sys mode 1280*768*8@60 pcibios screencahe imagecahe

Switch off both caches. AFAICR from my experiments last summer, MagiC
doesn't like the screencache. Also, imgcache can cause some problems with
icons. Works perfectly on my MiNT/N.AES/Thing setup though.

> Do I have to set up the nvdifix ? or is it another switch which I have
> missed.

No, "nvdifix" should only be enabled if NVDI is used as a background VDI
(i.e. to support printers only). Normally you would use fVDI as the
background VDI (first run fVDI, then NVDI with disabled screen drivers),
don't enable nvdifix in this case.

> Iam aware that the modern applications from ASH use the new NVDI calls.

Yes, this is indeed a problem. These doesn't seem to work entirely as
intended when another VDI is used to access the screen, I had some related
problems with Nova VDI as well. I don't know any good solution for this,
except from not using these apps :-(Some apps will only use these calls
when available though, so running without NVDI will often help. I haven't
used NVDI in months and enjoy the speed and stability offered by fVDI
alone.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

46. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:16:15 UTC
From: "Tim Anderson"
Message-ID: <9f8pkgfbp1@news8.svr.pol.co.uk>
Source record: 45415

Hi,

Perhaps you should go and talk to a company called A1 music in the UK, they sell good stuff but when I went in and asked about my machine performing for Midi I was told my system would barley run a Word Processor!!!!!

Now I know it's not THAT fast but come on a P2 350 (running at 466 for 3 months 24/7) with 398Mb ram!!!
about 10 years ago they were trying their best to sell 512k or 1mb STFM's!

As far as I am concerned ,I am with you but my Atari still has a place. It can still perform many tasks easier than my PC can and after using a PC for 9 years and being a system admin that's got to be a shame that Sam Tramiel can't read this and be proud.

I love my PC and my Atari. The only problem is that both do very well on one thing MIDI.

Tim Anderson

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:f6DQ6.8870$vR1.26201@nntpserver.swip.net...
> "Frederic Fouche" <g213778@coazter.myip.org> wrote:
> > On Sun, 27 May 2001, Claes Holmerup wrote:
> >
> > > Hi,
> > > Sorry to barge in like this, but I can't keep my mouth shut when I see
> such
> > > statements. This kind of rumours is the reson why people don't dare to
> > > change to a better platform for their music work. A couple of years
ago,
> it
> > > was true - but not anymore. You can't use a cheap and crappy soundcard
> as
> > > your midi interface on the PC - but there are many cheap and very well
> > > functioning interfaces for the serial or USB-bus. To get the best
> > > performance with a PC, you need to put a little more money into the
> > > soundcard than you would on a game-machine, but the same extra cost
(if
> not
> > > even more) was actually needed for a Falcon system to get good enough
> > > performance...
> >
> > That would be really cool if it was true.
> > I have to use the atari for the midi as this tbird athlon with delta
card

> > (1010), 256meg ram won't stabilize. Yes I read all the docs about
> > stabilizing midi, and read all the other people problems in FAQ (I am
not
> > the only one), maybe you have a secret that never fails, if so, please
> > share it to the world. Or maybe you don't realize how much your PC
slides
> > with midi, after all some people think that mp3 at 96kbps sound great!.
>
> This comment speaks for itself, since everyone who's been around long
enough
> knows that AMD isn't as stable as Intel. I'd never take such a chance just
> for saving a few bucks when building a music studio... I haven't tried the
> Delta card you're talking about, but I know that my RME Hammerfall works
> flawlessly ;) If the Delta has Midi built in, I'd try a separate Midi
> interface instead, since many cards with midi integrated actually do have
> bad timing... If you're using a motherboard with VIA or SIS chipset, some
> soundcards don't work properly... Intel is the safest bet here too.
> PC sliding with midi? Not one bit. It's rock solid and better than any
Atari
> since the midi interface (Steinberg's Midex8) receives the data with a
sort
> of time-stamp before it's supposed to play, enabling the interface to send
> the data on to the synths at exactly the correct time (as exactly as the
> midi system can be...). My midi system was actually good enough with the
> interface I used previously (Opcode Studio64XTC), which doesn't have the
> "time-stamp" function - but that's probably because I don't use the midi
> system to extremes - because of the fact that I have many separate
outputs.
> Since I've been a musician for over 25 years and working with computers
for
> the last 15 or so, making my own home studio recordings, as well as live
> mixing and pro studio recordings, I can say with confidence that I know
what
> I'm talking about when it comes to sound and timing...
> I've built several PC's for musicians with success every single time. My
own
> machine is loaded with games and everything else and it still chews away
> with VST/32 perfectly without any Windows-optimization whatsoever, which
has
> become so popular when people try to make too crappy machines run VST... I
> can still get 52 simultaneous audio tracks, with VST's compressor on all
of
> them and a bunch of plugin effects, as well as some send-effects. Midi
runs
> along with as many tracks as I can ever have use for. Works like a dream
:))
>
> I thought that my Falcon system also worked perfectly - but that was
before
> I changed platform. This means that the Falcon was actually good enough

from
> the start (just like it still is for many users), but I got a nice
surprise
> when I changed and got a better system than I had hoped for when I decided
> that I wanted the extra functionality and speed in VST as opposed to CAF.
I
> used CAF for several years and before that, it was the "normal" Cubase
ever
> since the first version - and before that, it was Pro24...
> I still think that Atari made great machines and many are still
functioning,
> but since there's no development, you don't have the possibility to
enhance
> your studio if you're using an Atari. Maybe you don't need more functions?
> That's ok too, since you can make great music with a very simple system -
> but many of the options when using VST instead are really useful, so it's
> hard not to be tempted... ;)
>
> Best regards,
> Claes
> e-mail: claes@holmerup.com
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> swedish music on the web: http://www.swebmusic.com
>
>

47. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:16:17 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73D3827.147EF%nameerf@flash.net>
Source record: 45416

in article 3b17d6cc7253ac0@pandora.be, Martin "Nightowl" Byttebier at
tos4ever@pandora.be wrote on 6/1/01 8:56 AM:

> on Fri 01-06-2001 18:14 SWE/YesCREW wrote:
>
>>
>> Hi,
>>
>>> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the
>>> names
>>> of the applications you want to launch so what's the problem?
>>
>> Taskbar uses Thing's groups so u can see what u want, prg names or nicks
>> u choose.. What i personaly like is possibility of having folders as well
>> and posibility to drag'n'drop stuff into taskbar's items.. If item is prg
>> its loaded with file, if folder, file is copied there.. I have
>> apps/drives/folders in taskbar for Falcon and TT (NFS-ed) so its very easy
>> to work with...
>
> Exactly. Taksbar is a very versatile utility and in combination with
> Clocky it forms a killer app. It offers much more possibilities then SMU
> or ATmenu. Really I can't get it why a programmer puts its effort in app's
> like ATmenu

I use Magic (as well as Geneva and AES 4.1), but I do not have Jinnee. When
I put Taskbar in the START folder, it won't automatically start because it
doesn't see that the AV Server exists. SMU and APPLINE is an OK workaround
for this, until you cover them with windows from other programs. This is one
good purpose for ATmenu. It's always there, especially for those of us who
can't get Taskbar autostarted.

*** Other good uses ***

- Quicker access to CPX's

- It gives me an alternative to Magic's stupidly short ACC list. Why
they only put 6 slots (a la old GEM style) is beyond me. I've been told it's
for compatibility and that Magic has no need for so many accessories, but
that's gotta be total BS. Geneva is more compatible that Magic will ever be,
and uses as many ACC's as you have memory for. And even with Magic, there
are times when I need to have more than 6 ACC's running. With ATmenu, I can
put in ACC's (renamed to APP) that don't necessarily need to be constantly
running, but that I want right up there for easy access, and the ones that
do need to be running I can keep in Magic's ACC list. Although I really wish
they would fix this stupid problem...

- The ability to just drop a program or alias into the folder and it's instantly available, without having to run setup programs or quit and restart the menu.

*** Things I would like to see changed in ATmenu ***

- Have it make a list of the files in the directory upon bootup, so it doesn't have to load all the names every time, and only check for the number of files and/or the combined file size of the directory to know when to update the list, thereby making it faster.

- Have an editable mask function that will only display files with certain extensions (like *.PRG and *.APP), and then have it remove the extensions when displaying the files, so you only see the names.

- Have an "alias" file that can be put into the folder that has lines like:

"Papyrus Office" = D:/PAPYRUS/PAPYRUSO.APP

And then just lists Papyrus Office in the menu, instead of PAPYRUSO.APP. This would also solve problems with programs that look for their RSC's in the same folder they're run from. I did try the alias thing, and it still looks for RSC's in the ATMENU folder on my system.

I'm personally glad to see this program. Even though for some it seems useless, there might be those that would prefer things this way instead. Maybe someone doesn't like having to go to the bottom of the screen to get programs, and would rather have everything up in the menu bar? It's all a matter of having more options and choices rather than saying that because it can already be done another way, the program shouldn't exist. That's my opinion, anyway.

Mike Freeman
nameerf@flash.net

48. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:17:17 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73D3889.147F0%nameerf@flash.net>
Source record: 45417

in article thfkmfdm2u353@corp.supernews.com, Lyndon Amsdon at
bindon@madasafish.com wrote on 6/1/01 9:37 AM:

> Hi
>
>>> I forgot as I have many programs and so seeing the name of the program to
>>> launch is a help, it would be nice if this was available in Taskbar, bit
>>> like SMU.
>>
>> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
>> of the applications you want to launch so what's the problem?
>
> I can't see how to do this. I don't use Thing and so don't have Thing
> groups. Is it possible to use index.grp even with Jinnee so that Taskbar
> thinks you have groups? I know the groups won't be seen by Jinne, but if
> placed in $home it should be picked up, maybe I should experiment.

Use JAY Groups for this. It is Thing-group-compatible, and a pretty nice
program in its own right.

Mike Freeman
nameerf@flash.net

49. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:29:38 UTC
From: "Tim Anderson"
Message-ID: <9f8qdj$l4n$1@news6.svr.pol.co.uk>
Source record: 45418

Hi,

I don't really want to drag myself into this but ENOUGH!!!!!!!!!!!!!

I had my STe uprgraded by Dave many times, Memory, switchable Tos, High density upgrade etc, and so if Dave says that Barrie is a reputable dealer then I shall use Barrie.

I have used barrie since I have had a Falon and he perormed the memory upgrade perfectly and answered my questions fine. I am a hardware/software engineer as well asbeing a system admin for my company and questions that I ask mean a lot to me as they specify how much somebody knows and thus I can smell it a mile away.
I did not get this impressiion from Barrie, he seemed professional, he knew what I was asking and gave good advice/answers!

This is a good dealer as far as I am concerned.

When Dave was servicing Atari's we could book an appointment with him and have the machine back within the hour, as long as the fault was a biggie adn I can do the same with barrie except he will answer questions while he is doing the work.

All I have left to say on the matter is that Dave and a few other people who in my younger years were people that I aspired to be. I left the Atari scene when I got my first Intel box, Now I have become a computer system engineer I can afford to get back into the scene and hopefully help out where I can. BARRIE, keep up the good work and let it be known that people DO appreaciate your efforts!!!

Anyway.

Goodbye for now

Tim Anderson

"Dave" <maccdave@btinternet.com> wrote in message
news:MvhR6.54$E42.4040@NewsReader...
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:990978656-623986AEicMi@madasafish.com...
> > Hi Barrie
> >
> > >> Steve doesn't.
> >
> > >I don't charge friends either.
> >

> > That'd please Dave, being your only friend.
> >
> At least i have one!
>
>

50. Re: 52O st fm upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:34:17 UTC
From: Silwer <silwer@hotmail.com>
Message-ID: <91SR6.9623$vR1.28223@nntpserver.swip.net>
Source record: 45419

"K_Turner" <kdt1@ukc.ac.uk> skrev i meddelandet
news:9et9ou$c5b$1@athena.ukc.ac.uk...
> I seem tio remeber my Atari the 520stfm needed an external disk drive to
> play some games as the internal drive was single sided.
>
> does anyone know where i might purchase such a drive ?
> i am in England so if its an American company will they ship
internationaly
> and will it wior with a UK machine?
>
> Thankyou
>
the 520stfm has 720kb internal drive, but maybe it's not the same in all
countries?
the older 520 ST had an external 36kb drive SF354

51. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 19:47:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b17feea91bbfc0@pandora.be>
Source record: 45420

on Fri 01-06-2001 20:34 SWE/YesCREW wrote:

>Um i cant and i will not judge why programmer do what he did.. Im glad
>about any effort and i will salute it! Also i do love Taskbar but as i
>said in one of my earlier replys, not all are in position to run Taskbar,
>either they have Single TOS, lower specs machine etc.. ATmenu works like
>ACC, use own inf file so it is OS independant...

I'm not so sure ATmenu runs in singleTOS.
The docs says this:

* Multitaskingfï¿½higes Betriebssystem (d.h. AtMenu lï¿½uft nicht unter
Single TOS)
* NVDI 5. Getestet wurde unter Version 5.03 (Ein Freshup von NVDI kann
gratis unter http://www.nvdi.de downgeloaded werden).
* Desktop, der das AV-Protokoll untersï¿½tzt (getestet mit Jinnee)
* Auflï¿½sung von mind 640 x 400 Pixel

It do need a multitasking system. The docs explicite says that ATmenu
doesn't work under SingleTOS.
It even needs NVDI more or the less. Without NVDI it looks really awful.

>I use Falcon, TT and ST
>equaly, i dont wana put owners of NON hades, non ACCelerated Falcons etc
>aside.. Im glad ppl does anything, if i have better solution or dislike
>the app, i still cheersih the will and effort

Nor do I. I'm glad that some guys still writes program for our platform
only I can't get it why we needs just another application launcher. I
think the effort should better go to apps we really needs such as a modern
browser

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

52. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:03:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991487114-61985AEicMi@madasafish.com>
Source record: 45385

Hi Sinclap

>> >> PS never sell an Atari, you will regret it.

>> >I didn't!

>> Thats coz you use you bollox for brains, hence youre talking
>>tadpoles.

>The said above does not compute...

And why dont i look suprised??

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

53. Re: Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:05:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991487118-62921AEicMi@madasafish.com>
Source record: 45386

Hi Thomas

>Also if used in 16bit mode the icons take on a garish colour scheme.

This may be a simple pallete problem, have you selected the correct
jinnee.pal file, and is it in the correct place?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

54. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:17:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1805c6510b30@pandora.be>
Source record: 45421

on Fri 01-06-2001 19:16 Michael and Nicole Freeman wrote:

>in article 3b17d6cc7253ac0@pandora.be, Martin "Nightowl" Byttebier at
>tos4ever@pandora.be wrote on 6/1/01 8:56 AM:

>> Exactly. Taksbar is a very versatile utility and in combination with
>> Clocky it forms a killer app. It offers much more possibilities then SMU
>> or ATmenu. Really I can't get it why a programmer puts its effort in app's
>> like ATmenu
>
>I use Magic (as well as Geneva and AES 4.1), but I do not have Jinnee. When
>I put Taskbar in the START folder, it won't automatically start because it
>doesn't see that the AV Server exists.

Just add a line like this in your gem.cnf (/geneva)
run H:\taskbar\taskbar.prg
and you'll see that Taskbar comes up nice and smoothly.

>- Quicker access to CPX's

With Taskbar (yes again) you've directly access to the CPX's. Another
possibility is the Freedom 2.05 fileselector.
>
>- It gives me an alternative to Magic's stupidly short ACC list. Why
>they only put 6 slots (a la old GEM style) is beyond me.

You can get around this when you use Xboot. You can get as many as you
like. Don't know if this work with MagiC though but it surely works with
MiNT

>- The ability to just drop a program or alias into the folder and it's
>instantly available, without having to run setup programs or quit and
>restart the menu.

That's a good point.
>
>*** Things I would like to see changed in ATmenu ***
>
>- Have it make a list of the files in the directory upon bootup, so it
>doesn't have to load all the names every time, and only check for the number
>of files and/or the combined file size of the directory to know when to
>update the list, thereby making it faster.

Right now it's painfully slow.

>
>I'm personally glad to see this program. Even though for some it seems

>useless, there might be those that would prefer things this way instead.
>Maybe someone doesn't like having to go to the bottom of the screen to get
>programs, and would rather have everything up in the menu bar?

Like I said earlier with Taskbar/Clocky one can launch prog by means of
shortcuts even it the desktop isn't topped. The only drawback is that
one have to remember the shortcuts.

>matter of having more options and choices rather than saying that because it
>can already be done another way, the program shouldn't exist. That's my
>opinion, anyway.

Oke, oke I have put it too strong. My opinion is still that we don't
need urgently a yet another application launcher but applications like
an up-to-date browser.
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

55. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:34:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010601203014.228A-100000@localhost>
Source record: 45409

On Fri, 1 Jun 2001, Martin "Nightowl" Byttebier wrote:

> >Taskbar uses Thing's groups so u can see what u want, prg names or nicks
> >u choose.. What i personaly like is possibility of having folders as well
> >and posibility to drag'n'drop stuff into taskbar's items.. If item is prg
> >its loaded with file, if folder, file is copied there.. I have
> >apps/drives/folders in taskbar for Falcon and TT (NFS-ed) so its very easy
> >to work with...
>
> Exactly. Taksbar is a very versatile utility and in combination with
> Clocky it forms a killer app. It offers much more possibilities then SMU
> or ATmenu. Really I can't get it why a programmer puts its effort in app's
> like ATmenu

Um i cant and i will not judge why programmer do what he did.. Im glad about any effort and i will salute it! Also i do love Taskbar but as i said in one of my earlier replys, not all are in position to run Taskbar, either they have Single TOS, lower specs machine etc.. ATmenu works like ACC, use own inf file so it is OS independant... I use Falcon, TT and ST equaly, i dont wana put owners of NON hades, non ACCelerated Falcons etc aside.. Im glad ppl does anything, if i have better solution or dislike the app, i still cheersih the will and effort

Janez

56. Re: FA:eBay,Atari International TOS Catalog

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:41:06 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b17fde2$0$7280@news.zetnet.co.uk>
Source record: 45422

On 1 Jun 2001 07:08:22 -, David Smith wrote:
|You have the following auctions underway:

I do not have any auctions underway. Do you mean that you have them
underway?
--
JI Logan

57. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:51:41 UTC
From: bindon@madasafish.com
Message-ID: <thg02tajpjda78@corp.supernews.com>
Source record: 45425

Hi

>> I can't see how to do this. I don't use Thing and so don't have Thing
>> groups. Is it possible to use index.grp even with Jinnee so that Taskbar
>> thinks you have groups? I know the groups won't be seen by Jinne, but if
>> placed in $home it should be picked up, maybe I should experiment.
>
>Yes, just download the latest (by now pretty old I'm afraid, but I'm
>working 10-12 hours a day and don't have much time for my Falcon) beta, a
>program called JayGroups is included and will automatically be used by
>Taskbar. It adds Thing-like groups to any desktop, including Jinnee.
>
>http://atari.nvg.org/

Thanks Jo, I had an old version 2.70 and there was no docs. I never saw a version 3 alpha (until today) as the front page to your website (the one at nvg I think) is displayed as just two images. (I browse with no pictures). Maybe if I turned the images on I would have got further but a search at google directed me to the beta taskbar and not the alpha version. I remember hearing about Jaygroups in AC come to think about it, but I never took any of it in really as back then I was on an STE with TOS 2.06 :)

58. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 20:51:44 UTC
From: bindon@madasafish.com
Message-ID: <thg03083117f7f@corp.supernews.com>
Source record: 45424

On 1 Jun 2001 18:54:20 G, Jo Even Skarstein wrote:
>"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

Hi

>>>I forgot as I have many programs and so seeing the name of the program to
>>>launch is a help, it would be nice if this was available in Taskbar, bit
>>>like SMU.
>
>> ???? I'm afraid I can't follow you here. AFAIK with Taskbar you see the names
>> of the applications you want to launch so what's the problem?
>
>I think he means that he wants Taskbar to display the assigned hotkey next
>to the apps' names. I'm afraid this isn't practical, as the hotkey-part is
>handled by Clocky and Jclocktool, not Taskbar.

I couldn't see how to function it under Jinnee actually (wirth no docs on
it) but see my other post.

59. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:05:35 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <LqTR6.449$WH2.267@newsfeed.slurp.net>
Source record: 45423

Hi there,
Some more issues that I have. I've tried TOS, Geneva, MagiC and
MiNT. They all work differently. I can't get a desktop to load in Geneva
using Eclipse. TOS is fine but most of the time quitting programs will crash
the system. MagiC without Jinnee seems to be allright. Jinnee hates Eclipse
because you can't scroll or move windows without crashing. Thing won't work
in 1024x768. MiNT seems to be OK. I'm using N_AES 2 as an aes and Thing as a
desktop but once again I'll have to run lower than 1024x768. If I don't put
4mb on the rage.sys line the screen flickers on one side and there's a lot
of garble on the screen. Any help will be greatly appreciated.

Joshua.

"Johan Klockars" <rand@cd.chalmers.se> wrote in message
news:9f4qdd$k5v$1@nyheter.chalmers.se...
> In article <5_dR6.32$3M5.500@newsfeed.slurp.net>,
> Lord Gaiyan <gaiyan@vianet.ca> wrote:
> >Hi there
> >
> >Thanks for the quick response. The icons are just black boxes on the
> >desktop. The ones in windows are mostly black with other dark colors.
Hard
>
> Then it's not the problem I know about since that should only make some
> colours come out wrong. Try disabling 'imgcache'.
>
> >to explain. I took a look at the ACC but didn't quite figure out how to
use
>
> Unfortunately, some of the buttons in the ACC dialog are still useless.
The
> latest version does, however, have a text field for entering option
settings.
> For example, to turn on 'xbiosfix' (if it isn't already), simply enter
> xbiosfix
> and push the button named 'Enter Option'.
> To turn off 'xbiosfix', instead enter
> -xbiosfix
>
> The minus sign causes the option to have the opposite of its usual effect.
>
> Not all options are usable this way, since fVDI only looks at some of them
> at startup time. The most important should work, though, and I'll make
more
> of them available later.

> I thought I had already made it possible to change driver options, such
> as 'imgcache', but apparently I haven't. I'll do that ASAP.
>
> >it yet. A forum for Eclipse users sounds great since there are quite a
few
>
> I'll see what I can do. In the mean time, please don't forget that
whatever
> problems you find won't get fixed unless I'm told about them.
>
> >of us allready. You're doing a great job with the drivers. Keep it up.
>
> Thanks. I will.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: rand.thn.htu.se
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

60. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:12 UTC
From: ebaiz@skyenet.net
Message-ID: <0KTR6.455$WH2.740@newsfeed.slurp.net>
Source record: 45427

On 1 Jun 2001 07:03:53 G, "Martin \"Nightowl\" Byttebier" wrote:

>You can do the same with Taskbar/clocky. I can launch any application that is
>assigned a shortcut from inside another prog.
>Lets say that I'm working with Calamus SL and that I need to find some
>info from the Net. I just have to click [control]+[alt]+c (shortcut for
>Cab) and there I go.
>It's amazing that such a good program like clocky isn't know very well.
>It's a multifunctional prg. It can remap the keyboard, it have a
>screensaver etc..

I am not a fan of these shortcut keypresses mainly because I cannot
remember them all. Still, to each his/her own. That is why there are
many programs out there.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

61. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:14 UTC
From: ebaiz@skyenet.net
Message-ID: <2KTR6.456$WH2.740@newsfeed.slurp.net>
Source record: 45428

```
On 1 Jun 2001 10:24:20 G, "Pascal Ricard" wrote:
>Hello,
>
> in article <fXAR6.439$G91.2397@newsfeed.slurp.net> (comp.sys.atari.st)
> Edward S. Baiz Jr. wrote on Fri 01-06-2001 00:01 (GMT):
>
>> I have 6.1 for my Hades. What is the advantage to 6.1.4? Anything new
>> added?
>
>6.1.4 is a MagiC Mac revision.

DUH??? Sorry, did not know that....

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

62. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:15 UTC
From: ebaiz@skyenet.net
Message-ID: <3KTR6.457$WH2.740@newsfeed.slurp.net>
Source record: 45429

On 31 May 2001 20:18:03 , "Lord Gaiyan" wrote:
>Netscape sucks ass though... Opera is the best!!
>
>Joshua.

Really??? Is there an Opera version for Linux?? I am re-installing that
on my Hades...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

63. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:17 UTC
From: ebaiz@skyenet.net
Message-ID: <5KTR6.458$WH2.740@newsfeed.slurp.net>
Source record: 45430

On 1 Jun 2001 08:59:29 +, Uwe Seimet wrote:

>Yes, but not for Linux-68K. But just try Mozilla under Linux on the TT.
>After that you will never want to use a browser again, because it is so
>painfully slow.

I have heard about Mozilla. I probably will try that. It should run
alittle faster on a Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

64. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:19 UTC
From: ebaiz@skyenet.net
Message-ID: <7KTR6.459$WH2.740@newsfeed.slurp.net>
Source record: 45431

On 1 Jun 2001 16:56:27 G, "Martin \"Nightowl\" Byttebier" wrote:

>Exactly. Taksbar is a very versatile utility and in combination with
>Clocky it forms a killer app. It offers much more possibilities then SMU
>or ATmenu. Really I can't get it why a programmer puts its effort in app's
>like ATmenu

Because of people like me. <g> ATmenu has made it so much easier for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

65. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:23 UTC
From: ebaiz@skyenet.net
Message-ID: <bKTR6.460$WH2.740@newsfeed.slurp.net>
Source record: 45432

On 1 Jun 2001 19:16:17 G, Michael and Nicole Freeman wrote:

>I use Magic (as well as Geneva and AES 4.1), but I do not have Jinnee. When
>I put Taskbar in the START folder, it won't automatically start because it
>doesn't see that the AV Server exists. SMU and APPLINE is an OK workaround
>for this, until you cover them with windows from other programs. This is one
>good purpose for ATmenu. It's always there, especially for those of us who
>can't get Taskbar autostarted.

Glad to see someone else likes it.

>*** Other good uses ***
>
> - Quicker access to CPX's

I use MultiStrip and it also gives me a quick access to my CPX files.

>*** Things I would like to see changed in ATmenu ***

> - Have an editable mask function that will only display files with
>certain extensions (like *.PRG and *.APP), and then have it remove the
>extensions when displaying the files, so you only see the names.

I like this....

> - Have an "alias" file that can be put into the folder that has lines
>like:
>
> "Papyrus Office" = D:/PAPYRUS/PAPYRUSO.APP
>
>And then just lists Papyrus Office in the menu, instead of PAPYRUSO.APP.
>This would also solve problems with programs that look for their RSC's in
>the same folder they're run from. I did try the alias thing, and it still
>looks for RSC's in the ATMENU folder on my system.

Yes, that would dress things up alittle..

I would get Jinnee. It makes using this program much easier. I have
created links to the programs I want listed and also to all of my
partitions.

I would like to see a bigger choice in the colors.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson

Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

66. 800XLDJ article

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:24:24 UTC
From: ebaiz@skyenet.net
Message-ID: <cKTR6.461$WH2.740@newsfeed.slurp.net>
Source record: 45433

Hello all,

Here is a link to an article I wrote for Good Deal Games concering the ue of 800XLDJ. This program is to Atari computers what APE is to the PC. It emulates an 8-bit disk drive and lets one run programs on an 8-bit using the bigger Atari computer's disk drive. All the shots of the program were captured using ImageCopy. All the screenshot of the program, my Hades system, the SIO2ST cable, the 130XE and the VGA-801 were taken by my Sony digital camera. I thought GDG would announced it by now. Since they have not, I am....

http://www.gooddealgames.com/articles/Atari_800XLDJ.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

67. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:25:59 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <QHTR6.1646$TP2.24512@NewsReader>
Source record: 45426

Hi Tim,

"Tim Anderson" <tanderson@.nospam.tanderson22.freeserve.co.uk> wrote in
message news:9f8qdj$l4n$1@news6.svr.pol.co.uk...
> Hi,
>
> I don't really want to drag myself into this but ENOUGH!!!!!!!!!!!!!
>
>
> I had my STe uprgraded by Dave many times, Memory, switchable Tos, High
> density upgrade etc, and so if Dave says that Barrie is a reputable dealer
> then I shall use Barrie.

I shall continue to endorse Barrie as long as he is active in the Atari
market.

> I have used barrie since I have had a Falon and he perormed the memory
> upgrade perfectly and answered my questions fine. I am a hardware/software
> engineer as well asbeing a system admin for my company and questions that
I
> ask mean a lot to me as they specify how much somebody knows and thus I
can
> smell it a mile away.
> I did not get this impressiion from Barrie, he seemed professional, he
knew
> what I was asking and gave good advice/answers!
>
> This is a good dealer as far as I am concerned.
>
> When Dave was servicing Atari's we could book an appointment with him and
> have the machine back within the hour, as long as the fault was a biggie
> adn I can do the same with barrie except he will answer questions while he
> is doing the work.
>
> All I have left to say on the matter is that Dave and a few other people
who
> in my younger years were people that I aspired to be. I left the Atari
scene
> when I got my first Intel box, Now I have become a computer system
engineer
> I can afford to get back into the scene and hopefully help out where I
can.
> BARRIE, keep up the good work and let it be known that people DO
appreaciate
> your efforts!!!

>
>
Carry on reading the group and watch the story unfold.

BTW. Please ignore any abuse i send as it's only directed towards the few.
It dosen't make me feel clever but sometimes you have to give as good as you
get.

Have a nice day.

Dave

68. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 21:57:59 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <TbUR6.467$WH2.951@newsfeed.slurp.net>
Source record: 45434

Yep, sure is. Go to www.opera.com

Joshua.
"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:3KTR6.457$WH2.740@newsfeed.slurp.net...
> On 31 May 2001 20:18:03 , "Lord Gaiyan" wrote:
> >Netscape sucks ass though... Opera is the best!!
> >
> >Joshua.
>
> Really??? Is there an Opera version for Linux?? I am re-installing that
> on my Hades...
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

69. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:01:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B181040.269CFE89@chello.nl>
Source record: 45435

SWE/YesCREW wrote:

> Well look at this url: http://freemint.de/X11/snap2.gif :))
>

They reinvented antialiasing?

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

70. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:15:35 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <jqUR6.1658$TP2.24725@NewsReader>
Source record: 45436

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:991379030-74352AEicMi@cwcom.net...
> From: "Lord Gaiyan" <gaiyan@vianet.ca>
> Date: Wed, 30 May 2001 22:13:06 -0400
>
> >I just got my Eclipse after a months delay because of lack of ATI cards.
I
> >had no problems with them. David answered all my emails fairly promptly.
>
> David helped me a great deal with installing a Reflex graphics card in an
> STFM, to the extent of sending me an installation guide detailing the all
> the soldering points, especially since he'd long since stopped selling
> these cards.
>
> The other Dave seems to have a problem though:

Firstly, the guy says "it's all great". Then, "a months delay" , "Old
drivers" instead of current ones, blacked out icon's. What's next?

All i asked was "So if it's so perfect why have you posted as below? "

Quite a reasonable question i think. You probably disagree but i don't care.

> >"Dave" <maccdave@btinternet.com> wrote in message
> >news:JAhR6.9$TP2.603@NewsReader...
> >> Would this be your groups opinion as the signature implies?
>
> How long have you been reading/contributing to/supporting this newsgroup?
Reading? Many years. Contributing not long. But once stirred by your cronies
who knows?

> In case it's only recently, it's quite possible that you might be able to
> find the relevant thread(s) on Google's Usenet archive. Read and digest,
for
> you have got the wrong end of the stick entirely.
No need, my server has the group cached for the last couple of years.

> My sig offers a link to DDP's translation service and accompanies every
> message that I write in the Atari newsgroups. It does not mean that my
> messages reflect the views of that group or of the CCC, whose pages are at
> the same URL. If you want my personal views, then feel free to ask for
them
> by private email. In fact, I've emailed you (Dave) anyway.
Yep i got the email. Once again quite opinionated.
It dosen't matter how much you protest, the fact's remain that your two
small

groups contain the only people who have been abusive to Barrie in csast.
All i was asking was it your groups opinion or yours? Once again quite reasonable.

BTW. Instead of using private email feel free to post your views to the group.
I will answer for my postings and views here and not behind closed doors as you would wish. Don't post to my email address again unless you want some back. Lets have a public / open discussion.

> Abusive replies will be ignored.

Tough. If your members are abusive to others then as an associate expect it back.

Utter contempt

Dave

71. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:21:21 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <NxUR6.481$WH2.810@newsfeed.slurp.net>
Source record: 45437

You really are a prick aren't you Dave? Did I ever say it was perfect???? I said it looks perfect.

Joshua.

"Dave" <maccdave@btinternet.com> wrote in message news:jqUR6.1658$TP2.24725@NewsReader...
>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:991379030-74352AEicMi@cwcom.net...
> > From: "Lord Gaiyan" <gaiyan@vianet.ca>
> > Date: Wed, 30 May 2001 22:13:06 -0400
> >
> > >I just got my Eclipse after a months delay because of lack of ATI cards.
> I
> > >had no problems with them. David answered all my emails fairly promptly.
> >
> > David helped me a great deal with installing a Reflex graphics card in an
> > STFM, to the extent of sending me an installation guide detailing the all
> > the soldering points, especially since he'd long since stopped selling
> > these cards.
> >
> > The other Dave seems to have a problem though:
>
> Firstly, the guy says "it's all great". Then, "a months delay" , "Old
> drivers" instead of current ones, blacked out icon's. What's next?
>
> All i asked was "So if it's so perfect why have you posted as below? "
>
> Quite a reasonable question i think. You probably disagree but i don't care.
>
> > >"Dave" <maccdave@btinternet.com> wrote in message
> > >news:JAhR6.9$TP2.603@NewsReader...
> > >> Would this be your groups opinion as the signature implies?
> >
> > How long have you been reading/contributing to/supporting this newsgroup?
> Reading? Many years. Contributing not long. But once stirred by your cronies
> who knows?

>
> > In case it's only recently, it's quite possible that you might be able
to
> > find the relevant thread(s) on Google's Usenet archive. Read and digest,
> for
> > you have got the wrong end of the stick entirely.
> No need, my server has the group cached for the last couple of years.
>
> > My sig offers a link to DDP's translation service and accompanies every
> > message that I write in the Atari newsgroups. It does not mean that my
> > messages reflect the views of that group or of the CCC, whose pages are
at
> > the same URL. If you want my personal views, then feel free to ask for
> them
> > by private email. In fact, I've emailed you (Dave) anyway.
> Yep i got the email. Once again quite opinionated.
> It dosen't matter how much you protest, the fact's remain that your two
> small
> groups contain the only people who have been abusive to Barrie in csast.
> All i was asking was it your groups opinion or yours? Once again quite
> reasonable.
>
> BTW. Instead of using private email feel free to post your views to the
> group.
> I will answer for my postings and views here and not behind closed doors
as
> you would wish. Don't post to my email address again unless you want some
> back. Lets have a public / open discussion.
>
> > Abusive replies will be ignored.
>
> Tough. If your members are abusive to others then as an associate expect
it
> back.
>
> Utter contempt
>
> Dave
>
>
>
>

72. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:25:33 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <JBUR6.485$WH2.749@newsfeed.slurp.net>
Source record: 45439

And the month's delay is a positive note after hearing some guys waited for
even 11 months to get their Eclipse.

Joshua.

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:NxUR6.481$WH2.810@newsfeed.slurp.net...
> You really are a prick aren't you Dave? Did I ever say it was perfect????
I
> said it looks perfect.
>
> Joshua.
>
> "Dave" <maccdave@btinternet.com> wrote in message
> news:jqUR6.1658$TP2.24725@NewsReader...
> >
> > "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> > news:991379030-74352AEicMi@cwcom.net...
> > > From: "Lord Gaiyan" <gaiyan@vianet.ca>
> > > Date: Wed, 30 May 2001 22:13:06 -0400
> > >
> > > >I just got my Eclipse after a months delay because of lack of ATI
> cards.
> > I
> > > >had no problems with them. David answered all my emails fairly
> promptly.
> > >
> > > David helped me a great deal with installing a Reflex graphics card in
> an
> > > STFM, to the extent of sending me an installation guide detailing the
> all
> > > the soldering points, especially since he'd long since stopped selling
> > > these cards.
> > >
> > > The other Dave seems to have a problem though:
> >
> > Firstly, the guy says "it's all great". Then, "a months delay" , "Old
> > drivers" instead of current ones, blacked out icon's. What's next?
> >
> > All i asked was "So if it's so perfect why have you posted as below? "
> >
> > Quite a reasonable question i think. You probably disagree but i don't
> care.
> >
> > >"Dave" <maccdave@btinternet.com> wrote in message

> > > >news:JAhR6.9$TP2.603@NewsReader...
> > > >> Would this be your groups opinion as the signature implies?
> > > >
> > > How long have you been reading/contributing to/supporting this
> newsgroup?
> > Reading? Many years. Contributing not long. But once stirred by your
> cronies
> > who knows?
> >
> > > In case it's only recently, it's quite possible that you might be able
> to
> > > find the relevant thread(s) on Google's Usenet archive. Read and
digest,
> > for
> > > you have got the wrong end of the stick entirely.
> > No need, my server has the group cached for the last couple of years.
> >
> > > My sig offers a link to DDP's translation service and accompanies
every
> > > message that I write in the Atari newsgroups. It does not mean that my
> > > messages reflect the views of that group or of the CCC, whose pages
are
> at
> > > the same URL. If you want my personal views, then feel free to ask for
> > them
> > > by private email. In fact, I've emailed you (Dave) anyway.
> > Yep i got the email. Once again quite opinionated.
> > It dosen't matter how much you protest, the fact's remain that your two
> > small
> > groups contain the only people who have been abusive to Barrie in csast.
> > All i was asking was it your groups opinion or yours? Once again quite
> > reasonable.
> >
> > BTW. Instead of using private email feel free to post your views to the
> > group.
> > I will answer for my postings and views here and not behind closed doors
> as
> > you would wish. Don't post to my email address again unless you want
some
> > back. Lets have a public / open discussion.
> >
> > > Abusive replies will be ignored.
> >
> > Tough. If your members are abusive to others then as an associate expect
> it
> > back.
> >
> > Utter contempt
> >
> > Dave

> >
> >
> >
> >
>
>

73. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:29:39 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <vDUR6.1662$TP2.25149@NewsReader>
Source record: 45438

"Steve Stupple" <Steve@atari.org> wrote in message
news:TlJ+4hAzXsF7Ewc0@atari.org.uk...
> In article <PPhR6.10$TP2.767@NewsReader>, Dave <maccdave@btinternet.com>
> writes
> >Hi Harry,
> >
> >Older drives where wired for ST(FM)'s. Look at the STE PIN configuration.
> >I can't say any more as i'll have to charge for it as i used to be a
dealer.
> >We all know what happens to dealers in this group!
>
> Here we go again, any chance of digging your knife in.
>
I will gladly stop once others do.

> I've not come across any problems with using external drives on the
> STE's. I did come across a problem involving an internal drive not being
> compatible with an external one.
>
> iirc the external drive socket is wired in parallel to the internal one!
>
> Donations accepted, in USD's and GBP's, at the usual address:P
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

74. Re: STE and second floppy

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 22:46:16 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <4TUR6.2448$E42.28159@NewsReader>
Source record: 45440

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thf2pnffdnif75@corp.supernews.com...
> On 1 Jun 2001 11:24:47 +, Eddy Morfan wrote:
> >> iirc the external drive socket is wired in parallel to the internal
one!
> >
> >IIRC That's not true, as I said in a previous message, external drive
> >connector can be wired in parallel like in the first ST (the ones with
> >no internal drive), or it can be connected to select external drive 0
> >when drive B is selected.
>
> They are in parralel, main signals are shared between the drives, only the
> DS are seperate for each drive. The cause of two drives conflicting is if
> one drive pulls the lines low when its not active and so the other drive
> isn't getting the information.
>

The external drive connector is in parallel with the internal one. The
difference
is the drive select lines. The ste and stfm are different on the assignment
of the
signals. I can't remember the exact pin out at the moment but it meant that
some external drives that were made for the STFM didn't work on the STE
as a conflict would occur once plugged in. The remedy for this was to change
the drive select signal on the 14 way connector from one to the other. As i
say it
was many years ago but the biggest culprit for this problem was the power
computing
ones.

Dave

75. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-06-01 23:18:31 UTC
From: Christopher Friend <rangerfiendNS@NSyahoo.com>
Message-ID: <thg8ot423gi2f2@corp.supernews.com>
Source record: 45441

Tim Anderson wrote in message <9f8nijdep1@news8.svr.pol.co.uk>...
>Hi what about Gemulator?
>
>I have being emailing them and they say that their emulator even supports
an
>030.

Only on the Macintosh side of Gemulator. If you plan on running ANYTHING that might break that slightest TOS/GEM rule, don't use Gemulator. Steem is the most stable emulator I've used.

The ST Emulator part of Gemulator emulates a standard 68000 CPU.

76. FS: MEGA ST 2

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:04:37 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B182DDE.B1918A8D@mediaone.net>
Source record: 45442

Hi everybody,

I've got a MEGA ST 2 with TOS 1.02 for sale. It comes with the power cord and a keyboard (unfortunately no mouse). Works great, just used it a few minutes ago. I'm selling it because I've got a 1040 STE on the way. I'll ship to the US and Canada.

$150 or B/O
(feel free to make an offer! price is flexible! no lowballers)

Thanks,
Matt

77. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:11:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73D7D79.14812%nameerf@flash.net>
Source record: 45443

in article 3b1805c6510b30@pandora.be, Martin "Nightowl" Byttebier at
tos4ever@pandora.be wrote on 6/1/01 12:17 PM:

> on Fri 01-06-2001 19:16 Michael and Nicole Freeman wrote:
>
>> I use Magic (as well as Geneva and AES 4.1), but I do not have Jinnee. When
>> I put Taskbar in the START folder, it won't automatically start because it
>> doesn't see that the AV Server exists.
>
> Just add a line like this in your gem.cnf (/geneva)
> run H:\taskbar\taskbar.prg
> and you'll see that Taskbar comes up nice and smoothly.

Taskbar works fine in Geneva. I meant that this happens while using Magic.

>> - Quicker access to CPX's
>
> With Taskbar (yes again) you've directly access to the CPX's. Another
> possibility is the Freedom 2.05 fileselector.

True. But this adds another possibility if you can't run Taskbar from
startup, like I said in the post before, and is a *little* quicker and
easier than calling up Freedom or other Control Panel.

>> - It gives me an alternative to Magic's stupidly short ACC list. Why
>> they only put 6 slots (a la old GEM style) is beyond me.
>
> You can get around this when you use Xboot. You can get as many as you
> like. Don't know if this work with MagiC though but it surely works with
> MiNT

Again, this is only a Magic issue. Magic will not allow more than 6 ACC
programs to run, as there are only 6 ACC slots, just like with old
single-tasking GEM. Geneva and AES 4.1 (probably NAES as well) don't have
this limitation. It has nothing to do with X Boot or any other boot manager.

>> *** Things I would like to see changed in ATmenu ***
>>
>> - Have it make a list of the files in the directory upon bootup, so it
>> doesn't have to load all the names every time, and only check for the number
>> of files and/or the combined file size of the directory to know when to
>> update the list, thereby making it faster.
>
> Right now it's painfully slow.

It's bearable if you only have Control Panels and a few programs in the
ATMENU folder in the menu. But more than that and you might as well go for a

walk while you wait for it to show up on the screen.

>> I'm personally glad to see this program. Even though for some it seems
>> useless, there might be those that would prefer things this way instead.
>> Maybe someone doesn't like having to go to the bottom of the screen to get
>> programs, and would rather have everything up in the menu bar?
>
> Like I said earlier with Taskbar/Clocky one can launch prog by means of
> shortcuts even it the desktop isn't topped. The only drawback is that
> one have to remember the shortcuts.

This isn't good for paople who are very visually oriented and can't remember
a bunch of key combinations (like me :)). Also not good if you can't get
Taskbar to startup.

>> matter of having more options and choices rather than saying that because it
>> can already be done another way, the program shouldn't exist. That's my
>> opinion, anyway.
>
> Oke, oke I have put it too strong. My opinion is still that we don't
> need urgently a yet another application launcher but applications like
> an up-to-date browser.

True that we need good browser. But if this person's not quite up to that
challenge, then this is a good alternate. I personally find it useful.
Besides, a full-blown, up-to-date browser's not realistically something
we're going to get out of a competition like this, unless the competition
lasts a few years before the entries are due. We're going to get smaller
programs like this one, and hopefully they will be of use to someone.

Mike Freeman
nameerf@flash.net

78. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:23:13 UTC
From: Kristie <palmsupplies@hotmail.com>
Message-ID: <B73D8E0E.E8A2%palmsupplies@hotmail.com>
Source record: 45444

in article B73D7D79.14812%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 6/1/01 6:11 PM:

> True that we need good browser. But if this person's not quite up to that
> challenge, then this is a good alternate. I personally find it useful.
> Besides, a full-blown, up-to-date browser's not realistically something
> we're going to get out of a competition like this, unless the competition
> lasts a few years before the entries are due. We're going to get smaller
> programs like this one, and hopefully they will be of use to someone.

Hi Mike,
I think this is a key point. The competition itself was (relatively) not very long, and the prizes were (relatively) not very much in comparision to how much work an application such as a Web Browser would require. Perhaps in the next contest, we will approach it in a similar manner that Lonny Pursell did with his "GFA Challenge."

(Look at: http://www.bright.net/~atari/html/gfa_gem.htm)

That is, to ask for small "pledges" from users.... Nothing motivates more then pure hard cash...

Bengy,
Magical-sides.de

79. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:24:03 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <DmWR6.142$AQ.1473@news3.voicenet.com>
Source record: 45445

Thanks, for the tip. So far is seems there are only 3 ISP Atarians use.
There could be more but the rest of the Atarians are staying silent.

--
Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card
collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983

"Joseph D. Place" <jdplace@prodigy.net> wrote in message
news:9f4kk0$bjms$1@newssvr06-en0.news.prodigy.com...
> I'm connecting with Prodigy, using STing. I don't know if it is the
> best solution, but I have had no problems.
> Joe Place
> jdplace@prodigy.net
> Atari 520 STE 4MB
>
> On 26 May 2001 22:46:41 , John Garone wrote:
> >On 26 May 2001 01:52:57 , "Raymond Collins" wrote:
> >>I am thinking of changing to a national ISP. I would like to know which
are
> >>the most Atari compatible ISPs in the USA?
> >>
> >
> >Two I know of (national, not sure):
> >
> > Atlantic.net 1-800-921-9328
> > Earthlink.net 1-800-327-8454
> >
> >However I'm having out-going mail problems (over 30k) with Earthlink
> >which maybe local in nature! Also, some can't connect with Stik but can
> >with Sting (both ok here).
> >
> > John G.
> >.

80. c tools ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:37:06 UTC
From: slasry <slasry@free.fr>
Message-ID: <3B18376C.EF742318@free.fr>
Source record: 45347

salut,

seekin for disk img , unix/gnu/tos os and tools.

anyone got some links ?

merci, au revoir, et vive les ste...

81. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:43:40 UTC
From: sidcelery@cix.co.uk
Message-ID: <9f9crsljt1@plutonium.compulink.co.uk>
Source record: 45348

On 1 Jun 2001 12:49:44 +, doom_master wrote:
>>>> I have a 2mb ST ram upgrade card in stock.
>>> I'll check the url 2night thanks, but I really wanted more than
>>> an extra couple of meg.
>> You'll most likely get more benefit by upgrading your TTRAM board,
>> unless you need plenty of STRAM for running say, an Atari laser
>> printer.
>
> Cheers Derryck. I was hoping for this kind of answer from day one,
> as I always try to plonk everything in ttram if I can...
> Thanks, Steve

As long as you look out for software that specifies it should not be used in TTRam, just about everything is good to go in it. It's been a long time since I learnt the details, but IIRC NVDI for graphics cards should not run in TTRam (is that right?) and I think there was something about DMA sound.

Can anyone else confirm this?

rgds
H

82. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 00:52:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1128.553T1850T1125395optimus@canit.se>
Source record: 45351

David Wade skrev:

>"Iggy Drougge" <optimus@canit.se> wrote in message
>news:630.550T1700T495301optimus@canit.se...
>> David Wade skrev:
>>
>> >As there don't appear to be any currently available interfaces for STs
>could
>> >the techniques used at http://www.eix.co.uk/Ethernet/ be adapted to
>> >interface to the DMA or Cartridge port?.
>>
>> I think what you're looking for is
>> http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea

>That looks a usefull gimic. Has any one got iot working ??

I think that would be an "interesting" summer project. Seems moderately
difficult for a soldering spud like me. It's just a pity that the diagrammes
are quite "dirty". And where is the parts list? Has anyone got that worked out
so that I might go and order the necessary parts?
In particular, the ISA connector seems like something you're not about to find
in a solderable kind very easily. Extracting one from a PC motherboard doesn't
work, the connectors just fall out of the plastic holder. Is there any card-
edge ISA connector available?

--
En ligne avec Thor 2.6a.

linuxisgood:~$ man woman
No manual entry for woman

83. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:07:26 UTC
From: rand@cd.chalmers.se
Message-ID: <9f9e8e$se7$1@nyheter.chalmers.se>
Source record: 45357

In article <LqTR6.449$WH2.267@newsfeed.slurp.net>,
Lord Gaiyan <gaiyan@vianet.ca> wrote:
>Hi there,
> Some more issues that I have. I've tried TOS, Geneva, MagiC and
...
>4mb on the rage.sys line the screen flickers on one side and there's a lot
>of garble on the screen. Any help will be greatly appreciated.

I've been trying to reply to your emails, but there seems to be something
wrong with your address since I'm getting 'permanent delivery error'.

Anyway, the most important part of what I was trying to say in those letters
was that the behaviour you mention regarding '4mb' is impossible if you
have the PCI BIOS installed and working properly (since fVDI will then
auto-detect the amount of memory and not consider that flag at all).
A non-working or non-installed PCI BIOS could very well cause several of
the other problems you've mentioned too.

So, make sure you have installed the PCI BIOS. If that by itself doesn't
help, try to see what it displays at startup (there should be a few lines
with some numbers) and send that to me (you can pause the bootup text output
using ctrl-S). Needless to say, the bootup text will only be visible on a
monitor connected to the normal Atari VGA connector.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

84. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:11:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <776.553T500T1313661optimus@canit.se>
Source record: 45353

Lyndon Amsdon skrev:

>>Another dumb question. The price of the adapter and an ET4000 graphics card
>>is 249,00DM... If that 24900 German Marks or 249 German Marks? With 249DM
>>equal to about $110 US I assume 249DM

>Yeah, some countires use a comma instead of a full stop. It is 249DM, or
>about 83 UKP. I never looked at the price, but I can tell you that's a
>good price. They also sell PCBS only IIRC and recently they've added all
>the GAL expressions ont he site so you can make your own Panther/PAK etc.

I see bare PCBs for the PAK and associated boards in their pricelist, but not
for the Panther. What a pity. Oh yes, what a pity for a starving student.

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/44MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

85. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:13:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1606.553T1900T1335309optimus@canit.se>
Source record: 45355

Lyndon Amsdon skrev:

>On 30 May 2001 14:26:01 , "**** ****" wrote:
>>Lyndon Amsdon wrote in message ...

>>>Thomas Redelberger has :) It should work easily but just remeber that
>>>modern ISA NE2000s have no jumpers and so you'll need to set it in a PC to
>>>set the base address as it may have got changed from the 0x300.
>>
>>That may work, it may not. He has gotten it working with several cards, to
>>greater and lesser degrees. We oughtta start piecing together a
>>compatibility list for him.

>Me and hima re working on a cartridge based solution as Falcons don't have
>the DMA port and we've worked out it should be faster too. I want to see
>Mintnet support too, it's a case of finding someone willing to write them.

It's always this way; either MiNT or STiNG, or in worst case TUWTCP.
Can't help but feeling sorry for the STiK2 and iConnect users. =)

>>PS I'm new to the Atari community... do I understand correctly, that this
>>will work with my 520ST?

>Yeah, no problems. Welcome aboard :)

With that little memory and no HD, wouldn't it be great if one could fit a
custom boot ROM on the card? =)

--
En ligne avec Thor 2.6a.

JavaScript has been developed to show scrolling messages on your pages. It
should have been named ScrollerScript, but as it came out more or less the
same time when the hype on a programming language called Java (poor man's
SmallTalk raped by C++ which is expected to solve all problems of the world,
including traffic, pollution and AIDS) started, it's creators decided to use
the term ``Java'' in it's name, too.
-- README for the HTML preprocessor "hsc"

86. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:14:10 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <T3XR6.796$WH2.1466@newsfeed.slurp.net>
Source record: 45358

I think my ISP is blocking too many domains from sending email. Can you try lord_gaiyan@hotmail.com? Thanks. I'm at work now so I'll try get those numbers later tonight. As weird as it sounds, even if I have 'pcibios' on the rage.sys line the flickering and garble stops as soon as I put in the 4mb. PCIBIOS is installed and does give a bunch of numbers. I'll try to replace it. Is the PCIBIOS same through all the versions? The beta folder didn't seem to have it. One more question: I have an RGB monitor connected to the Falcon so it's really easy to see the output on both monitors without any unplugging. Can it cause problems being an RGB monitor? I tried without it and didn't make a difference. Thanks.

Joshua.

"Johan Klockars" <rand@cd.chalmers.se> wrote in message
news:9f9e8e$se7$1@nyheter.chalmers.se...
> In article <LqTR6.449$WH2.267@newsfeed.slurp.net>,
> Lord Gaiyan <gaiyan@vianet.ca> wrote:
> >Hi there,
> > > Some more issues that I have. I've tried TOS, Geneva, MagiC
and
> ...
> >4mb on the rage.sys line the screen flickers on one side and there's a
lot
> >of garble on the screen. Any help will be greatly appreciated.
>
> I've been trying to reply to your emails, but there seems to be something
> wrong with your address since I'm getting 'permanent delivery error'.
>
> Anyway, the most important part of what I was trying to say in those
letters
> was that the behaviour you mention regarding '4mb' is impossible if you
> have the PCI BIOS installed and working properly (since fVDI will then
> auto-detect the amount of memory and not consider that flag at all).
> A non-working or non-installed PCI BIOS could very well cause several of
> the other problems you've mentioned too.
>
> So, make sure you have installed the PCI BIOS. If that by itself doesn't
> help, try to see what it displays at startup (there should be a few lines
> with some numbers) and send that to me (you can pause the bootup text
output
> using ctrl-S). Needless to say, the bootup text will only be visible on a
> monitor connected to the normal Atari VGA connector.
>
> --
> Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

> of Technology | .signatures | johank@omicron.se
> | so hard to do | WWW: rand.thn.htu.se
> Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

87. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:16:33 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1458.553T1650T1365491optimus@canit.se>
Source record: 45354

**** **** skrev:

>Lyndon Amsdon wrote in message ...

>>>That looks a usefull gimic. Has any one got iot working ??
>>
>>Thomas Redelberger has :) It should work easily but just remeber that
>>modern ISA NE2000s have no jumpers and so you'll need to set it in a PC to
>>set the base address as it may have got changed from the 0x300.

>That may work, it may not. He has gotten it working with several cards, to
>greater and lesser degrees. We oughtta start piecing together a
>compatibility list for him.

I wonder what it would take to get someone to adapt it to some other card
which isn't as messy as the NE(1|2)000. Such as the SMC cards, those are very
nice indeed. I doubt that 3Com ones would work.

>I've got most of the layout done, if someone wants proper gerbers. Also
>working on cad blueprints for a proper enclosure. Jameco sells a perfect
>power supply for this thing, and tiny too. Can't find any pcb mount db19
>connectors though.

I think you're obliged under the Ethernea licence to make those enhancements
public, and the more the merrier... =)

--
En ligne avec Thor 2.6a.

I installed 7.6.1 on my Color Classic too. It has 6mb ram now, and no FPU
yet. Things really slowed down when I installed the Appearance extention and
control panel. But now the GUI is OS8ish! ;) That little creep is so cute,
I'll probably leave instructions to have it made my urn. It'll hold my ashes,
and still continue to function as a computer ;)
iVan

88. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:24:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1178.553T2350T1446095optimus@canit.se>
Source record: 45350

Martin \"Nightowl\" Byttebier skrev:

>on Wed 30-05-2001 01:14 Iggy Drougge wrote:

>>Mac. I prefer the Amiga, but Mac really is the best if you're computer-
>>illiterate. If you actually know something about computers, AmigaOS is the
>>way to go.

>Mac?? Is this a joke or what? Since a few months I've a Mac G3 with
>MacOS 8.6. I wished I never bought that machine. Desktop operations on
>the mac is a PITA. A few days ago I installed Mac Link and guess what?
>Somehow my whole setup was destroyed.

Sorry about that, I'm not crazy about the underlying OS myself either, but the
UI is really top-notch, and elegant as well.

>Everytime I've to install something on the Mac I hold my breath. I
>really hates those installers. It copyies all kind of files around your
>harddisk. The machine rules you and not otherwise.

I said "if you're computer-illiterate". Does that description fit you, Martin?
OTOH, there doesn't /seem/ (one never knows for certain on the Mac) to be as
many files shuffled around on the Mac as in Windows.

--
En ligne avec Thor 2.6a.

"Jag ?r 35 ?r och citerar planetens och v?rldshistoriens b?sta anime hur
mycket jag vill, bl?jbarn."
?ke Rosenius

89. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:29:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1706.553T650T1494459optimus@canit.se>
Source record: 45352

Martin-€ric Racine skrev:

>On 30 May 2001, Iggy Drougge wrote:

>> Martin-€ric Racine skrev:
>>
>> >So, go ahead and tell us what is your ideal end-user friendly OS?
>>
>> Mac. I prefer the Amiga, but Mac really is the best if you're
>> computer- illiterate. If you actually know something about
>> computers, AmigaOS is the way to go.

>Why Mac? Why Amiga? Remember the need to justifiy yourself
>extensively. Recursive sweeping spiral statements won't do.

You asked what, not why.

>> >For this discussion's technically-minded crowd's sake, be precise
>> >and mention all the specs, then move on to describing how nice
>> >and easy-to-use your OS is to accomodate ordinary users.
>>
>> It should be very small, efficient, with both GUI and CLI /in
>> unison/, with a lot of modularity and code sharing. Not to
>> mention being transparent to the user. No stupid commands
>> like "slrn" or arguments like "-lrFn" or "/d /a /w", no
>> system files named "BFTH32_1.DLL" or "libdso4.01.a.02".
>> Transparency, make everything as obvious as possible.

>Right, so what do DLL's have to do with Mac or Amiga? If you're
>gonna say Mac and Amiga, justify those, don't run around in
>circles on what other platforms do.

The Mac doesn't have all those odd file names, nor does the Amiga. In fact,
the Mac doesn't even seem to have linked libraries, though some people tell me
it does.
Besides, what are you griping about? Can't I say what it should not have? IMO
that is just as important.

--
En ligne avec Thor 2.6a.

Your hamster might, despite some encouraging first steps, never be able to
fully grasp the concept of Logical Markup.
-- The Not So Short Introduction to LaTex2e, "Disadvantages of LaTex"

90. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:33:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2447.553T850T1534551optimus@canit.se>
Source record: 45349

sinclap skrev:

>In article <1481.550T2750T746683optimus@canit.se>, Iggy Drougge
><optimus@canit.se> wrote:

>> Martin-Eric Racine skrev:
>>
>> >On 26 May 2001, Iggy Drougge wrote:
>>
>> >> If they ever did, they're utter idiots. Much like the people
>> >> who think it's worthwhile to implement a new UNIX clone for
>> >> the umpteenth time. UNIX is not particularly beautiful,
>> >> unless you know exactly how to communicate with it. KDE is
>> >> really miserable. After all, it's just a desktop for X11. And
>> >> it's so slow it's ungodly.
>>
>> >> Stupid git, was I ever advocating M$ filesystems? Not at all.
>> >> FAT is a stone-age FS and should have been buried thirty
>> >> years ago. Windows has no efficient GUI, it's a travesty of a
>> >> GUI.
>>
>> >So, go ahead and tell us what is your ideal end-user friendly OS?
>>
>> Mac. I prefer the Amiga, but Mac really is the best if you're computer-
>> illiterate. If you actually know something about computers, AmigaOS is the
>> way to go.

>I see...high powered apps such as iMovie, Final Cut Pro, IDVD and DVD
>Studio Pro for the iliterates..Try that on the Amiga.. "Who needs
>cutting edge apps, thats why I love the Amiga...

Sinclair, have you ever seen a DraCo? We've been through this in .advocacy
before, and you're just as bloody ignorant now as you were then.
Besides, we're talking about OSes here, not apps.
And since when was iMovie high-powered? Don't trust anything with an "i"
before its name.

>> >For this discussion's technically-minded crowd's sake, be precise
>> >and mention all the specs, then move on to describing how nice
>> >and easy-to-use your OS is to accomodate ordinary users.
>>
>> It should be very small, efficient, with both GUI and CLI /in unison/, with
>> a lot of modularity and code sharing. Not to mention being transparent to
>> the user. No stupid commands like "slrn" or arguments like "-lrFn" or "/d
>> /a /w", no system files named "BFTH32_1.DLL" or "libdso4.01.a.02".

>> Transparency, make everything as obvious as possible.

>Sounds useless. If the Amiga OS kept up with the updates, would be as
>bloated today..Sign of the times...

Are you a beat writer now, Sinclair? Are we even existing in the same
universe? Are you discussing the same topic as I?
So, tell me, Sinclair, in what way has the MacOS been keeping up with the
times? If it has been, it wouldn't have needed a big BSD transplant last year.

--
En ligne avec Thor 2.6a.

91. Re: Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:35:30 UTC
From: rand@cd.chalmers.se
Message-ID: <9f9ft2$sf4$1@nyheter.chalmers.se>
Source record: 45359

In article <9f8p3s$kt5$3@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk> wrote:
>
>> Currently eclipse is in use with NVDI as a background VDI. on my F30

As Jo Even mention later, it does not seem like you have NVDI in the
background, but rather in the foreground. That is the only way to make
use of NVDI for screen output.

>> When used with Jinnee 2.5 it is stable until I try to copy a file. At that
>> point the computer just hangs with the hand icon still moveable. the file

I can't say I've ever tried copying files when I've tested Jinnee, but I'll
take a look. I don't know if I have the 2.5 demo, but if there is one I'll
download it.

>Jinnee does a lot of weird stuff to achieve the transparent effect, and

You don't say!

When I first tried it, that transperency wasn't even close to working under
fVDI, but I thought I'd got it under control now. I know it worked fine with
at least one version of Jinnee.

>> Eclipse is set up as below
>
>> rage.sys mode 1280*768*8@60 pcibios screencahe imagecahe

60Hz? Ouch!

>Switch off both caches. AFAICR from my experiments last summer, MagiC
>doesn't like the screencache. Also, imgcache can cause some problems with

It likely won't help to disable 'screencache' under MagiC, since the AES
background buffer caching will still be active. The easiest way to disable
that is to not let the ACC run (it can also be done from inside the ACC
using the new option entering functionality (IIRC, something like 'aesbuf 0'
should do the trick).

>icons. Works perfectly on my MiNT/N.AES/Thing setup though.

Yes, the icon caching relies on applications always using the same memory
block for the icon graphics and not reusing it for anything else (fVDI
replaces part of the data with a magic number to be able to recognize an
icon that has been cached). For most applications this is fine, but some
are bound to do strange things.

>> Do I have to set up the nvdifix ? or is it another switch which I have
>> missed.
>
>No, "nvdifix" should only be enabled if NVDI is used as a background VDI
>(i.e. to support printers only). Normally you would use fVDI as the

Exactly. It is needed since NVDI would otherwise try to move itself forward
in the Trap#2 chain when a printer device is opened. It would then end up
before fVDI and be terribly confused when other VDI calls arrive for handles
it doesn't know about.

>background VDI (first run fVDI, then NVDI with disabled screen drivers),
>*don't* enable nvdifix in this case.

Since 'nvdifix' is only checked when fVDI is installed, I don't think it
would really do any harm even without NVDI already loaded. I have never
tested this, though, and there is no reason to have it enabled in such
a setup.

>> Iam aware that the modern applications from ASH use the new NVDI calls.
>
>Yes, this is indeed a problem. These doesn't seem to work entirely as
>intended when another VDI is used to access the screen, I had some related

In part this is because NVDI doesn't think a background VDI knows about
these commands. For example, the new call to set the background colour
for text isn't passed through to the underlying VDI, which thus has no
chance of knowing that it has been called. This has the funny effect that
one of the NVDI 'demo programs' works mostly fine when fVDI is used on its
own, but will draw text with the usual white background if NVDI is on top.

>problems with Nova VDI as well. I don't know any good solution for this,
>except from not using these apps :-(Some apps will only use these calls
>when available though, so running without NVDI will often help. I haven't

Most of the new features can be checked for in various ways, but some
programs seem to check only for specific NVDI versions...

>used NVDI in months and enjoy the speed and stability offered by fVDI
>alone.

:-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

92. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 01:37:40 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2105.553T2000T1575357optimus@canit.se>
Source record: 45356

Timothy A. Seufert skrev:

>In article <3203.546T2400T646053optimus@canit.se>, "Iggy Drougge"
><optimus@canit.se> wrote:

>> Frederic Fouche skrev:
>>
>> >What sucks about it?
>>
>> It's a UNIX clone. Based on Minix.

>Not.

Have you ever used Linux?

>Linux was written from scratch, taking essentially nothing from Minix
>but the file system format. In the *very* early days, you did need a
>Minix system to compile the Linux kernel, because Linux was not yet
>capable of running GCC. But that doesn't mean a thing. No operating
>system springs forth complete from the head of Zeus.

Of course it was written from scratch, that's why it's called a clone. And a
Minix clone was exactly Torvalds' intentions.

>> >WHat's wrong with their filesystem, task schedulers, memory management?
>>
>> The filesystem is horrible. It falls over when you blow at it.

>Not. ext2 is quite stable. Certainly as good as any other
>non-journalled UNIX inode file system.

Not according to my (and my friends') experiences. When I had a power outage,
the Linux system fell into a never-ending spiral of fsucking (and requests for
me to manually log in and fsuck the system) whereas the NetBSD 1.1 system just
came back up.

>> >A good design is a good design, can't deny that. Period.
>>
>> And UNIX is a designer's nightmare. Come on, this is the 2000s, and you
>> still
>> run a monolith kernel?

>Come on, this is the 2000s, and you still believe that microkernels are
>the wave of the future? Among OS designers, the enthusiasm for
>microkernels as the ideal form of operating system is long dead. They
>did not turn out to be the great savior they were thought to be. It
>turns out that performance sucks, unless you take shortcuts that
>compromise the ideals of microkernel design. And they aren't

>necessarily any easier to design and debug.

Whereas monolith kernels are the way to go? I can really see how they are
easier to design and debug, not to mention maintain. Besides, OS designers?
Who are those and what OSes do they design?

--
En ligne avec Thor 2.6a.

Computer hackers do it all night long.

93. xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 03:31:54 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B73DBA3A.E8CA%bengy@mac.com>
Source record: 45360

Hey guys,
I've just made graphs of the final results of the "xtos" poll that MagiC Online carried on behalf of the Pegasus project. The graphs can be found on the Main MO page, graphs that showcase what English Speaking Atari users feel are important in the new machine.

Bengy,
Magical-sides.de

94. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 05:49:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B187E63.9D1C81C6@seimet.de>
Source record: 45363

"Edward S. Baiz Jr." wrote:

> I have heard about Mozilla. I probably will try that. It should run
> alittle faster on a Hades060.

A little won't help much ;-).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

95. More Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 06:01:17 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106012257220.17673-100000@shell.pacifier.com>
Source record: 45364
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Inventory! I've got Overstock including Panasonic Printers & Atari 1050 Disk Drives. P:R: Connections and 850 Interfaces. I bought overstock from Dealers including a Dozen Titles, +NEW in BOX Games for Atari Jaguar, 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein Plus additional Inventory like LucasFilm Games! I've also got some rare Atari Happy Drives & Atari XF551 Drives. You might find some Treasures you didn't know you wanted! Check specials.htm Link Below for more info. Check free_cat.htm Link Below for info on Free Atari Catalogs. Check catalogs.htm Below to Link to my Catalogs Area! To Redeem Discounts, sales &/or special offers,either use my HotLinks below, reply in E-Mail or call Ben anytime @(503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Bravo Sierra Computers has Moved! To a New ISP! Now Hosted on pacifier.com!!! Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

96. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 07:32:16 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010602072430.161A-100000@localhost>
Source record: 45361

On Fri, 1 Jun 2001, Martin "Nightowl" Byttebier wrote:

Hi,

> I'm not so sure ATmenu runs in singleTOS.
> The docs says this:
>
> * Multitaskingfähiges Betriebssystem (d.h. AtMenu läuft nicht unter
> Single TOS)
> * NVDI 5. Getestet wurde unter Version 5.03 (Ein Freshup von NVDI kann
> gratis unter http://www.nvdi.de downgeloaded werden).
> * Desktop, der das AV-Protokoll untersützt (getestet mit Jinnee)
> * Auflösung von mind 640 x 400 Pixel
>
> It do need a multitasking system. The docs explicite says that ATmenu
> doesn't work under SingleTOS.
> It even needs NVDI more or the less. Without NVDI it looks really awful.

Yes, it seems so..

> Nor do I. I'm glad that some guys still writes program for our platform
> only I can't get it why we needs just another application launcher. I
> think the effort should better go to apps we really needs such as a modern
> browser

Well i wont deny that, but u see, coders who arent able to do browser or
other big project (which would require a team) or they started coding etc,
they do smaller things, and those things helps to learn coding, to use
AV_SERVER, etc, etc, etc.. If they release them, even better..

I wont disagree that we need a browser, altough my views on new are a bit
unconventional (years ago we need to transfer 10kb of txt (txt = info),
later we need to transfer 10kb of info, a lot more kb of usualy useless
pics and banners, and nowadays and in future we had to transfer 10kb of
same info, 100kb of some stupid applet to be able to read it , banners,
and so on..) so i dont think we realy NEED such browsers.. As we now
exchange opinions here we dont need java applets, animated icons, etc...
And we understand perfectly :)

Janez

97. Re: New Atari browser

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 07:36:38 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010602073448.161B-100000@localhost>
Source record: 45362

On Fri, 1 Jun 2001, Henk Robbers wrote:

> SWE/YesCREW wrote:
>
> > Well look at this url: http://freemint.de/X11/snap2.gif :))
>
> They reinvented antialiasing?

No, there is Netscape running in N.AES window via Xgem server..

Janez

98. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 09:22:30 UTC
From: rand@cd.chalmers.se
Message-ID: <9fab8msqr1@nyheter.chalmers.se>
Source record: 45368

In article <T3XR6.796$WH2.1466@newsfeed.slurp.net>,
Lord Gaiyan <gaiyan@vianet.ca> wrote:
>I think my ISP is blocking too many domains from sending email. Can you try

It certainly shouldn't have any reason to block the university computers
I'm using for email (much less the .se domain). This is the first time
I've ever had a problem like that.

>lord_gaiyan@hotmail.com? Thanks. I'm at work now so I'll try get those

I'll do that.

>numbers later tonight. As weird as it sounds, even if I have 'pcibios' on
>the rage.sys line the flickering and garble stops as soon as I put in the
>4mb. PCIBIOS is installed and does give a bunch of numbers. I'll try to

If 'pcibios' is active and fVDI finds a _PCI cookie (which the PCI BIOS
installs), the memory size selected by '4mb' is disregarded.

Having the wrong memory size selected will give exactly the kind of
problem you describe here.

>replace it. Is the PCIBIOS same through all the versions? The beta folder

Well, it has been updated once or twice, but it was a long time since that
last happened. The file is supposed to be 14066 bytes.

If you have some way to check for installed cookies, search for _PCI.

In case there's something wrong with the cookie install code in the
PCI BIOS, try disabling some other AUTO folder programs you might have.

>didn't seem to have it. One more question: I have an RGB monitor connected
>to the Falcon so it's really easy to see the output on both monitors without
>any unplugging. Can it cause problems being an RGB monitor? I tried without
>it and didn't make a difference. Thanks.

There should be no problem with that. If possible, it's a good idea to have
such a setup when trying to figure out what's going on with fVDI.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

99. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 09:25:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991563578-49427AEicMi@cwcom.net>
Source record: 45339

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 1 Jun 2001 18:58:22 GMT

>program called JayGroups is included and will automatically be used by
>Taskbar. It adds Thing-like groups to any desktop, including Jinnee.

Is Jay Software still active I wonder? "Blyp" promises to be a great utility
for working with STG files, but the beta version is very buggy :-(
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

100. Re: Most _beautifull_ MONOCHROME games?

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:00:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991482070-78135AEicMi@gmx.net>
Source record: 45372

From: Andreas Koch <akoch@rbg.informatik.tu-darmstadt.de>
Date: Sun, 27 May 2001 11:08:13 +0200

Hi Andreas,

>I know these games (all of them), and agree that they are GOOD.
>I don't think they are BEAUTIFULL, thought.

What about Oxyd, Stone Age and Bolo ?

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

101. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:07:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991482066-77551AEicMi@gmx.net>
Source record: 45371

From: "Dave" <maccdave@btinternet.com>
Date: Thu, 31 May 2001 02:31:33 +0100

>The fact is that Dennis hasn't got a clue about the UK Atari scene
>and IMO is the original Betty (Yes John, thanks for the email -
>Emerdale! got it now?).
Ofcourse I don't know the UK Atari scene and frankly speaking, I have no intentions to get to know it any better either. If you and Barrie are anything to go by then the UK Atari scene is in crisis, I for one will stay away from it as far as possible from that scene, I wouldn't touch it with a crowbar!
For the record: I don't care about all the good things you've done in the *past* for the Atari community, even if you were the gods given answer, the past is history, what is important is the future... tell me I'm stupid: but where do you fit in?

>BTW has Lai posted recently?
Is your newsreader playing up again?

Cheers from Belgium
Dennis

102. Re: Printers with NVDI?????

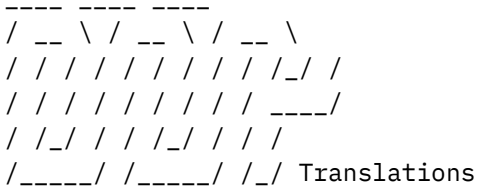
Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:07:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991482064-76967AEicMi@gmx.net>
Source record: 45370

From: Diedrich Dirks <ddwhv@gmx.de>
Date: Wed, 30 May 2001 13:50:15 +0200

Hi Diedrich,

>But full colours works only up to 600 * 300 dpi, Beste-600 dpi is
>only in grey. PhotoREt (2400*1200) is not available.
So the bottomline is that the new HP printers can't do photo quality when used with the NVDI printerdrivers? Then these printers are not really an option if NVDI isn't updated (anymore). If 600*300 is the best one can get from these printers, one could just as well buy a second hand model, which is supported by NVDI and lots of custom printerdrivers.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

103. Re: Dennis and the Britts, beware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:07:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991482058-75771AEicMi@gmx.net>
Source record: 45369

From: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
Date: Sun, 27 May 2001 12:34:30 +0300

Hi Martin-ï¿½ric,

>Be aware that you can both be sued under Finnish laws for newsgroup
>abuse, and those laws apply accross EU. Bugger off, NOW!
Thanks for the information....
When it comes to abusing and insulting people, then you truly are the master, you've refined it into an art form!! compared to you I'm just a little kid... but as you noticed, I'm learning fast.... thanks for all the free lessons and examples you've given me in CSAST the last couple of years...

Cheers from Belgium
Dennis

104. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:40 UTC
From: bindon@madasafish.com
Message-ID: <thhhl4i98j3113@corp.supernews.com>
Source record: 45373

On 1 Jun 2001 18:21:21 -, "Lord Gaiyan" wrote:

Hi

>You really are a prick aren't you Dave? Did I ever say it was perfect????
>I said it looks perfect.

Don't worry about it Joshua. I've lost all respect for him.

105. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:43 UTC
From: bindon@madasafish.com
Message-ID: <thhhl7gls7lh14@corp.supernews.com>
Source record: 45374

Hi

> > Cheers Derryck. I was hoping for this kind of answer from day one,
> > as I always try to plonk everything in ttram if I can...
> > Thanks, Steve
>
>As long as you look out for software that specifies it should not be
>used in TTRam, just about everything is good to go in it. It's been a
>long time since I learnt the details, but IIRC NVDI for graphics cards
>should not run in TTRam (is that right?) and I think there was
>something about DMA sound.
>
>Can anyone else confirm this?

DMA sound players should not be put in TT ram, IIRC from the Nedplayer docs. The DMA chip can't access TT ram and so this is why you need ST RAM when using the Atari Laser (which is driven by the DMA port).

106. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:46 UTC
From: bindon@madasafish.com
Message-ID: <thhhlag0vcj816@corp.supernews.com>
Source record: 45375

Hi

>I think that would be an "interesting" summer project. Seems moderately
>difficult for a soldering spud like me. It's just a pity that the diagrammes
>are quite "dirty".

Hand drawn mate! I find drawing on sheets asier than using graphics
programs. Or the fact that there is a lack of schematics drawing programs.

>And where is the parts list? Has anyone got that worked out
>so that I might go and order the necessary parts?

Parts are all on the sheet IIRC.

>In particular, the ISA connector seems like something you're not about to find
>in a solderable kind very easily. Extracting one from a PC motherboard doesn't
>work, the connectors just fall out of the plastic holder. Is there any card-
>edge ISA connector available?

Right, use a 0.1" pitch edge conector tha is 2*26 way. The MSB are not
needed (as it's 8bit only) so you only need half the connector.

107. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:48 UTC
From: bindon@madasafish.com
Message-ID: <thhhlcgi595q18@corp.supernews.com>
Source record: 45376

Hi

>>I've got most of the layout done, if someone wants proper gerbers. Also
>>working on cad blueprints for a proper enclosure. Jameco sells a perfect
>>power supply for this thing, and tiny too. Can't find any pcb mount db19
>>connectors though.
>
>I think you're obliged under the Ethernea licence to make those enhancements
>public, and the more the merrier... =)

Yes, please contact him and he will put them in the archiv. It is GNU
license stuff.

108. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:51 UTC
From: bindon@madasafish.com
Message-ID: <thhhlffslovr1a@corp.supernews.com>
Source record: 45377

Hi

>>Me and hima re working on a cartridge based solution as Falcons don't have
>>the DMA port and we've worked out it should be faster too. I want to see
>>Mintnet support too, it's a case of finding someone willing to write them.
>
>It's always this way; either MiNT or STiNG, or in worst case TUWTCP.
>Can't help but feeling sorry for the STiK2 and iConnect users. =)

Stik2 doesn't offer plug in bits like drivers (AFAIK) and iConnect, well,
never tried it. But from what I've seen it seemed like it couldn't have
extra drivers too. I'm not sure TBH. The majority of users are Sting and
Mintnet, Sting drivers just need a change in the asm and Mintnet needs
someone who knows how to do Mintnet!

>>>PS I'm new to the Atari community... do I understand correctly, that this
>>>will work with my 520ST?
>
>>Yeah, no problems. Welcome aboard :)
>
>With that little memory and no HD, wouldn't it be great if one could fit a
>custom boot ROM on the card? =)

Well, I reckon it'll be enough to run Terminal or something. Sting takes
up about 60k on small install, so......

109. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:53 UTC
From: bindon@madasafish.com
Message-ID: <thhhlhfeigdo1b@corp.supernews.com>
Source record: 45378

Hi

>>Yeah, some countires use a comma instead of a full stop. It is 249DM, or
>>about 83 UKP. I never looked at the price, but I can tell you that's a
>>good price. They also sell PCBS only IIRC and recently they've added all
>>the GAL expressions ont he site so you can make your own Panther/PAK etc.
>
>I see bare PCBs for the PAK and associated boards in their pricelist, but not
>for the Panther. What a pity. Oh yes, what a pity for a starving student.

Did you email them? They might do a deal, I don't know. I'm supprised
they don't do the PCBs for it.

110. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:55 UTC
From: bindon@madasafish.com
Message-ID: <thhhljdkdoid1d@corp.supernews.com>
Source record: 45379

On 2 Jun 2001 03:31:54 G, Bengy wrote:

Hi

>Hey guys,
>I've just made graphs of the final results of the "xtos" poll that MagiC
>Online carried on behalf of the Pegasus project. The graphs can be found on
>the Main MO page, graphs that showcase what English Speaking Atari users
>feel are important in the new machine.
>

Thanks Bengy, this should be interesting. Wasn't this project supposed to
be finnished in April?!

111. Re: NVDI+Fast Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 10:57:57 UTC
From: bindon@madasafish.com
Message-ID: <thhhllla4gfu1f@corp.supernews.com>
Source record: 45380

On 1 Jun 2001 09:14:36 -, Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Thu, 31 May 2001 13:31:24 -0000

Hi

>>I tried iPRN and success!
>>
>>How do I register this? Otherwise I'll just have to remeber to turn off
>
>You'll have to contact the author - the UK registration site closed a long
>time ago (CyberSTrider, AKA Denesh Bhabuta).

OK, because I keep on forgetting to turn off the turbo and if I'm in a
Centscreen enhanced mode then the screen garbles up. Doh!
I have his email in the txt file.

112. Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 11:21:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9fai7m$n0m$2@news.eunet.yu>
Source record: 45381

I received a MS-Word document which contained text composed of unicode characters, mostly, (but not exclusively) corresponding to MS code-page 1251 (Cyrillic). I tried to load it into Papyrus (demo) 8.23, but all characters except punctuation marks were shown as blanks. Papyrus was set in Options-compatibility to treat characters as Unicodes, but it did not help. Changing RTF-import encoding to code-page 1251 or anything else did not help either.

Btw. there is NVDI4.11 loaded on the machine and the font is a Truetype Arial which surely contains the cyrillic characters.

Looking at the intermediate .RTF file which the Papyrus convertor module produced, I saw that, for example, cyrillic characters "ABC" were encoded as \u1040 \u1041 \1042, which Papyrus did not display.

When I tried to write the same characters in Papyrus, by clicking at cyrillic characters in the "Character set", and saved that as a .RTF file, I found that Papyrus coded "ABC" as \'c0 \'c1 \'c2 and declared code-page 1251 in the header. Obviously the characters were mapped into 8-bit space.

Is there a way to make Papyrus read the complete range of unicodes?

cu.

113. Re: ST Repairs

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 12:18:03 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <oJ4S6.9729$vR1.28661@nntpserver.swip.net>
Source record: 45382

"Tim Anderson" wrote:

> Perhaps you should go and talk to a company called A1 music in the UK,
they
> sell good stuff but when I went in and asked about my machine performing
for
> Midi I was told my system would barley run a Word Processor!!!!!
>
> Now I know it's not THAT fast but come on a P2 350 (running at 466 for 3
> months 24/7) with 398Mb ram!!!
> about 10 years ago they were trying their best to sell 512k or 1mb STFM's!

Hmmm...
I used a PII450/256MB RAM as my first music-PC, without ANY problems whatsoever - so they apparently don't know what they're talking about... ;)
The only problem you might run into would be if you use a poor soundcard and run the midi through it - instead of using a dedicated midi card or an external USB midi interface.

> As far as I am concerned ,I am with you but my Atari still has a place. It
> can still perform many tasks easier than my PC can and after using a PC
for
> 9 years and being a system admin that's got to be a shame that Sam Tramiel
> can't read this and be proud.

Atari should absolutely be proud of their great products, since they're still good enough for many people after so long time. I've made major upgrades of my PC 3 times during the last two years, to keep up to the speed and make sure I don't loose too much money when I sell the "old" stuff. A computer that's still actively used 10 years after it's creation is nothing but impressive and it'll never happen in the PC- or Mac-world, but still my PC performs better than any of all my Ataris have done - and I used to be a die-hard Atarian for years and years... I'm still a member of the swedish Atari club and I still frequent the NAS - both as a retailer and as a seminar speaker - so even though my own Atari usage is kept to a minimum these days, I still try to help people who want to continue using their machines - and people who get their hands on second-hand machines for next to nothing.

> I love my PC and my Atari. The only problem is that both do very well on
one
> thing MIDI.

They absolutely do (even though the PC can perform better due to the better external hardware that's available) - but if you want to record audio too, you need a Falcon with CAF - or a PC with VST and a good enough soundcard,

and there's no discussion about which one is better - even though the Falcon
is good enough for many users, the PC's processing power makes it MUCH
better, with more available audio tracks at the same time - and plugin
effects, software synths etc...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

> "Claes Holmerup" <newsgroups@holmerup.com> wrote in message
> news:f6DQ6.8870$vR1.26201@nntpserver.swip.net...
> > "Frederic Fouche" <g213778@coazter.myip.org> wrote:
> > > On Sun, 27 May 2001, Claes Holmerup wrote:
> > >
> > > > Hi,
> > > > Sorry to barge in like this, but I can't keep my mouth shut when I
see
> > such
> > > > statements. This kind of rumours is the reson why people don't dare
to
> > > > change to a better platform for their music work. A couple of years
> ago,
> > it
> > > > was true - but not anymore. You can't use a cheap and crappy
soundcard
> > as
> > > > your midi interface on the PC - but there are many cheap and very
well
> > > > functioning interfaces for the serial or USB-bus. To get the best
> > > > performance with a PC, you need to put a little more money into the
> > > > soundcard than you would on a game-machine, but the same extra cost
> (if
> > not
> > > > even more) was actually needed for a Falcon system to get good
enough
> > > > performance...
> > >
> > > That would be really cool if it was true.
> > > I have to use the atari for the midi as this tbird athlon with delta
> card
> > > (1010), 256meg ram won't stabilize. Yes I read all the docs about
> > > stabilizing midi, and read all the other people problems in FAQ (I am
> not
> > > the only one), maybe you have a secret that never fails, if so, please
> > > share it to the world. Or maybe you don't realize how much your PC
> slides
> > > with midi, after all some people think that mp3 at 96kbps sound
great!.
> >

> > This comment speaks for itself, since everyone who's been around long
> enough
> > knows that AMD isn't as stable as Intel. I'd never take such a chance
just
> > for saving a few bucks when building a music studio... I haven't tried
the
> > Delta card you're talking about, but I know that my RME Hammerfall works
> > flawlessly ;) If the Delta has Midi built in, I'd try a separate Midi
> > interface instead, since many cards with midi integrated actually do
have
> > bad timing... If you're using a motherboard with VIA or SIS chipset,
some
> > soundcards don't work properly... Intel is the safest bet here too.
> > PC sliding with midi? Not one bit. It's rock solid and better than any
> Atari
> > since the midi interface (Steinberg's Midex8) receives the data with a
> sort
> > of time-stamp before it's supposed to play, enabling the interface to
send
> > the data on to the synths at exactly the correct time (as exactly as the
> > midi system can be...). My midi system was actually good enough with the
> > interface I used previously (Opcode Studio64XTC), which doesn't have the
> > "time-stamp" function - but that's probably because I don't use the midi
> > system to extremes - because of the fact that I have many separate
> outputs.
> > Since I've been a musician for over 25 years and working with computers
> for
> > the last 15 or so, making my own home studio recordings, as well as live
> > mixing and pro studio recordings, I can say with confidence that I know
> what
> > I'm talking about when it comes to sound and timing...
> > I've built several PC's for musicians with success every single time. My
> own
> > machine is loaded with games and everything else and it still chews away
> > with VST/32 perfectly without any Windows-optimization whatsoever, which
> has
> > become so popular when people try to make too crappy machines run VST...
I
> > can still get 52 simultaneous audio tracks, with VST's compressor on all
> of
> > them and a bunch of plugin effects, as well as some send-effects. Midi
> runs
> > along with as many tracks as I can ever have use for. Works like a dream
> :))
> >
> > I thought that my Falcon system also worked perfectly - but that was
> before
> > I changed platform. This means that the Falcon was actually good enough
> from
> > the start (just like it still is for many users), but I got a nice

> surprise
> > when I changed and got a better system than I had hoped for when I
decided
> > that I wanted the extra functionality and speed in VST as opposed to
CAF.
> I
> > used CAF for several years and before that, it was the "normal" Cubase
> ever
> > since the first version - and before that, it was Pro24...
> > I still think that Atari made great machines and many are still
> functioning,
> > but since there's no development, you don't have the possibility to
> enhance
> > your studio if you're using an Atari. Maybe you don't need more
functions?
> > That's ok too, since you can make great music with a very simple
system -
> > but many of the options when using VST instead are really useful, so
it's
> > hard not to be tempted... ;)
> >
> > Best regards,
> > Claes
> > e-mail: claes@holmerup.com
> > website: http://www.holmerup.com - mirrored at
http://mirror.holmerup.com
> > swedish music on the web: http://www.swebmusic.com
> >
> >
>
>

114. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 12:59:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fanvr$44r$1@snipp.uninett.no>
Source record: 45383

Michael and Nicole Freeman <nameerf@flash.net> wrote:

> I use Magic (as well as Geneva and AES 4.1), but I do not have Jinnee. When
> I put Taskbar in the START folder, it won't automatically start because it
> doesn't see that the AV Server exists. SMU and APPLINE is an OK workaround

I think this is mentioned in the docs (if not it should be added): Taskbar
can start before the AV-server, if it can't find any it waits a second
and look again. It repeat this five times, which usually is enough but
might be to little if the desktop use a long time to initialize. I'll
change this in the next version, available sometime in my lifetime.

Personally I prefer to let the desktop autostart Taskbar, and let Taskbar
autostart everything else.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

115. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 13:02:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fao5m$44r$2@snipp.uninett.no>
Source record: 45384

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

> With Taskbar (yes again) you've directly access to the CPX's. Another

Only if the cpx's can be found in c:\cpx. Can anybody tell me how to
locate these properly?

> Like I said earlier with Taskbar/Clocky one can launch prog by means of
> shortcuts even it the desktop isn't topped. The only drawback is that

This isn't handled by Taskbar. But if Clocky is present you can use a
hotkey (user defined) to open Taskbar's start-menu and select the app from
there.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

116. Atari Online News, Etc. #03-22

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 13:23:59 UTC
From: danap8@aol.com
Message-ID: <20010602092359.14656.00005023@ng-md1.aol.com>
Source record: 45387

```
A-ONE #0322 06/01/01

~ MSN Challenges AOL! ~ People Are Talking! ~ Songbird Update!
~ Now The Virus Hoaxes! ~ Jennifer Lopez Virus! ~ Employee Privacy!
~ Spam Bill Watered Down ~ AOL 7.0 Leaked To Web! ~ New MagiC Offer!
~ New Canadian Atari UG! ~ Napster Woos Publishers~ Auction Fees Copied

-* Gateway Attacks In Price War *-
-* New Worm Targets, Reports Child Porn*-
-* Spam Makers Settle Spat Over Double Meaning *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

117. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 13:32:42 UTC
From: "Tim Anderson"
Message-ID: <9fapscdpj1@newsg3.svr.pol.co.uk>
Source record: 45388

Hi

I think you are of the same understanding that I was until I emailed them.
Thi is what I received back from them:-

We don't plan any hardware improvements since Gemulator was pretty much
feature complete 5 years ago. The only hardware we don't emulate at this
time is the ST's MIDI ports and we have no plans to implement those.

Now as far as TT and 68030 support, there is a difference between asking for
TT emulation and 68030 emuation. One involves enhancing the hardware
emulation, one the CPU emulation. 68030 support we added to Gemulator about
3 years ago. You can boot up TOS 2.06 in 68030 mode and it'll work great,
and '030 optimized programs like Calamus SL will execute 68030 specific code
paths for faster performance. Again, that's all been up and running for 3
years when we shipped the Gemulator Pro product. You have to remember most
people use a TT or Falcon merely as a fast Atari ST, just as PC users will
upgrade from a Pentium II to Pentium III for faster performance, not because
a Pentium III has new features. I know of very few Atari software titles
that _require_ a TT, and for those it's not worth months of development work
given that Gemulator is a free product after all.

I didn't see the 030 Atari emulation mentioned on their website though

Tim Anderson

- "Christopher Friend" <rangerfiendNS@NSyahoo.com> wrote in message
news:thg8ot423gi2f2@corp.supernews.com...
>
> Tim Anderson wrote in message <9f8nijdep1@news8.svr.pol.co.uk>...
> >Hi what about Gemulator?
> >
> >I have being emailing them and they say that their emulator even supports
> an
> >030.
>
> Only on the Macintosh side of Gemulator. If you plan on running ANYTHING
> that might break that slightest TOS/GEM rule, don't use Gemulator. Steem
is
> the most stable emulator I've used.
>
>
> The ST Emulator part of Gemulator emulates a standard 68000 CPU.
>
>
>

118. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 14:57:51 UTC
From: rand@cd.chalmers.se
Message-ID: <9fautf$3i$1@nyheter.chalmers.se>
Source record: 45389

Replying to my own message...

In article <9f4qdd$k5v$1@nyheter.chalmers.se>,
Johan Klockars <rand@cd.chalmers.se> wrote:
...
>Unfortunately, some of the buttons in the ACC dialog are still useless. The
>latest version does, however, have a text field for entering option settings.
>For example, to turn on 'xbiosfix' (if it isn't already), simply enter
>xbiosfix
>and push the button named 'Enter Option'.
>To turn off 'xbiosfix', instead enter
>-xbiosfix
>
>The minus sign causes the option to have the opposite of its usual effect.
>
>Not all options are usable this way, since fVDI only looks at some of them
>at startup time. The most important should work, though, and I'll make more
>of them available later.
>I thought I had already made it possible to change driver options, such
>as 'imgcache', but apparently I haven't. I'll do that ASAP.

It turns out that I had indeed already made this possible. The reason I
couldn't find the code in question was that it was in the ACC rather than
in the fVDI engine itself.

An exclamation mark ('!') in fron of an option causes it to be passed to
the current screen driver rather than the fVDI engine. That is, to turn
off 'imgcache' enter
!-imgcache
and to turn it back on
!imgcache

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

119. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 15:10:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1901ED.5EC488C1@seimet.de>
Source record: 45390

Lyndon Amsdon wrote:

> Thanks Bengy, this should be interesting. Wasn't this project supposed to
> be finnished in April?!

Which year?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

120. ATARI Memorabilia

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 15:31:18 UTC
From: flawrenc@earthlink.net
Message-ID: <aF7S6.11989$651.954520@newsread1.prod.itd.earthlink.net>
Source record: 45391

Hi All,

I have an offer for a serious collecter of Atari memorabilia that
will appreceiate these two (2) items. I am looking for a home
for 2 brochures. One is a brochre for a 1040STe, while the other
features a MSTE. Both are 8 1/2 inches wide by 11 inches they are
in full color with a pop up monitor that pops up when the brochure
is opened. Kinda' hard to explain but if you ask by e-mail I'll
send by attachement to e-mail two seperate JPG's, one pic closed
front cover a second opened up showing the popup. These are NOT
FOR SALE just a good home.

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

121. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 16:10:07 UTC
From: rand@cd.chalmers.se
Message-ID: <9fb34v$7u$1@nyheter.chalmers.se>
Source record: 45392

In article <1083.550T2550T655915optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>Frederic Fouche skrev:
>
>>Someone said:
>
>>> And then at least you've done away with X. It's really funny how a small
>>> system like GEM is better structured than a behemoth such as X.

GEM structured? Now that was funny!

I think it is a mess (and I say that as someone who was written a complete
VDI and parts of an AES besides some GUI programs). While some thinking
was obviously put into parts of it, it is very limited and in the case of
the VDI (which is what I have the most experience with) badly suited for
high performance implementation.

>>Funny, but last time I checked, GEM did not network.
>
>It most certainly doesn't, and that is just about the only strength X has.
>It's a rudimentary network GUI, not something you run 24/7 on your local

X is not a GUI at all, really.
It is, as you say, rather rudimentary. This is in much the same way as a
microkernel (which you seemed to like), though. It provides powerful
mechanisms you can use to build graphical user interfaces.

>>> >> Linux?
>
>>rather, why not?
>>it is widely supported, it is multi-platform, free and is opensource. What
>>other OS can fit that?
>
>Why would any other OS care to fit that?

I guess the OS wouldn't care (;-), but its users should.

I doubt you disagree that support is good.
How likely is it that you'll be running TOS or Amiga OS natively on
whatever your main computer is ten years from now? How about Linux?
Would you rather pay for an OS or have it for free?
In what way do you think open source is bad? Surely it must be better if
the users can fix problems when they are discovered rather than having to
wait for a corporation to decide to do a new release (which you might well
have to pay for), for example?

>Besides, you definition of "wide support" is rather odd. Would you call Be or
>AmigaOS widely supported as well?

While there is certainly more support available for the MS OSes, Linux
probably comes in second. _Very_ far ahead of BeOS or AmigaOS, not to
mention TOS.

Just to put the record straight, I have within my reach right now machines
that can run (as in have installed) TOS/MiNT, Win98, Win2000, Linux, BeOS,
Solaris, MacOS, AmigaOS, QDOS, EPOC and a few other minor ones, so I'm not
terribly biased.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

122. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 16:16:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b191ec23a5f4f0@pandora.be>
Source record: 45393

on Sat 02-06-2001 00:11 Michael and Nicole Freeman wrote:

>in article 3b1805c6510b30@pandora.be, Martin "Nightowl" Byttebier at
>tos4ever@pandora.be wrote on 6/1/01 12:17 PM:

>
>Taskbar works fine in Geneva. I meant that this happens while using Magic.

Are you saying that Taskbar can't be launched automatically from
the start dir? Euch, I just did a quick test with Taskbar and
MagiCMac. Taskbar comes up nice and smoothly. At that point no
problem.

>
>>> - Quicker access to CPX's
>>
>> With Taskbar (yes again) you've directly access to the CPX's. Another
>> possibility is the Freedom 2.05 fileselector.
>
>True. But this adds another possibility if you can't run Taskbar from
>startup, like I said in the post before, and is a *little* quicker and
>easier than calling up Freedom or other Control Panel.

That's for sure but still I can't get why Taskbar won't run from
startup. It surely starts up on my G3.

>> You can get around this when you use Xboot. You can get as many as you
>> like. Don't know if this work with MagiC though but it surely works with
>> MiNT
>
>Again, this is only a Magic issue. Magic will not allow more than 6 ACC
>programs to run, as there are only 6 ACC slots, just like with old
>single-tasking GEM. Geneva and AES 4.1 (probably NAES as well) don't have
>this limitation. It has nothing to do with X Boot or any other boot manager.

Right you are. I was misleaded by the fact one can take away the 6
slot limitations with Xboot. Indeed I could load 8 acc without any
problem using N_AES (without X-boot).

>> Right now it's painfully slow.
>
>It's bearable if you only have Control Panels and a few programs in the
>ATMENU folder in the menu. But more than that and you might as well go for a
>walk while you wait for it to show up on the screen.

Even on a Hades it's rather slow,

>>
>> Like I said earlier with Taskbar/Clocky one can launch prog by means of
>> shortcuts even it the desktop isn't topped. The only drawback is that
>> one have to remember the shortcuts.
>
>This isn't good for paople who are very visually oriented and can't remember
>a bunch of key combinations (like me :)). Also not good if you can't get
>Taskbar to startup.

Taskbar should come up whatever OS you use. Anyway one only have
to remenber one letter/figure and if one choose the letter
logically it shouldn't be that hard to remember. But yes you're
right working with a popupmenu is in most cases more comfortable
but not so fast as working with shortcuts.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

123. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 16:16:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b191ec23a5f4f1@pandora.be>
Source record: 45395

on Sat 02-06-2001 07:32 SWE/YesCREW wrote:

>On Fri, 1 Jun 2001, Martin "Nightowl" Byttebier wrote:
>

>> Nor do I. I'm glad that some guys still writes program for our platform
>> only I can't get it why we needs just another application launcher. I
>> think the effort should better go to apps we really needs such as a modern
>> browser
>
>Well i wont deny that, but u see, coders who arent able to do browser or
>other big project (which would require a team) or they started coding etc,
>they do smaller things, and those things helps to learn coding, to use
>AV_SERVER, etc, etc, etc.. If they release them, even better..

Ofcourse it was just a thought of me. For the moment I need only two
things and that is a modern browser and a fast pdf reader.

>I wont disagree that we need a browser, altough my views on new are a bit
>unconventional (years ago we need to transfer 10kb of txt (txt = info),
>later we need to transfer 10kb of info, a lot more kb of usualy useless
>pics and banners, and nowadays and in future we had to transfer 10kb of
>same info, 100kb of some stupid applet to be able to read it , banners,
>and so on..) so i dont think we realy NEED such browsers.. As we now
>exchange opinions here we dont need java applets, animated icons, etc...
>And we understand perfectly :)

Yes, we do understand (besides some language problems now and then) each
other perfectly. The reallity is however that more and more
pseudo-webdesigners make use of Java, Java script, flash etc.. making it
impossible to get on these page using Cab. Even some Atari pages are
inaccessible nowadays.
Heck I don't want a browser capable to read java scripts, Java, Flash,
etc... I would be more then happy if I had a browser which understands
HTML4 and CSS correctly.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

124. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 16:16:50 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b191ec23a5f4f2@pandora.be>
Source record: 45394

on Sat 02-06-2001 02:24 Iggy Drougge wrote:

>Martin \"Nightowl\" Byttebier skrev:
>

>>Mac?? Is this a joke or what? Since a few months I've a Mac G3 with
>>MacOS 8.6. I wished I never bought that machine. Desktop operations on
>>the mac is a PITA. A few days ago I installed Mac Link and guess what?
>>Somehow my whole setup was destroyed.
>
>Sorry about that, I'm not crazy about the underlying OS myself either, but the
>UI is really top-notch, and elegant as well.

Rebuilding the desktop did bring everything back to normal.

>>Everytime I've to install something on the Mac I hold my breath. I
>>really hates those installers. It copyies all kind of files around your
>>harddisk. The machine rules you and not otherwise.
>
>I said "if you're computer-illiterate". Does that description fit you, Martin?

Yes and no. I do have long term experience with TOS but MacOS was
completely new to me and I only have little experience with Windows.
So far I haven't found any joy with MacOS. I merely use the Mac. I've
bought the Mac because I wanted to use cable net on the Hades. As you
probably know this is for the moment still impossible due the lack of a
DHCP client (MiNT-net or STing). AFAIK the only way to get on the cable
with an Atari is by means of a pc/Mac that acts as a gateway. That's why
I bought me the G3. Right now it serve mainly as gateway and as game
machine for my son. From time to time I use a Mac browser to visite
pages which are out of reach of Cab. Apart from the browser I use
sometimes bbedit pro to work on the webpages of a local aquarist club
but that about all. I do most of the work (95%) on the Hades.

>OTOH, there doesn't /seem/ (one never knows for certain on the Mac) to be as
>many files shuffled around on the Mac as in Windows.

Luckely not. The worst case is that some files are invisible making it
sometimes hard to remove not used progams.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **

But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

125. Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 16:46:53 UTC
From: osian@zetnet.co.uk
Message-ID: <3b19187d$0$7282@news.zetnet.co.uk>
Source record: 45296

In the spate of current posts about new owners of Eclipse, I get the impression that it's quite common, and indeed desirable, not to use NVDI in conjunction with fVDI.

So if that's the case, what do people use for vector fonts? And printer drivers?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

126. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 17:33:52 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73E71CA.1484C%nameerf@flash.net>
Source record: 45297

in article 3b191ec23a5f4f0@pandora.be, Martin "Nightowl" Byttebier at
tos4ever@pandora.be wrote on 6/2/01 8:16 AM:

> on Sat 02-06-2001 00:11 Michael and Nicole Freeman wrote:
>
>> in article 3b1805c6510b30@pandora.be, Martin "Nightowl" Byttebier at
>> tos4ever@pandora.be wrote on 6/1/01 12:17 PM:
>
>>
>> Taskbar works fine in Geneva. I meant that this happens while using Magic.
>
> Are you saying that Taskbar can't be launched automatically from
> the start dir? Euch, I just did a quick test with Taskbar and
> MagiCMac. Taskbar comes up nice and smoothly. At that point no
> problem.

I found out why from another post. If the AV Server takes too long to start
up (i.e. the desktop takes too long to initialize), then Taskbar stops
looking after a while, complains of there being no AV Server, and quits.
I'll have to see what I can do about this. I think I have too many programs
in my START folder, which all seem to have to start up before the desktop is
run. I'll try changing that and see what happens.

>>>> - Quicker access to CPX's
>>>
>>> With Taskbar (yes again) you've directly access to the CPX's. Another
>>> possibility is the Freedom 2.05 fileselector.
>>
>> True. But this adds another possibility if you can't run Taskbar from
>> startup, like I said in the post before, and is a *little* quicker and
>> easier than calling up Freedom or other Control Panel.
>
> That's for sure but still I can't get why Taskbar won't run from
> startup. It surely starts up on my G3.

Man, I wish my Falcon had a G3! :)

>>> Right now it's painfully slow.
>>
>> It's bearable if you only have Control Panels and a few programs in the
>> ATMENU folder in the menu. But more than that and you might as well go for a
>> walk while you wait for it to show up on the screen.
>
> Even on a Hades it's rather slow,

Yikes! I'd think it wouldn't be so bad on a quick machine. That's not good news!

>>> Like I said earlier with Taskbar/Clocky one can launch prog by means of
>>> shortcuts even it the desktop isn't topped. The only drawback is that
>>> one have to remember the shortcuts.
>>
>> This isn't good for paople who are very visually oriented and can't remember
>> a bunch of key combinations (like me :)). Also not good if you can't get
>> Taskbar to startup.
>
> Taskbar should come up whatever OS you use. Anyway one only have
> to remenber one letter/figure and if one choose the letter
> logically it shouldn't be that hard to remember. But yes you're
> right working with a popupmenu is in most cases more comfortable
> but not so fast as working with shortcuts.

True. It probably just takes some getting used to.

Mike Freeman
nameerf@flash.net

127. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 17:34:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fb83q$75r$1@snipp.uninett.no>
Source record: 45298

Chris Simon <osian@zetnet.co.uk> wrote:
> In the spate of current posts about new owners of Eclipse, I get the
> impression that it's quite common, and indeed desirable, not to use
> NVDI in conjunction with fVDI.

> So if that's the case, what do people use for vector fonts? And
> printer drivers?

I drop NVDI simply because I don't need either vector fonts or printer drivers (in fact, I don't even own a printer these days). If you want/need either you can happily use NVDI, although this will slow down things slightly.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

128. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 17:38:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fb8au$75r$2@snipp.uninett.no>
Source record: 45299

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

> bought the Mac because I wanted to use cable net on the Hades. As you
> probably know this is for the moment still impossible due the lack of a
> DHCP client (MiNT-net or STing). AFAIK the only way to get on the cable

I believe DHCP for MiNT-Net is now being tested. Atleast I read an
announcement somewhere that said this.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

129. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 17:48:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991572006-54898AEicMi@madasafish.com>
Source record: 45247

Wotcher H.

>I always try to plonk everything in ttram if I can...

>As long as you look out for software that specifies it should not be
>used in TTRam, just about everything is good to go in it. It's been a
>long time since I learnt the details, but IIRC NVDI for graphics cards
>should not run in TTRam (is that right?) and I think there was
>something about DMA sound.

>Can anyone else confirm this?

I dont think i have anything that doesnt work with all the flags set
with the exception of Silkmouse and the HS-Modem MFP driver, everything
else is set for throttle open.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

130. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 17:54:43 UTC
From: bindon@madasafish.com
Message-ID: <thia33l7o0l78b@corp.supernews.com>
Source record: 45300

Hi

>Ofcourse it was just a thought of me. For the moment I need only two
>things and that is a modern browser and a fast pdf reader.

Looks like we both want the same thing. The only reason I have a 486 is
for Acrobat reader and going to that odd Java/Flash site.

>Heck I don't want a browser capable to read java scripts, Java, Flash,
>etc... I would be more then happy if I had a browser which understands
>HTML4 and CSS correctly.

Flash no, but Java can be useful and is used in quite a few sites these
days. Usually what annoys me though is the fact that it doesn't have to
be used. Sometimes it's used to bring up a new window and display another
website. I've seen CAB do this with some HTML sites so I know the site
doesn't have to use Java. Secure browsing would be idea as well. I have
no doubt that if the cource code to CAB could be got it would not take too
long for a good coder to add these features but I doubt he's gonna let it
go.

131. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 19:13:28 UTC
From: osian@zetnet.co.uk
Message-ID: <3b193ad8$0$7281@news.zetnet.co.uk>
Source record: 45301

On 2 Jun 2001 17:34:50 G, Jo Even Skarstein wrote:
>I drop NVDI simply because I don't need either vector fonts or printer
>drivers (in fact, I don't even own a printer these days).

Yeah, I need the vector fonts for word processing and web browsing,
and obviously need the printer drivers too.

Hmmm....

Wouldn't it be nice if fVDI could develop to be a font engine too?
And to be able to use NVDI printer drivers.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

132. Re: www.atarisales.com

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 19:47:11 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B194308.EDA852B6@mediaone.net>
Source record: 45305

Lance Ringquist wrote:

> please visit,
> www.atarisales.com
> we have over 600 titles in stock new in the box covering these atari
> machines,
> 2600, 5200, 7800, 400/800/xl/xe/xegm, lynx, and the jaguar. thanks
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

Just ordered some stuff from them a week or two ago. Great place to
deal with; great service!

133. Atari ST Informer magazine collection on eBay (3-day, NR)

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 20:17:53 UTC
From: main@appstate.edu
Message-ID: <cbbf4eff.0106021217.1f2708e8@posting.google.com>
Source record: 45306

I have put my collection of Atari ST Informer magazines up for auction on eBay. It's a 3-day auction with no reserve and a low starting bid. This is a great opportunity to get some of the best Atari ST related reading out there. Would also be great for someone making an online archive of Atari ST writings. Check the link below to see the auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243123331

134. Current Notes magazine collection on eBay (3-day, NR)

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 20:30:52 UTC
From: main@appstate.edu
Message-ID: <cbbf4eff.0106021230.7f319e86@posting.google.com>
Source record: 45307

I put my Current Notes and Atari Explorer magazine collection up on
eBay. It's a 3-day auction, no reserve price, and low starting bid.
Check it out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243127621

--
Thomas Main
main@appstate.edu

135. Matrix Keyboard Tunesmith Instruments

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 20:40:04 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106021240.2c35dee5@posting.google.com>
Source record: 45308

Hello All

Here is a post from Atari-Midi about a new way of working with Jim Johnsons program TUNESMITH. See my Tunesmith page on my site..(see sig)You can download Tunesmith from there. There are two versions available which includes a 030 compatable version.

Tim

Rather excited as I have been working on perfecting my "matrix Keyboard Tunesmith Instrument"

Basically it allows you to actually PLAY the computer keyboard as a controller. You can assign whatever note you want to each key. I just created a Tunesmith TUN file that has a chromatic scale programmed as well as a Midi file demonstrating it. The link is here:

http://groups.yahoo.com/group/atari-midi/files/AOTM/may01.tunesmith/Matrix/

The CHROMET.MID is a LIVE performance of me "pounding"..er..Tapping..on the computer keyboard. Tunesmith provides the rythms. You can have mutiple rymthms by adjusting the DIVIDE and RHYTHM parameters within Tunesmith. I created a few presets to work with as well.

This is a rather exciting concept, as it allows you to go beyond what the program was designed for. Its a lot of fun to play .

I have also created a library of indevidual scales for each note so anyone can create thier own Matrix keyboard Tunesmith Instruments. It would be great if members here could create thier own "Instruments". In the meantime, experiment with this file. Its great fun!Bet you never knew you could actually PLAY YOUR ST!!!!

here is the backgrd for the idea from my Tunesmith page:

The idea for this came from an alternate "keyboard" I used to own by EML called the matrix keybrd. It was basically a matrix of pads arranged 4x4=16 keys, with indevidual knobs for tuning each pad. I created my own scales. Thru time, I lost that keybrd. However, I am able to reproduce it somewhat with this file! Since each QWERTY key in Tunesmith can be assigned a scale, I assigned only ONE NOTE across the scale, so each key on the QWERTY keybrd is actually one note.

Then I created a "scale"across the QWERTY keys. So when you Select START in Tunesmith, you can "play" the QWERTY keys like a keybrd controller. The only thing is it is rythm dependent on Tunesmith's tempo.But it is Unique. A way to go beyond a softwares intention!

Tim

==========
Tim Conrardy
==========

If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi

136. Atari ST software on eBay (Calamus SL, Sound&Music, SimCity, Risk) 3-day, NR

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 20:41:03 UTC
From: main@appstate.edu
Message-ID: <cbbf4eff.0106021241.5c75969e@posting.google.com>
Source record: 45309

I have some great Atari ST software for auction on eBay. Calamus SL,
Atari's Introduction to Sound and Music with Sample Master cartridge,
SimCity, Risk and Ralh Turners book. Take a look:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243130420

--
Thomas Main
main@appstate.edu

137. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:30:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010602212936.222A-100000@localhost>
Source record: 45302

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

> bought the Mac because I wanted to use cable net on the Hades. As you
> probably know this is for the moment still impossible due the lack of a
> DHCP client (MiNT-net or STing). AFAIK the only way to get on the cable

Im on cable 3 years now with TT as server...

Janez

138. Re: Printing with 1st Word on a 520ST with Master-3S.

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:35:31 UTC
From: math1947@yahoo.com
Message-ID: <a1b97c86.0106021335.1c13912a@posting.google.com>
Source record: 45310

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:<915205110-504828AEicMi@cwcom.net>...

>
> If the file selector is called with a mask (ie *.DOC), then it will only
> display files which match that. Clearing the mask and entering *.* will show
> all the files on the disk.
>
> Work with the programs you use, if they like data files with a particular
> extension then use it, makes life much easier, and you will be able to tell
> which are data files and which are not.
>

Thanks for reminding me of this fact. My apology: I knew this years ago,
but had forgotten, and neglected simply to review the 1st Word manual.

GH

139. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:36:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010602213154.222B-100000@localhost>
Source record: 45303

Hi,

> >Ofcourse it was just a thought of me. For the moment I need only two
> >things and that is a modern browser and a fast pdf reader.
>
> Looks like we both want the same thing. The only reason I have a 486 is
> for Acrobat reader and going to that odd Java/Flash site.
>
> >Heck I don't want a browser capable to read java scripts, Java, Flash,
> >etc... I would be more then happy if I had a browser which understands
> >HTML4 and CSS correctly.
>
> Flash no, but Java can be useful and is used in quite a few sites these
> days. Usually what annoys me though is the fact that it doesn't have to
> be used. Sometimes it's used to bring up a new window and display another
> website. I've seen CAB do this with some HTML sites so I know the site
> doesn't have to use Java. Secure browsing would be idea as well. I have
> no doubt that if the cource code to CAB could be got it would not take too
> long for a good coder to add these features but I doubt he's gonna let it
> go.

Problem in my eyes is same as with lynx text browser, ppl just dont
wana add simple ALT tag to pics, or simple normal html link to main parts
or atleast brief info about main things.. For me that is unpolite and
generaly bad.. We all speak english in here, so we do compromises so we
ALL understand.. ANY good page should be done in a way that all can watch
it, even if its limited. And same as i ignore bad person i do bad pages,
there is a lot of resources on internet so there is a LOT chances ill get
what i need.. I added some 10 lines to our pages and they can be seen in
frames or non frames and on text browsers.. no big deal

Janez

140. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:37:24 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010602213700.222C-100000@localhost>
Source record: 45304

On 2 Jun 2001, Chris Simon wrote:

> On 2 Jun 2001 17:34:50 G, Jo Even Skarstein wrote:
> >I drop NVDI simply because I don't need either vector fonts or printer
> >drivers (in fact, I don't even own a printer these days).
>
> Yeah, I need the vector fonts for word processing and web browsing,
> and obviously need the printer drivers too.
>
> Hmmm....
>
> Wouldn't it be nice if fVDI could develop to be a font engine too?
> And to be able to use NVDI printer drivers.

Why not using Speedo GDOS then?

Janez

141. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:43:01 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b196b4e762d310@pandora.be>
Source record: 45311

on Sat 02-06-2001 21:36 SWE/YesCREW wrote:

>

>Problem in my eyes is same as with lynx text browser, ppl just dont
>wana add simple ALT tag to pics, or simple normal html link to main parts
>or atleast brief info about main things.. For me that is unpolite and
>generaly bad..

Indeed it's unpolite and generaly bad but try to tell this to the
pseudo-web designers. Good luck.:-) This is the same problem as
HTML in mails. People doesn't take in account anymore that not
everyone is using the same mailer.
Both things go against the Net policy which says that the Net must
be accessable for everyone regardless the OS/Browser one is using.
Nowadays lots of pages are only make for a certain browser or
even for pc only. Mac users who wants to visite pages which holds
ActiveX will find out that it's impossible even if they use MIE.

>We all speak english in here, so we do compromises so we
>ALL understand.. ANY good page should be done in a way that all can watch
>it, even if its limited.

Very true but unfortunately not everyone have the same thoughst
as you.

>And same as i ignore bad person i do bad pages,
>there is a lot of resources on internet so there is a LOT chances ill get
>what i need.. I added some 10 lines to our pages and they can be seen in
>frames or non frames and on text browsers.. no big deal

Indeed not a big deal. But howmany web designer are knowing what
they are doing? Nowadays it's for everyone very easy to create
page. One haven't to learn HTML anymore. All things are done with
the so-called web editors. Oh boy most of them produces very bad
code. Link this to a designer who knows nothing about HTML and you
will get a very nice page, only viewable on their own system.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now

UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

142. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:43:01 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b196b4e762d311@pandora.be>
Source record: 45312

on Sat 02-06-2001 21:30 SWE/YesCREW wrote:

>"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:
>
>
>> bought the Mac because I wanted to use cable net on the Hades. As you
>> probably know this is for the moment still impossible due the lack of a
>> DHCP client (MiNT-net or STing). AFAIK the only way to get on the cable
>
>
>Im on cable 3 years now with TT as server...

Tell me do you have a static IP or a dynamical? AFAIK cable on the Atari
is only possible if one have a static IP. Right?
My ISP offers only a dynamical IP so...

TTYS
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

143. Where is L.A.P.D.?

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:43:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b196b4e762d312@pandora.be>
Source record: 45313

Hello,

Currently I doing some work on the UTSI. I've correct already lots of
non-working links but there are still many left.
I wonder if someone knows where the L.A.P.D. collection is located.
The link I have is dead: http://www.lapd.demon.co.uk/dload.htm

TIA,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

144. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:50:28 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <R8dS6.3321$E42.37900@NewsReader>
Source record: 45314

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:991482066-77551AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Thu, 31 May 2001 02:31:33 +0100
>
> >The fact is that Dennis hasn't got a clue about the UK Atari scene
> >and IMO is the original Betty (Yes John, thanks for the email -
> >Emerdale! got it now?).
> Ofcourse I don't know the UK Atari scene and frankly speaking, I have
> no intentions to get to know it any better either. If you and Barrie
> are anything to go by then the UK Atari scene is in crisis, I for one
> will stay away from it as far as possible from that scene, I wouldn't
> touch it with a crowbar!
GOODBYE. I can't say it's been a pleasure.

> For the record: I don't care about all the good things you've done in
> the *past* for the Atari community, even if you were the gods given
> answer, the past is history,
I don't claim what you imply (is it just another way of you trying
to be superior and put people down).
As you say the "past is history" so what crusade have YOU been
on all these months?

> what is important is the future... tell
> me I'm stupid: but where do you fit in?
I will gladly go back to reading the group and posting occasionally in a
polite manner as i have over the years. Just as long as you and your
group do the same.
You and your group members started all the abuse and dragged others in.
sweet's postings implied wrong doings based upon a story spread by lai.
Unfortunatley for sweet, lai had already retracted it in private email.
However, sweet still used it in his postings and i simply responded only
with the same level of abuse that you and your group had dished out.

> >BTW has Lai posted recently?
> Is your newsreader playing up again?
Just asking him to tell the group the original story that he spread. I can't
understand why he wont tell the group. Or is it because he dosen't like to
admit that sometimes we get it wrong when we look at both sides of
a story?

How would you like someone to start attacking your character in
public? Would you fight back or hide behind your keyboard?

sweet is the one with a problem. We can all tell what he implies
but he is too spineless to go any further and be proved wrong.

Just face it Dennis, sweet has _used_ you as a mouth piece so don't
be surprised when you get told to sod off on the grounds that
you haven't got a clue.

Dave

145. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 21:51:43 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b195fef$0$7282@news.zetnet.co.uk>
Source record: 45315

On 2 Jun 2001 11:21:28 +, Djordje Vukovic wrote:

|I received a MS-Word document which contained text composed of unicode
|characters, mostly, (but not exclusively) corresponding to MS code-page 1251
|(Cyrillic). I tried to load it into Papyrus (demo) 8.23, but all characters
|except punctuation marks were shown as blanks. Papyrus was set in
|Options-compatibility to treat characters as Unicodes, but it did not help.
|Changing RTF-import encoding to code-page 1251 or anything else did not
|help either.
|
|Btw. there is NVDI4.11 loaded on the machine and the font is a Truetype
|Arial which surely contains the cyrillic characters.

Depending on the source of the Arial font it may not. Papyrus can
certainly read cyrillic characters if they are in the font. I have
just looked tested this. Try downloading Arial or Times New Roman
from:

microsoft.com/typography/fontpack/default.htm

These come as pc executable files (*.exe) and have to be run on a pc
to unpack them. Then copy the appropriate files (roman, italic etc)
to your NVDI font directory on the Atari and reboot (or re-install).
--
JI Logan

146. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 22:12:50 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <PtdS6.3332$E42.37912@NewsReader>
Source record: 45316

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thhhl4i98j3113@corp.supernews.com...
> On 1 Jun 2001 18:21:21 -, "Lord Gaiyan" wrote:
>
> Hi
>
> >You really are a prick aren't you Dave? Did I ever say it was perfect????
> >I said it looks perfect.

Instead of moaning about it take up the issues with the supplier.

>
> Don't worry about it Joshua. I've lost all respect for him.
>

Respect?

Your the guys who have sat back and watched certain members
hold a Kangaroo court in your own group. Just shows how much
respect you guys have for others.

Dave

147. XaAES v0.913

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 23:03:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B197071.7AA5ED92@chello.nl>
Source record: 45317

LS

Many important fixes.

PS

Since some time my ISP (UPC/Chello) is making a mess of news.
I generally dont know if my posts appear in the group.
I never get all the news when I connect.
This is not a newsreader question, my brother has the same problem and he is a
MSIE fan.

UPC is regarding loosing amazing amounts of mony as its core business.
Trying to run a decent news server is probaly too expensive.
Sigh.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

148. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 23:11:39 UTC
From: osian@zetnet.co.uk
Message-ID: <3b1972ab$0$7282@news.zetnet.co.uk>
Source record: 45318

On 2 Jun 2001 21:37:24 +, SWE/YesCREW wrote:
> Why not using Speedo GDOS then?

It doesn't support Truetype fonts. At least the version I have
doesn't. If I was to buy a version that does support them, would that
be better than using NVDI? It depends also if there's a printer
driver available for my printer (Canon BJC-4650).

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

149. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 23:14:08 UTC
From: rand@cd.chalmers.se
Message-ID: <9fbs00$1fk$1@nyheter.chalmers.se>
Source record: 45319

In article <Pine.MNT.3.96-MiNT.1010602213700.222C-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> wrote:
>On 2 Jun 2001, Chris Simon wrote:
>
>> On 2 Jun 2001 17:34:50 G, Jo Even Skarstein wrote:
>> >I drop NVDI simply because I don't need either vector fonts or printer
>> >drivers (in fact, I don't even own a printer these days).

I use NVDI once in a while myself, but not often. I do own a printer, but
it hasn't been connected to any computer for half a dozen years or so, and
I don't think I've ever printed anything using the VDI.

>> Yeah, I need the vector fonts for word processing and web browsing,

There was a ShareWare (IIRC) vector font GDOS released some time ago.
The version I tried was rather buggy and had low quality fonts, but it
did work together with fVDI.

>> and obviously need the printer drivers too.
>>
>> Hmmm....
>>
>> Wouldn't it be nice if fVDI could develop to be a font engine too?

I do plan to support vector fonts (using FreeType), but I don't know
when I'll get around to it. It is reasonably likely that I'll write some
kind of program to convert vector fonts to bitmapped ones within the not
too distant future, though.

>> And to be able to use NVDI printer drivers.

Using NVDI printer drivers isn't a terribly useful idea, since that would
require you to own NVDI, anyway, so you could simply use that in the
first place.

As I have said before, I have _no_ plans to write any kind of printer
drivers for fVDI. For such to appear, someone else would have to do the
work (I did send the fVDI sources to someone who was interested in writing
a PostScript device driver, but nothing ever came of that (this was two
years ago or so)). I don't think it would be very difficult, but I haven't
really looked into it.

A middle road between writing a full printer driver for fVDI and using
NVDI might be to write a generic fVDI VDI device driver. With that I
mean an fVDI device driver that uses an underlying VDI for the actual
output, just as NVDI does when running on top of fVDI. That way it would
be possible to use printer drivers from one of the ancient GDOSes

together with fVDI's support for Bezier curves/areas, for example (and in
the future, its vector fonts).
If something like this was written, you could have fVDI using NVDI as a
background VDI, using fVDI as a background VDI, using NVDI... ;-)

> Why not using Speedo GDOS then?

Well, that costs money too, if not as much as NVDI.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

150. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 23:30:43 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1331.554T2150T305483optimus@canit.se>
Source record: 45320

Lyndon Amsdon skrev:

>Hi

>>I think that would be an "interesting" summer project. Seems moderately
>>difficult for a soldering spud like me. It's just a pity that the diagrammes
>>are quite "dirty".

>Hand drawn mate! I find drawing on sheets asier than using graphics
>programs. Or the fact that there is a lack of schematics drawing programs.

Perhaps they're easier to follow when put back on paper, but they're really a
mess on-screen.
Mind you, I would, too, draw the schematics on paper initially, only to lay
them out in a more structured manner on the computer later on.

>>And where is the parts list? Has anyone got that worked out
>>so that I might go and order the necessary parts?

>Parts are all on the sheet IIRC.

Whee.

>>In particular, the ISA connector seems like something you're not about to
>>find in a solderable kind very easily. Extracting one from a PC motherboard
>>doesn't work, the connectors just fall out of the plastic holder. Is there
>>any card- edge ISA connector available?

>Right, use a 0.1" pitch edge conector tha is 2*26 way. The MSB are not
>needed (as it's 8bit only) so you only need half the connector.

Duly noted.

--
En ligne avec Thor 2.6a.

There are two major products that come from Berkeley: LSD and UNIX.
We don't believe this to be a coincidence.
-- Jeremy S. Anderson

151. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-02 23:38:04 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2881.554T200T383589optimus@canit.se>
Source record: 45321

Martin \"Nightowl\" Byttebier skrev:

>on Sat 02-06-2001 02:24 Iggy Drougge wrote:

>>Martin \"Nightowl\" Byttebier skrev:

>>>Mac?? Is this a joke or what? Since a few months I've a Mac G3 with
>>>MacOS 8.6. I wished I never bought that machine. Desktop operations on
>>>the mac is a PITA. A few days ago I installed Mac Link and guess what?
>>>Somehow my whole setup was destroyed.
>>
>>Sorry about that, I'm not crazy about the underlying OS myself either, but
>>the UI is really top-notch, and elegant as well.

>Rebuilding the desktop did bring everything back to normal.

Now, that's funny.

>>>Everytime I've to install something on the Mac I hold my breath. I
>>>really hates those installers. It copyies all kind of files around your
>>>harddisk. The machine rules you and not otherwise.
>>
>>I said "if you're computer-illiterate". Does that description fit you,
>>Martin?

>Yes and no. I do have long term experience with TOS but MacOS was
>completely new to me and I only have little experience with Windows.

Then again, MacOS is really unrelated to any other OS. I often encounter
problems when running Macs, but then my mother, who certainly isn't computer-
literate, has been using Macs for ten years without much trouble. After using
another system, you grow accustomed to the way it works and expect other OSes
to behave similarly. Often, other OSes do that, but not the Mac.

>So far I haven't found any joy with MacOS. I merely use the Mac. I've
>bought the Mac because I wanted to use cable net on the Hades. As you
>probably know this is for the moment still impossible due the lack of a
>DHCP client (MiNT-net or STing). AFAIK the only way to get on the cable
>with an Atari is by means of a pc/Mac that acts as a gateway. That's why
>I bought me the G3. Right now it serve mainly as gateway and as game
>machine for my son. From time to time I use a Mac browser to visite
>pages which are out of reach of Cab. Apart from the browser I use
>sometimes bbedit pro to work on the webpages of a local aquarist club
>but that about all. I do most of the work (95%) on the Hades.

You could have bought a router instead. =)

>>OTOH, there doesn't /seem/ (one never knows for certain on the Mac) to be as
>>many files shuffled around on the Mac as in Windows.

>Luckely not. The worst case is that some files are invisible making it
>sometimes hard to remove not used progams.

True, but Mac owners don't seem to have to reinstall their OS as often as
Windows users tend to.

--
En ligne avec Thor 2.6a.

- Margo! Vad har h�nt. Du ser ju alldeles f�rst�rd ut.
- Dom d�dade mig n�stan f�r att jag misslyckades.
- Vilka �r dom egentligen?
- Jag vet inte vad dom heter. Men mannen som jagar dig heter Flinch, och han
�r en sadist.
...
- Gud vad jag �r avundsjuk. Varf�r f�r jag aldrig se n�t s�dant.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

152. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 00:08:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <5671.554T1700T684985optimus@canit.se>
Source record: 45322

Johan Klockars skrev:

>In article <1083.550T2550T655915optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>Frederic Fouche skrev:
>>
>>>Someone said:
>>
>>>> And then at least you've done away with X. It's really funny how a small
>>>> system like GEM is better structured than a behemoth such as X.

>GEM structured? Now that was funny!

Not out of a programmer's point of view, perhaps.

>I think it is a mess (and I say that as someone who was written a complete
>VDI and parts of an AES besides some GUI programs). While some thinking
>was obviously put into parts of it, it is very limited and in the case of
>the VDI (which is what I have the most experience with) badly suited for
>high performance implementation.

GEM may be limited, but at least it attempts to introduce some standard
features which one may realistically expect, whereas X is mostly a suite for
drawing windows and buttons across a network.
As for high performance implementations, do you think X is better suited for
that?

>>>Funny, but last time I checked, GEM did not network.
>>
>>It most certainly doesn't, and that is just about the only strength X has.
>>It's a rudimentary network GUI, not something you run 24/7 on your local

>X is not a GUI at all, really.
>It is, as you say, rather rudimentary. This is in much the same way as a
>microkernel (which you seemed to like), though. It provides powerful
>mechanisms you can use to build graphical user interfaces.

The problem is that we end up with something like MS-DOS or the 8-bitters.
There is a new GUI for every new program.

>>>> >> Linux?
>>
>>>rather, why not?
>>>it is widely supported, it is multi-platform, free and is opensource. What
>>>other OS can fit that?
>>
>>Why would any other OS care to fit that?

>I guess the OS wouldn't care (;-), but its users should.

All right, multiplatform can be nice, I suppose. OTOH, the "real world" is rather monoplatform as it is, and Linux isn't really multiplatform either. You can run the core OS on a lot of obscure computers, but you get none of the support mentioned above, since "Linux" is just an abbreviation of Linux/i386. Open source, who cares? Could lead to OS fragmentation, licence issues in every nook and cranny, and frankly, I'm not all that impressed with the open-source OSes. Perhaps if they'd do something else than yet another UNIX. Or yet another clone of "ls".
Of course there are good open-source projects, but the high-profile ones with thousands involved give off an unwieldy, rigid impression.
The filesystem I run right now is open-source, but it is developed by a rather small group of individuals, so it's easily coordinated. I think that it's when hundreds or thousands get involved that the project might lose its focus or guidance. There are too many agendas involved, whereas commercial OSes reflect the will of only a few individuals.
Being free releases you from accountability. You can't look a gift horse in the mouth, you can't make demands. You can't expect people to work for free only to satisfy your demands. The customer is king in the commercial market, whereas the developer is god in the open-source arena.

>I doubt you disagree that support is good.

Support is good. I suppose. I've never had support on most of my software. OTOH, support and open-source rarely go hand-in-hand. Where is the free telephone support when you download NetBSD?

>How likely is it that you'll be running TOS or Amiga OS natively on
>whatever your main computer is ten years from now? How about Linux?
>Would you rather pay for an OS or have it for free?

I really like anything which is free. Cheap is also good.
OTOH, if the free alternative isn't as good as the commercial ones, there are many cases in which free isn't enough.
As for what I'll be running ten years from now, I wouldn't know. I have no plans whatsoever to switch OSes in the near future. There really is no other OS which I fancy working with. Be looks interesting, but switching from Amiga to Be is quite pointless, you still end up in the same situation.

>In what way do you think open source is bad? Surely it must be better if
>the users can fix problems when they are discovered rather than having to
>wait for a corporation to decide to do a new release (which you might well
>have to pay for), for example?

Most users can't, and don't want to hack their OS. Besides, if you just make the OS properly modular, that can be done in most cases without access to the source. For example, new versions of AmigaOS have got a function for programs to hook into in order to make clean patches to the OS.
There are of course benefits to be gained from open source, but not exclusively, and most people just don't care.

>>Besides, you definition of "wide support" is rather odd. Would you call Be
>>or AmigaOS widely supported as well?

>While there is certainly more support available for the MS OSes, Linux
>probably comes in second. _Very_ far ahead of BeOS or AmigaOS, not to
>mention TOS.

What about Mac? I'd call Linux a dwarf in comparison with the Mac, support-
wise. And we have exactly one Linux shop in Stockholm. Reminds me of the
Amiga market, really.

>Just to put the record straight, I have within my reach right now machines
>that can run (as in have installed) TOS/MiNT, Win98, Win2000, Linux, BeOS,
>Solaris, MacOS, AmigaOS, QDOS, EPOC and a few other minor ones, so I'm not
>terribly biased.

Same here. AmigaOS, MacOS, TOS, Windows, OS/2, NetBSD around here. Should be
more, but there are only so many computers you could cram into 17m³. =)

--
En ligne avec Thor 2.6a.

Amiga 4000/040 25MHz/44MB/20GB RetinaBLTZ3/VLab/FastlaneZ3/Ariadne/Toccata

153. Re: Where is L.A.P.D.?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 00:35:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XBB$xLAeZYG7EwGj@atari.org.uk>
Source record: 45323

In article <3b196b4e762d312@pandora.be>, Martin "Nightowl" Byttebier
<tos4ever@pandora.be> writes
>Hello,
>
>Currently I doing some work on the UTSI. I've correct already lots of
>non-working links but there are still many left.
>I wonder if someone knows where the L.A.P.D. collection is located.
>The link I have is dead: http://www.lapd.demon.co.uk/dload.htm
>
>TIA,

Hiya

LAPD no longer exists, I took over the main library disks in November
1998, and am still working on the software.

LAPD has been merged into and has become LaST PD. the web site

www.last-pd.co.uk

I haven't had a chance to do any work on the site since I moved last
July, so my old address and postal charge details are wrong. I've not
been well enough to work on the site yet:(

I will be updating a.s.a.p.

If you are after anything specific, let me know and I'll do my best to
track it down.

I have a mountain of well over 10,000 floppy disks here and I've only
touched the surface so far!

I also have The Atari Software eXchange, which will be having a face
lift and will be updated soon. I had a nice new site 95% finished and
then a piece of software trashed the drive, so it's back to square one:(
Now who preaches backups!!!

www.the-asx.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

154. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 01:14:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106030113190.93-100000@Hades060>
Source record: 45329

On Sat, 2 Jun 2001, Uwe Seimet wrote:

> Lyndon Amsdon wrote:
>
> > Thanks Bengy, this should be interesting. Wasn't this project supposed to
> > be finnished in April?!
>
> Which year?

If you have some personal issues with Fredi or the other guy
involved with xtos why not just come out and say it?

The negative comments at every mention of 'xtos' is getting old...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

155. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 01:21:54 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B73EDF5B.14996%nameerf@flash.net>
Source record: 45324

in article Pine.MNT.3.96-MiNT.1010602213154.222B-100000@localhost,
SWE/YesCREW at jvalant@m42.cx wrote on 6/2/01 1:36 PM:

> Problem in my eyes is same as with lynx text browser, ppl just dont
> wana add simple ALT tag to pics, or simple normal html link to main parts
> or atleast brief info about main things.. For me that is unpolite and
> generaly bad.. We all speak english in here, so we do compromises so we
> ALL understand.. ANY good page should be done in a way that all can watch
> it, even if its limited. And same as i ignore bad person i do bad pages,
> there is a lot of resources on internet so there is a LOT chances ill get
> what i need.. I added some 10 lines to our pages and they can be seen in
> frames or non frames and on text browsers.. no big deal

I agree with you in pricipal, however, one needs to look at it from a practical point of view. Whether it's good 'net etiquette or not, 95% of the people you'll meet (at least in the U.S.) don't even know that there are non-Mac/PC computers still in existence and being used, let alone on the Internet. So with that in mind, why would they even worry about making a page that works on non-Javascript/non-Flash/etc systems when every system they know about can use these things? When time is precious, why spend extra time (albeit seconds) typing something that nearly no one will ever see? So from that point of view, we as the "oddballs" on the 'net *have to* catch up with the 95% of the world using Macs and PC's or else eventually find ourselves unable to do *anything* with the internet. We have to stop complaining about it and just do it, accepting the inevitable fact that we're severely in the minority here. Someone has to give in and aggressively tackle the job of either updating an existing browser, porting a browser from another platform, or starting from scratch. It can be done, but it'll take a huge effort. As technology advances and new Internet goodies are thrown into pages and e-mail, we will get further and further behind unless we as a community accept things as they are and push for better software and hardware, either freeware, shareware, commercial, or DIY.

Mike Freeman
nameerf@flash.net

156. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 01:28:48 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <kpgS6.97354$ff.741429@news-server.bigpond.net.au>
Source record: 45325

its all too complicated... i think ill just stay with 4mb :)

157. FOR SALE ATARI ST 520 SYSTEM WITH SOFTWARE ETC....

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 02:13:11 UTC
From: M Jackson <"mike at bigtexas.com">
Message-ID: <3b199c99$0$332$45beb828@newscene.com>
Source record: 45326

I have a big box of stuff from my storage which includes the ST520 with a 1 meg upgrade and 2 floppy discs and the 1224 colored monitor and a lot of software. This stuff all worked when it was last played with some years ago. but I have lost one of the cables that goes from the computer to the monitor, so I can't even test it. But I know the monitor works.

Anyway I was going to put this on Ebay but I'm sick of the way Ebay is treating it's customers. It's complete BS if you ask me so ..... Other than do that I will sell everything to the best offer I get on here.

I know I have a bunch of games like wishbringer, the degus art program, I word processor program, games like sundog etc...and a lot of books with it.

PLEASE take this off my hands I'm cleaning out my storage and everything must go. I'm asking a price of $10.00 for everything plus the shipping unless someone makes a better offer.

I will not except offers after JUNE the 8th that next Friday.

Email me at mike at bigtexas.com if your interested. The monitor alone is worth

158. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 02:18:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991541358-22747AEicMi@gmx.net>
Source record: 45327

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Fri, 01 Jun 2001 19:16:17 GMT

Hi Michael,

> - It gives me an alternative to Magic's stupidly short ACC list. Why
>they only put 6 slots (a la old GEM style) is beyond me. I've been told it's
>for compatibility and that Magic has no need for so many accessories, but
>that's gotta be total BS.
You can load as many ACC's in MagiC you like, providing you have enough
memory left ofcourse. You can even load an ACC twice or more times if you
would like so. Just click on a ACC and it will be lounched, you do not need
to rename it as PRG or APP either.
When you don't need the ACC running anymore, throw it out using a taskbar or
MagiC's build in menu pressing ESC-CTRL-ALT to save precious memory.

> - The ability to just drop a program or alias into the folder and it's
>instantly available, without having to run setup programs or quit and
>restart the menu.
Deskdrop can do this, freeware written by Sven Kopacz , but MagiC only I'm
afraid. It's part of the Jinnee package and located in the Extra folder. If
you don't have it, I'll mail it over....

PS: have you managed to fix the problems with the CDRW 6416 ?

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

159. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 02:25:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991541362-23435AEicMi@gmx.net>
Source record: 45328

From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Date: Thu, 31 May 2001 11:40:20 -0000

Hi Derryck,

>My sig offers a link to DDP's translation service and accompanies every
>message that I write in the Atari newsgroups. It does not mean that my
>messages reflect the views of that group or of the CCC, whose pages are at
>the same URL.
One would think this is obvious, but unfortunately it isn't. So for people out there that have a brain that doesn't function the way it should... Since all it takes to remove the signature from the postings, is a simple mouseclick, from now on I'll remove the sig from postings which aren't ment to be informative and avoid all confusion with DDP or/and CCC. Peter and Derryck being both members of the CCC is purely coincidental and isn't relevant either, DDP stands for translating programs and docs, nothing more and nothing less.

For the record, neither Derryck or Peter are consulted before I post here, *ALL* views expressed in my postings are exclusively my own, on occasions when we do have contact prior to posting, it's *always* about translations or stuff that DDP is working on.

As for CCC, it should be obvious that living in Belgium I have no contacts with the club at all. Which doesn't mean that I don't sympathise with what they stand for. Anyone involved in actively promoting & supporting Atari in

a positive manner has my support. If I would live near Cheshunt then without

any doubt I would be a member or at least support the club.

Anyone questioning DDP's involvement or dedication to the Atari community please feel free to ask or comment...

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

160. [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 03:06:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001aad3d@fmlynet.org>
Source record: 45337

FamilyNet Newsgate

The Atari ST as a platform has been cute, and I've tinkered with it since 1998. Had the internet working on it, newsgroups, Spectre, and 800XLDJ.

Fun computer, but honestly, as various applications stop working along the way without any thing new being added or modified, I find the Atari ST/TT platform to be at the point of tedium. When the internet connection stopped working, I resolved to let other machines handle internet browsing. I figured the computer would do well to be the virtual drives for my Atari 800, and maybe do a little Macintosh emulation on the ST. And every so often a bit of desktop publishing.

However, 800XLDJ stopped working... DRVIN works, or maybe it doesn't.... or maybe if you look at it wrong....

ARRRGGGG!!!! Enough of this thrown together platform. I could keep it around for the Spectre emulation (since I am a big fan of Dave Small's work) but again, let's get real here... a Macintosh Plus can do the work of a ST with Spectre, plus more games.

Anyway, if in the US, I have a 1040STE for sale. If in you are in Dallas or care to pay for shipping, I have a SLM 604 printer as well. If interested, drop me a letter and we'll work something out.

My hat's off to all that keep this going. If I had been an ST user in the past decade I would probably feel more at home on the ST now. However, like in the case of the Portfolio, I tasted the Newton first, and was hooked. In this case, I tasted the Macintosh first, and well.. still got that Apple aftertaste.

There are some areas that Atari simply rocks... and you'll see me on my first love... the Atari 400/800... the Jaguar, and the Lynx. Glad I could at least try out and experience the Atari ST/TT platform for a time. If it were not for the ST, and the work published for "Atari Computing" (a simply AWESOME magazine!!!) I probably wouldn't have been around as much as I have. But thanks to the ST, I regained a interest in one of my first hobbies.

Many thanks to all of you!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

161. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 06:06:52 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B19D3FC.EFF278B8@seimet.de>
Source record: 45330

Lonny Pursell wrote:

> If you have some personal issues with Fredi or the other guy
> involved with xtos why not just come out and say it?
>
> The negative comments at every mention of 'xtos' is getting old...

I guess you are right. But I just can't understand how anybody believes that this project will ever fly. How can they think they will sell more machines than Milan I were sold? And the Milan I *is/was* available and not just a project on paper and is cheaper. Lyndon's question was absolutely justified: They did say that the machine would be available in April 2001. What do they have presented since then? Nothing. Only announcements even though they said they wouldn't announce something that was not available. We have June now.

Even if the hardware became available some day, it would be a machine without software. For example, where are the drivers or browsers and other state-of-the-art applications coming from? Today users (also those that have accepted the shortcomings of Atari clones) simply do want to browse. They do want to use Java. But given the fact that software development for the Atari has almost come to a standstill, why should somebody seriously pay so much money for an Atari clone, when he can get a much faster PC for less? And this PC would even be faster with MagiCPC than the clone.

And now please don't tell me that missing software will simply be written by somebody. There are hardly any developers left anyway and writing, for example, new browsers, porting existing browsers or porting Java is such a huge effort and is so extremely time-consuming that you cannot seriously expect this to happen. If it was an option this would have already happened because Java and browsers to port have already been available for several years.

So what I basically want to say: Be realistic and expect nothing. This way you cannot be disappointed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

162. Re: FOR SALE ATARI ST 520 SYSTEM WITH SOFTWARE ETC....

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 07:29:50 UTC
From: Don <dons@qnet.com>
Message-ID: <3B19E76E.977C76EE@qnet.com>
Source record: 45335

Ill offer you $15 plus shipping.

Don

M Jackson wrote:

> I have a big box of stuff from my storage which includes the ST520 with a 1
> meg upgrade and 2 floppy discs and the 1224 colored monitor and a lot of
> software. This stuff all worked when it was last played with some years
> ago. but I have lost one of the cables that goes from the computer to the
> monitor, so I can't even test it. But I know the monitor works.
>
> Anyway I was going to put this on Ebay but I'm sick of the way Ebay is
> treating it's customers. It's complete BS if you ask me so ..... Other
> than do that I will sell everything to the best offer I get on here.
>
> I know I have a bunch of games like wishbringer, the degus art program, I
> word processor program, games like sundog etc...and a lot of books with it.
>
> PLEASE take this off my hands I'm cleaning out my storage and everything
> must go. I'm asking a price of $10.00 for everything plus the shipping
> unless someone makes a better offer.
>
> I will not except offers after JUNE the 8th that next Friday.
>
> Email me at mike at bigtexas.com if your interested. The monitor alone is
> worth

163. CLAB MKX?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 07:32:17 UTC
From: Don <dons@qnet.com>
Message-ID: <3B19E801.8C49FE54@qnet.com>
Source record: 45334

Does anyone know if CLAB made their own version of the Falcon motherboard or did they just modify Atari Falcon motherboard. I thought they just made mods to the Atari Falcon motherboard but, I could be wrong. If they did how can one tell which motherboard they have?

Don

164. Browser probs Was:ATmenu

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 08:12:00 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106030758120.177-100000@localhost>
Source record: 45331

On Sat, 2 Jun 2001, Martin "Nightowl" Byttebier wrote:

> Indeed not a big deal. But howmany web designer are knowing what
> they are doing? Nowadays it's for everyone very easy to create
> page. One haven't to learn HTML anymore. All things are done with
> the so-called web editors. Oh boy most of them produces very bad
> code. Link this to a designer who knows nothing about HTML and you
> will get a very nice page, only viewable on their own system.

Well i know, im not fighting against wind mills :) But basic problem remains.. Nw stuff which is used, requirefast machines, not because it is hard, but because it is badly programed, u need p2 or 3 just to be at decent speed with things 8bit machines did.. I think jonk mentioned porting Netscape or other things.. Impossible, the code is so huge abd unoptimized that woud be slow on 060 machines as well. Did u notice that every new browser or word became slower on basic tasks too, not just offer new, advanced ones? CAB on other hand aint slow, works decent for me, has nice interface, nice modules, just lack of features (like css, etc..) i agree. Or if u checked Wensuite, its VERY fast, but not reliable.. All that proves that we have the power, but all has be done from scratch, or port with a lot of optimizing, so all that make it hard.. and browsers are BIG projects today.. Im definately going for Xgem altough im aware ethernet is needed for it

Janez

165. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 08:15:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106030812121.177-100000@localhost>
Source record: 45332

On Sat, 2 Jun 2001, Martin "Nightowl" Byttebier wrote:

> >Im on cable 3 years now with TT as server...
>
> Tell me do you have a static IP or a dynamical? AFAIK cable on the Atari
> is only possible if one have a static IP. Right?
> My ISP offers only a dynamical IP so...

Ah, dynamical only? That may be the problem. Yes i have static IP. But did u consider getting cheap linux box (486 is perfect) for server and IP masquarading machine (i atm use TT for that)? U got PC to do all dull and hard work, its cheaper as VME Ethernet card (well neary ;), and u can do all u want with Ataris, code or crash etc... It aint bad idea.. I had get myself 486 board etc, but then got Riebl, so PC is still unassembled :)))

Janez

166. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 08:44:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106030816480.177-100000@localhost>
Source record: 45333

On Sun, 3 Jun 2001, Michael and Nicole Freeman wrote:

> I agree with you in pricipal, however, one needs to look at it from a
> practical point of view. Whether it's good 'net etiquette or not, 95% of the
> people you'll meet (at least in the U.S.) don't even know that there are
> non-Mac/PC computers still in existence and being used, let alone on the
> Internet. So with that in mind, why would they even worry about making a
> page that works on non-Javascript/non-Flash/etc systems when every system
> they know about can use these things? When time is precious, why spend extra
> time (albeit seconds) typing something that nearly no one will ever see? So
> from that point of view, we as the "oddballs" on the 'net *have to* catch up
> with the 95% of the world using Macs and PC's or else eventually find
> ourselves unable to do *anything* with the internet.

U think we are in minority? Hm im not so sure (as internet is concerned)
i know a lot of ppl using unix terminals etc, some on job and so on, i
think that number ain't so small.. I mean minority for sure, but i think
a lot more ppl as just Atari ppl are involved in same problem. And what
really make me angry, take a big number of Atari pages, done by "die hard
Atari fans", etc... Not viewable on Ataris at all! That IS a problem with
ppl, not the machines or software...

And its just an attitude.. why we, and amiga ppl and unix ppl can use
RTF for example as we all use GIF etc, while MAC/PC ppl use .DOC while
they have 1 zillion formats to chose when save?

> We have to stop
> complaining about it and just do it, accepting the inevitable fact that
> we're severely in the minority here. Someone has to give in and aggressively
> tackle the job of either updating an existing browser, porting a browser
> from another platform, or starting from scratch. It can be done, but it'll
> take a huge effort. As technology advances and new Internet goodies are
> thrown into pages and e-mail, we will get further and further behind unless
> we as a community accept things as they are and push for better software and
> hardware, either freeware, shareware, commercial, or DIY.

Im not complaining at all. I have luck that i dont "like" WWW too much,
im still oldfashioned, rely on ftp/irc/mail mostly, even on proper letters
or good old phone call :) Nothing can beat a bit of personal touch ;))

Janez

167. Re: CLAB MKX?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 08:57:45 UTC
From: doitarchive@doitarchive.de
Message-ID: <1euf7kk.1xatpyqj7nz00N%doitarchive@doitarchive.de>
Source record: 45336

Don <dons@qnet.com> wrote:

> Does anyone know if CLAB made their own version of the Falcon
> motherboard or did they just modify Atari Falcon motherboard. I thought
> they just made mods to the Atari Falcon motherboard but, I could be
> wrong. If they did how can one tell which motherboard they have?

Same Board as from Atari. Smal modifications on audio subsystem
and they remove on scsi port internal termination to fit an internal
scsi drive. DOITF030 contains any modification.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

168. Re: CLAB MKX?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 09:19:52 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <YeUS6.10269$vR1.30375@nntpserver.swip.net>
Source record: 45214

"Don" <dons@qnet.com> wrote:
> Does anyone know if CLAB made their own version of the Falcon
> motherboard or did they just modify Atari Falcon motherboard. I thought
> they just made mods to the Atari Falcon motherboard but, I could be
> wrong. If they did how can one tell which motherboard they have?

They originally bought a stock of Atari motherboards, as well as the production plans, so they could make more of the same later on. The only creative thing they ever did was to make a solution for using an internal SCSI in the LE-machines - and the table-top MKX (which should have been rack-mounted to suit musicians better...). They simply removed the SCSI-terminators that are placed inside the SCSI-connector and placed a cable for an internal 2.5" SCSI there instead.
Some people have misinterpreted this, so I want to point out that the IDE-port is available in ALL Falcons, regardless if they're from Atari or C-lab. In an LE-machine, the internal SCSI-disk uses the physical place where an internal IDE normally is located, so you may have trouble fitting one more disk there, but it's still possible electically...
The modifications to the audio system were actually made also on the last machines that Atari themselves delivered, so there was nothing new from C-lab. Those modifications are also printed in the users manual for Cubase Audio for Falcon, since Atari and Steinberg (I believe SoundPool also were involved) made those mods and explained them for all subsidiaries and service partners around the world shortly after all musicians were annoyed by the bass-boost and lack of line levels in and out...

Best regards,
Claes
e-mail: claes@holmerup.com
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
swedish music on the web: http://www.swebmusic.com

169. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 09:37:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991563584-50455AEicMi@cwcom.net>
Source record: 45341

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Fri, 01 Jun 2001 20:51:41 -0000

>version. I remember hearing about Jaygroups in AC come to think about it,
>but I never took any of it in really as back then I was on an STE with TOS
>2.06 :)

If you grab this, don't forget to thank DDP Translations for the English
version ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

170. Re: Vectore fonts & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 09:53:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fd1fk$ik9$1@snipp.uninett.no>
Source record: 45338

Chris Simon <osian@zetnet.co.uk> wrote:
>>I drop NVDI simply because I don't need either vector fonts or printer
>>drivers (in fact, I don't even own a printer these days).

> Yeah, I need the vector fonts for word processing and web browsing,

I'm using some ancient GDOS fonts for this, it's way faster than vector
fonts under NVDI but not quite as flexible. I prefer speed and simplicity
though.

> and obviously need the printer drivers too.

Then you obviously need NVDI or SpeedoGDOS.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

171. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 09:55:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991563582-49903AEicMi@cwcom.net>
Source record: 45340

From: "Dave" <maccdave@btinternet.com>
Date: Fri, 1 Jun 2001 23:15:35 +0100

>> The other Dave seems to have a problem though:
>
>Firstly, the guy says "it's all great". Then, "a months delay" , "Old
>drivers" instead of current ones, blacked out icon's. What's next?

Except that you've got the wrong end of the stick. I was reporting my
experience with Titan, which was entirely positive. Just to even up the
balance 'twixt dealer and customer you see.

>All i asked was "So if it's so perfect why have you posted as below? "
>
>Quite a reasonable question i think. You probably disagree but i don't care.

Neither do I TBH, it's up to you if you've got it wrong. I'm not going to
lose any sleep over it either.

>> How long have you been reading/contributing to/supporting this newsgroup?
>Reading? Many years. Contributing not long. But once stirred by your cronies
>who knows?

I don't have cronies, I have friends.

The Cheshunt Computer Club doesn't have an opinion about this situation
AFAIK. How do I know? Because it isn't a subject of conversation at meetings,
and the public mailing list isn't exactly buzzing on the subject either.

Steve doesn't like Barrie's constant advertising in the base, when a simple
email reply to the enquirer would be more suitable. Steve also happens to be
a member of the CCC, that's all.

>It dosen't matter how much you protest, the fact's remain that your two
>small
>groups contain the only people who have been abusive to Barrie in csast.

Reread my email. Coincidence only.

>All i was asking was it your groups opinion or yours? Once again quite
>reasonable.

See above. But I'll repeat: neither the CCC, DDP or myself have an opinion on
the subject.

>I will answer for my postings and views here and not behind closed doors as
>you would wish. Don't post to my email address again unless you want some
>back. Lets have a public / open discussion.

Fine by me. I've made my/CCC/DDP's position quite clear three times now, so I see no need to repeat it any more.

--
Regards,

Derryck Croker

172. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 10:20:03 UTC
From: vdjole@EUnet.yu
Message-ID: <9fd30g$ls0$1@news.eunet.yu>
Source record: 45343

On 2 Jun 2001 21:51:43 G, JI Logan wrote:

>|I received a MS-Word document which contained text composed of unicode
>|characters, mostly, (but not exclusively) corresponding to MS code-page 1251
>|(Cyrillic). I tried to load it into Papyrus (demo) 8.23, but all characters
>|except punctuation marks were shown as blanks. Papyrus was set in
>|Options-compatibility to treat characters as Unicodes, but it did not help.
>|Changing RTF-import encoding to code-page 1251 or anything else did not
>|help either.
>|
>|Btw. there is NVDI4.11 loaded on the machine and the font is a Truetype
>|Arial which surely contains the cyrillic characters.
>
>Depending on the source of the Arial font it may not.

This one does. On a PC the document was displayed using exactly this font
file, and on the Atari, the required unicode cyrillic characters appear in
the correct places in the "character set" table and can be "typed" by clicking
on the character required (btw. how are they brought forth to the kayboard
keys).

>Papyrus can
>certainly read cyrillic characters if they are in the font. I have
>just looked tested this.

Yes it can- but! It can read unicodes (for example cyrillic "ABC")
from a .RTF file if they are encoded like:

... \ansicpg1251 ... \'c0 \'c1 \'c2 ...

i.e. mapped into 8-bit space but apparently not if they are encoded like

... \u1040 \u1041 \u1042 ...

which my document contains. The problem is why the doc-convertor module
(converting .DOC to .RTF) of Papyrus creates a .RTF file with sequences
like \u1040 \u1041 ... which Papyrus does not interprete (for me, at least).
What is wrong?

cu

173. Re: Where is L.A.P.D.?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 10:31:50 UTC
From: bindon@madasafish.com
Message-ID: <thk4gmpjudtgbe@corp.supernews.com>
Source record: 45342

On 2 Jun 2001 21:43:02 G, "Martin \"Nightowl\" Byttebier" wrote:

Hi Martin

>Currently I doing some work on the UTSI. I've correct already lots of
>non-working links but there are still many left.
>I wonder if someone knows where the L.A.P.D. collection is located.
>The link I have is dead: http://www.lapd.demon.co.uk/dload.htm

AFAIK Steve Stupple has taken over LAPD. Maybe you should email him?

174. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 11:46:09 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106031122470.84-100000@Hades060>
Source record: 45258

On Sun, 3 Jun 2001, Uwe Seimet wrote:

> Lonny Pursell wrote:
>
> > If you have some personal issues with Fredi or the other guy
> > involved with xtos why not just come out and say it?
> >
> > The negative comments at every mention of 'xtos' is getting old...
>
> I guess you are right. But I just can't understand how anybody believes
> that this project will ever fly. How can they think they will sell more
> machines than Milan I were sold? And the Milan I *is/was* available and
> not just a project on paper and is cheaper. Lyndon's question was
> absolutely justified: They did say that the machine would be available
> in April 2001. What do they have presented since then? Nothing. Only
> announcements even though they said they wouldn't announce something
> that was not available. We have June now.

It is most unfortunate that maybe some personal issues are not resolved.
I have dealt with Fredi on several occations, his English is the worst
I've ever seen for someone trying to sell something globally. I manage
though and he has always delivered promptly. Perhaps not at the price I'd
rather pay, I won't pretend the items he sells is cheap.

My only real gripe is with the rage pro. Had I known the drivers where
so bad I would of went to Ebay for a Mach64 right off the get go.
Outside of that I have to say Fredi has delivered a machine where
others have failed, even if one does not agree with his ways or his
prices. ;-)

> Even if the hardware became available some day, it would be a machine
> without software. For example, where are the drivers or browsers and
> other state-of-the-art applications coming from? Today users (also those
> that have accepted the shortcomings of Atari clones) simply do want to
> browse. They do want to use Java. But given the fact that software
> development for the Atari has almost come to a standstill, why should
> somebody seriously pay so much money for an Atari clone, when he can get
> a much faster PC for less? And this PC would even be faster with MagiCPC
> than the clone.

More good points. I have my reasons for sinking alot of money in a clone
and it's ultimately and end users personal wishes that decide the out
come. I almost got a mac, I understand your logic very well. I was
very confused for sometime which route to take. Very!

> And now please don't tell me that missing software will simply be
> written by somebody. There are hardly any developers left anyway and
> writing, for example, new browsers, porting existing browsers or porting
> Java is such a huge effort and is so extremely time-consuming that you
> cannot seriously expect this to happen. If it was an option this would
> have already happened because Java and browsers to port have already
> been available for several years.

I won't make any excuses for the lack of software, I know how bad it is.
I have been sinking money in this platform since 1986 or so. I am not
convinced xtos will appear, however seeing how Fredi has delivered clones
in that past I cannot rule it out so quickly. At the same time I don't
constantly sitting around waiting or hitting that web page for details.
However, I don't think constant negative comments help matters either.

> So what I basically want to say: Be realistic and expect nothing. This
> way you cannot be disappointed.

I expect nothing, hense why I bought the Hades, no point in waiting.
If it appears fine, if it don't fine. Why comment if it amounts to
nothing then? If Fredi runs himself into the ground trying to develop
it that is his problem... just let it runs it's course silently. ;-)

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

175. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 11:47:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106031146380.84-100000@Hades060>
Source record: 45259

On Sun, 3 Jun 2001, Dan wrote:

> I can load the main page in CAB 2.8, but the area where the news
> should appear stays blank (no picture and text) When I
> activate the "don't show pictures" in CAB then the news text
> shows up. Impossible to load the text and picture at the same
> time. Never had this before on your site.
> Am I the only one ?

Had same problem, turn off the images then it MagiCally loads. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

176. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 11:58:08 UTC
From: Odd Skancke <try@spamming.me>
Message-ID: <Pine.MNT.4.30.0106031351320.107-100000@mail.online.no>
Source record: 45251

On Sun, 3 Jun 2001, Lonny Pursell wrote:

> On Sat, 2 Jun 2001, Uwe Seimet wrote:
>
> > Lyndon Amsdon wrote:
> >
> > > Thanks Bengy, this should be interesting. Wasn't this project supposed to
> > > be finnished in April?!
> >
> > Which year?
>
> If you have some personal issues with Fredi or the other guy
> involved with xtos why not just come out and say it?
>
> The negative comments at every mention of 'xtos' is getting old...

Yes, this negative bullshit is really starting to piss me off. Uwe, if
you can't find it in your heart anything positive to say, don't reply to
posts unless there is some help you can give. You are a great help here,
but don't be so negative.

Regards,

Odd Skancke

177. Re: Where is L.A.P.D.?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:10:11 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1a3686169d821@pandora.be>
Source record: 45344

on Sun 03-06-2001 01:35 Steve Stupple wrote:

>LAPD has been merged into and has become LaST PD. the web site
>
>http://www.last-pd.co.uk

Thanks.

>
>If you are after anything specific, let me know and I'll do my best to
>track it down.

Nothing specific. I'm the maintainer of the Ultimate TOS Software Index
(aka UTSI). The meaning of the UTSI is to offer people links where they
can download stuff. In the game section for instance I found links
whichs points toward LAPD (Body Shop, Clod hopper, etc..)
>
>I have a mountain of well over 10,000 floppy disks here and I've only
>touched the surface so far!

Looks you will not get bored.:-))

>
>I also have The Atari Software eXchange, which will be having a face
>lift and will be updated soon. I had a nice new site 95% finished and
>then a piece of software trashed the drive, so it's back to square one:(
>Now who preaches backups!!!

Oeps this reminds me that my last backup of my system is already a month
old.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

178. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:13:06 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <991574002-876789AEicMi@xs4all.nl>
Source record: 45345

>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 02 Jun 2001 10:57:55 -0000

>Thanks Bengy, this should be interesting. Wasn't this
>project supposed to
>be finnished in April?!

They decided to equip the new clone with the Coldfire V4e which
is going to be released by Motorola in June/July 2001.

Cheers
Dan

179. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:28:32 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <991574948-065658AEicMi@xs4all.nl>
Source record: 45246

>From: Bengy <bengy@mac.com>
>Date: Sat, 02 Jun 2001 03:31:54 GMT
>
>Hey guys,
>I've just made graphs of the final results of the "xtos" poll
>that MagiC
>Online carried on behalf of the Pegasus project. The graphs
>can be found on
>the Main MO page, graphs that showcase what English Speaking

Hello Bengy,

I can load the main page in CAB 2.8, but the area where the news
should appear stays blank (no picture and text) When I
activate the "don't show pictures" in CAB then the news text
shows up. Impossible to load the text and picture at the same
time. Never had this before on your site.
Am I the only one ?

180. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:37:52 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106031537110.8072-100000@hal.pp.fishpool.fi>
Source record: 45248

On Sun, 3 Jun 2001, Uwe Seimet wrote:

> So what I basically want to say: Be realistic and expect nothing. This
> way you cannot be disappointed.

Wasn't it Budda who said it first? ;-)

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

181. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:44:43 UTC
From: bindon@madasafish.com
Message-ID: <thkc9rbii9ke49@corp.supernews.com>
Source record: 45249

On 3 Jun 2001 09:37:14 -, Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Fri, 01 Jun 2001 20:51:41 -0000

Hi

>>version. I remember hearing about Jaygroups in AC come to think about it,
>>but I never took any of it in really as back then I was on an STE with TOS
>>2.06 :)
>
>If you grab this, don't forget to thank DDP Translations for the English
>version ;-)

OK thanks DDP Translations! I've just been creating my groups so I'll
soon have to test it on taskbar.....

182. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 12:58:05 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106031540160.8072-100000@hal.pp.fishpool.fi>
Source record: 45250

On Sat, 3 Jun 2001, Greg Goodwin wrote:

> The Atari ST as a platform has been cute and I've tinkered
> with it since 1998. Had the internet working on it,
> newsgroups, Spectre, and 800XLDJ. Fun computer, but honestly,
> I find the Atari ST/TT platform to be at the point of tedium.

Ditto, hence why my spare TT is for sale.

For me, the math is simple: most recent GEM apps really require MagiC and fail on MiNT/N.AES, UNIX tools run better and faster on my slow Linux box than on MiNT, the Riebl drivers and sockets constantly crash when transfering files within my LAN if the next machine is less than 15ms away from the TT.

Honnestly, while amazing work has been done on the MiNT kernel (despite my heavy criticism of some decisions made by Frank and Guido, I nonetheless admire the efforts they have put in), the Reibl drivers are less than sturdy than they should be, which prevents me from using network daemons to serve my LAN.

As for all recently ported UNIX goodies, nice, but no cigar: the same packages compile twice as fast on my 25MHz 486 Linux box as they do on the TT and they also run smoother and faster there.

I won't make the same mistake as other people and sell my last Atari, though. The first TT still remains attached to my LAN and the Stacy in storage for MIDI purposes.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

183. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 13:04:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991638208-66454AEicMi@cwcom.net>
Source record: 45291

From: jlog@zetnet.co.uk (JI Logan)
Date: 02 Jun 2001 21:51:43 GMT

>microsoft.com/typography/fontpack/default.htm
>
>These come as pc executable files (*.exe) and have to be run on a pc
>to unpack them. Then copy the appropriate files (roman, italic etc)

Not necessarily. Try renaming with a ZIP extender and running it through your
unpacker.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

184. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 13:09:42 UTC
From: bindon@madasafish.com
Message-ID: <thkdomfhe5eee7@corp.supernews.com>
Source record: 45252

Hi

>I can load the main page in CAB 2.8, but the area where the news
>should appear stays blank (no picture and text) When I
>activate the "don't show pictures" in CAB then the news text
>shows up. Impossible to load the text and picture at the same
>time. Never had this before on your site.
>Am I the only one ?

Have you tried deselcting document settings?
I don't browse with pictures though, but sometimes I have to deselect
document settings (for the text colour etc) as the text is displayed the
same colour as the background, so it disappears.

185. Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 14:13:58 UTC
From: jlensbo@aol.com
Message-ID: <20010603101358.04073.00002203@ng-cl1.aol.com>
Source record: 45253

Could someone please point me in the direction where I might buy a Lynx? I have 3 dead ones and, therefor, a ton of useless games.

Thanx!
jlensbo@aol.com

186. PureC PDB format ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 14:31:06 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <KSrS6.1250$mi4.2557073@nnrp3.proxad.net>
Source record: 45254

Hi !

Inorder to improve the very nice C/C++ Shell by Roland SEVIN, I wonder if
someone knows the description of the PDB format file generated by PureC ?

Have a look at EZ-Edit and PCStudio at
http://www.multimania.com/eazygem/index.htm

See you, Jean
http://vision.atari.org
jlusetti@free.fr

187. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 14:48:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991674370-86098AEicMi@madasafish.com>
Source record: 45201

Hi Djordje

>Is there a way to make Papyrus read the complete range of unicodes?

This may seem a bit obvious, but are you using a font that actually has
these characters?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

188. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 15:06:04 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B1A525B.E4CB0400@ctos.com>
Source record: 45255

Brian,

Sorry for not posting sooner this weekend. I was pretending to be a carpenter all day yesterday. <G>

madmax wrote:

> What autofolder programs are you running? Unless you are using the
> diablo cpx, you could probably do away with xcontrol as well. Depends
> on what version of the diablo 630 you are running. I still use the
> buggy earlier versions that are very sensitive to accs and autofolder
> order.

Two autofolder programs, Xboot and Diab630. My SLM is from Pre-extensible control panel days, so I do not have a Diablo CPX. I'm guessing that may have been part of the SLM605 (?) laser package, which was the Epson Action laser. I'm guessing now that I also have the older buggier versions. It's entirely possible that I never had the SLM attached to the TT, but I know I had it attached to my Mega 4. If I remember correctly, I have the latest version of the Setup630 acc on an old Supra 10 meg floppy somewhere, but I'm not sure where that floppy is at the moment. I'm sure I don't have any newer version of the emulator program itself, DIAB630.

> Hopefully you have the 630 autofolder prg on;-).

If you mean DIAB630, you bet. <G> It installs, loads the fonts, the spits out that the SLM804 is not detected.

> Also do you need edith?

Not Edith exactly, but I do need a text editor accessory. When I'm using DynaCADD, I need a text editor acc to keep my materials list on. Any basic editor would work, but I like edith. My next favorite is STeno, but I've not tried any of the new editors out there, like Everest or QED.

> Get the diablo working then add the other programs.

As noted above, it runs. It's always possible that the file is slightly munged on the original floppy after all these years.

> Do your 630 fonts load? Does your 630acc work? Will it test print?

Now this is interesting here. Even tho' the screen shows the emulator installing, the 630 acc says no driver is installed. Speculation: the driver is dumped from memory when it can't find the SLM804. And no test printing either, TEST.PRG reports no SLM detected.

I wonder if the later versions of the software are anywhere to be found these days.

I hate to have to dig out my Mega 4 and try this. But that may become a last resort. <G>

Ken Springer

189. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 15:17:10 UTC
From: kock@kockens.pp.se
Message-ID: <3b1a54e6.40002934@nntpserver.swip.net>
Source record: 45256

On 03 Jun 2001 14:13:58 GMT, jlensbo@aol.com (JLensbo) wrote:

> Could someone please point me in the direction where I might buy a Lynx? I
>have 3 dead ones and, therefor, a ton of useless games.
>
>Thanx!

Try: http://www.angelfire.com/mn/video61/main.html

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - info@kockenswebdesign.com
\ www.kockenswebdesign.com - come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

190. Family Tree goes multimedia

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 15:35:57 UTC
From: d.briel@free.fr
Message-ID: <xPsS6.1258$Cn4.2582603@nnrp3.proxad.net>
Source record: 45257

Dear all,

After a long silence, Family Tree has finally been updated.

Family Tree is a a genealogical database by Ian Baker.

The new version 3 allows to link any document (Word processing, images,
sound, etc.) to persons, using hyperlinks to call associated programs.
Though this works best under a multitasking OS, it works also under single
TOS, using VA_START compatible accessories (e.g., 1ST Guide).

Apart from the new multimedia feature, Family Tree still has the same
main features:
- compatible with ST, STE, TT, Falcon, MultiTos, MiNT, MagiC, every
resolutions >= 640*200,
- all dialogs are in non modal windows,
- ST-Guide contextual on line help,
- Full ST-Guide user guide,
- compatible with GDOS, SpeedoGDOS and NVDI,
- system clipboard management,
- import and export in GEDCOM and CSV format,
- comprehensive data handling (e.g., 40 children per mariage, unlimited
number of mariages, handling 'circa' dates, etc.)

Family Tree 3 is available at:
ftp://chapelie.rma.ac.be/atari/utilities/ft300.zip

Thanks for your attention,

--
Didier BRIEL

191. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 16:35:40 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-FAFE33.12353903062001@news.bellglobal.com>
Source record: 45260

In article
<Pine.LNX.4.21.0106031540160.8072-100000@hal.pp.fishpool.fi>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> I won't make the same mistake as other people and sell my last
> Atari, though. The first TT still remains attached to my LAN and
> the Stacy in storage for MIDI purposes.

likewise . I actually sold my Falcon to one of my friends at a TAF
Flea market, only to use part of the profits to buy a TT that MGI was
selling off. Turns out it was an original deveoper's machine, with
German TOS. It's sitting in my apartment on a shelf in my computer desk
system, and it's being used mostly as a backup system for all my synths
and my GP-8. But I might also set it up as a backup Internet machine now
that I have an external modem again :)

These days my main new project is a UMAX J700 I'm slowly modifying
into a powerhouse to eventually run OS-X on (and yes, it HAS been done,
according to some pleasantly surprised J700 and S900 owners).

192. Best price on SCSI adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 16:51:45 UTC
From: David Johnson <djohnson@techline.com>
Message-ID: <3B1A6B21.9D12BF36@techline.com>
Source record: 45261

Question,

Where's the best place (in terms of cost) to pick up a LINK97 or ICD
Link 2 scsi adapter?

193. SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 17:06:57 UTC
From: David Johnson <djohnson@techline.com>
Message-ID: <3B1A6EB1.E405B214@techline.com>
Source record: 45262

I made the mistake of purchasing an IBM HD. It doesn't seem to be very compatible with either the onboard scsi interface of my TT (of course that has problems of its own) or the Link 2 interface i've already got hanging off my STe.

So, with that in mind. What would be a good scsi drive choice these days for an atari? Any brands safe? Should any brands be avoided?

194. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 18:05:25 UTC
From: bindon@madasafish.com
Message-ID: <thkv35lnqlal2e@corp.supernews.com>
Source record: 45263

On 3 Jun 2001 10:06:57 -, David Johnson wrote:

Hi

>I made the mistake of purchasing an IBM HD. It doesn't seem to be very
>compatible with either the onboard scsi interface of my TT (of course
>that has problems of its own) or the Link 2 interface i've already got
>hanging off my STe.
>
>So, with that in mind. What would be a good scsi drive choice these days
>for an atari? Any brands safe? Should any brands be avoided?

I am putting a list togther slowly (exams take priority) but check out
http://www.lyndonamsdon.co.uk then go to devices and select the SCSI
drives section. Should be there, I think IDE HDs aren't there but you
want SCSI. I will need to add comments like if the drive is from the same
family. eg seagate barracuda then all barracudas should work, as the
firmaware is the same throughout the family.

Also, don't get differnetial SCSI, wide or ultra is fine as long as you
have appropriate adaptor. And SCA is just 80pin AFAIK and again should
work with appropriate adaptor.

What model and size is your IBM and what is the problem?

195. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 19:11:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1A8BF4.2B4753D8@seimet.de>
Source record: 45264

David Johnson wrote:
>
> I made the mistake of purchasing an IBM HD. It doesn't seem to be very
> compatible with either the onboard scsi interface of my TT (of course
> that has problems of its own) or the Link 2 interface i've already got
> hanging off my STe.

The TT interface is a standard interface that is known to work
flawlessly. It's more likely that there is something wrong with the
termination or cables. Without more details this is hard to tell. I have
never heard of IBM hard disk drives not working with the TT or Falcon.
IBM drives are quite often used for the Atari.

> So, with that in mind. What would be a good scsi drive choice these days
> for an atari? Any brands safe? Should any brands be avoided?

Honestly, I recommend IBM drives.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

196. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 19:17:54 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1A8D62.7A08DBE5@seimet.de>
Source record: 45265

Lonny Pursell wrote:

> It is most unfortunate that maybe some personal issues are not resolved.

There are no personal issues involved at all. I just read some of the
announcements and evaluate these statements against the facts I know and
some background information.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

197. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 19:34:16 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <991600474-171151AEicMi@xs4all.nl>
Source record: 45267

>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sun, 03 Jun 2001 13:09:42 -0000
>
>Hi
>
>>I can load the main page in CAB 2.8, but the area where the news
>>should appear stays blank (no picture and text) When I
>>activate the "don't show pictures" in CAB then the news text
>>shows up. Impossible to load the text and picture at the same
>>time. Never had this before on your site.
>>Am I the only one ?
>
>Have you tried deselcting document settings?
>I don't browse with pictures though, but sometimes I have to
>deselect
>document settings (for the text colour etc) as the text is
>displayed the
>same colour as the background, so it disappears.

No, this doesn't work. It's just the main page that gives
problems. When, in (text mode only) I load the "Operating
System Results", "must have features" and then activate
"show pictures" again, then the pictures of the operating
systems, must have features etc... show up normally.

Cheers
Dan

198. CASIO CZ-1

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 19:37:04 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <AlwS6.256$446.1127085@ratbert.tds.net>
Source record: 45266

Is on EBAY

Donald

199. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 19:47:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b1aa22c805a660@tripnet.se>
Source record: 45269

On Sun 03-06-2001 15:58 (+0300) Martin-ï¿½ric Racine wrote:

>For me, the math is simple: most recent GEM apps really require
>MagiC and fail on MiNT/N.AES, UNIX tools run better and faster on
>my slow Linux box than on MiNT, the Riebl drivers and sockets
>constantly crash when transfering files within my LAN if the next
>machine is less than 15ms away from the TT.

I have a very different story to tell. The cartridge port/pocket Ethernet adapter I use simply works perfect. It's been turned on 24 hours/day now for 5 months and everything is very reliable. I run it with STinG under Geneva and lately Magic and sofar the TT has crasched two times. This happened because I run Popwatch checking for new mail at 10 minutes intervals.

Popwatch causes a memory leak and framgentation within STinG memory. After a few days the biggest STinG memory block is reduced by 50 %. I also run this TT as a router to my second TT through Modem 2. The fragmentation seems to burden down the STinG kernel and TT No 1 starts to drop packets on Modem 2. I have yet not had a single dropped packet on the Ethernet port, though.

Both the TT No 1 crasches occured when under load from TT No 2 and with severe STinG memory fragmentation. TT No 1 runs the Weblight web server and there are quite a few visits a day (around 20). So, when running alone without routing to TT No 2 it is 100% reliable. I have now set Popwatch to only check for mail every 20 min and memory fragmentation now also is halved. I now have to reset TT No 1 appr. once every 5 days.

I am also ftp-ing a lot with servers on both TT's and a client on my Windows computer and it simply works perfect.

>As for all recently ported UNIX goodies, nice, but no cigar: the
>same packages compile twice as fast on my 25MHz 486 Linux box as
>they do on the TT and they also run smoother and faster there.

For my uses the TT almost matches my P-133 pc. I use the pc mostly for surfing the web where it outperfomes any Atari. Outlook Express on the other hand is simply a joke both speedwise and in functionality compared to Okami on the TT.

I have had some hardware problems with TT No 2, Calamus and Cubase refused to run, two bombs in TOS desktop when cache turned off etc. Two weeks ago I tried to install Magic. It did run for a few minutes when the computer was compleatly cold. After that no luck at all. My Geneva/Neodesk setup however worked perfectly. Strange.

I took it apart and removed the TT RAM (old 4MB SIPPS) and now it runs perfectly with Magic. Actually I have set it up to run the web server so it's been running for two weeks now.

I then put the TT RAM card inside the other TT. Both are of the older type with similar serial numbers. This TT works perfectly with the same RAM card and Magic. Before the switch I off course reseated all chips etc.

Obviously something is wrong with one of my TT's as the RAM card only works in one of them. But for now I will keep this setup as I only have one TT RAM card.

With Magic on both TT's I can now use Modem 2 at 153600 bps with around 14500 Bytes/sec in CAB on TT No 2.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

200. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 20:08:43 UTC
From: David Johnson <djohnson@techline.com>
Message-ID: <3B1A994B.295D1015@techline.com>
Source record: 45268

Uwe Seimet wrote:

> David Johnson wrote:
> >
> > I made the mistake of purchasing an IBM HD. It doesn't seem to be very
> > compatible with either the onboard scsi interface of my TT (of course
> > that has problems of its own) or the Link 2 interface i've already got
> > hanging off my STe.

Hmm. It was an IBM Orion DORS 31080S. I tried using it with the term resistor jumper on and off.

Couldn't get it to work But I'm pretty clueless when it comes to SCSI.

> The TT interface is a standard interface that is known to work
> flawlessly. It's more likely that there is something wrong with the
> termination or cables. Without more details this is hard to tell. I have
> never heard of IBM hard disk drives not working with the TT or Falcon.
> IBM drives are quite often used for the Atari.

201. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 20:11:47 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mgWjJKADopG7EwyO@atari.org.uk>
Source record: 45270

In article <3B1A6EB1.E405B214@techline.com>, David Johnson
<djohnson@techline.com> writes
>So, with that in mind. What would be a good scsi drive choice these days
>for an atari? Any brands safe? Should any brands be avoided?

I've used IBM & Seagate with no problems at all.

Make sure the drive is SCSI-1/2 and not ultra wide etc...

Some adapters also don't like parity set!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

202. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 20:49:22 UTC
From: sinclap@nospam.net
Message-ID: <030620011549287728%sinclap@nospam.net>
Source record: 45271

In article <Pine.MNT.4.21.0106030812121.177-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> wrote:

> On Sat, 2 Jun 2001, Martin "Nightowl" Byttebier wrote:
>
> > >Im on cable 3 years now with TT as server...
> >
> > Tell me do you have a static IP or a dynamical? AFAIK cable on the Atari
> > is only possible if one have a static IP. Right?
> > My ISP offers only a dynamical IP so...
>
> Ah, dynamical only? That may be the problem. Yes i have static IP. But
> did u consider getting cheap linux box (486 is perfect) for server and IP
> masquarading machine (i atm use TT for that)? U got PC to do all dull and
> hard work, its cheaper as VME Ethernet card (well neary ;), and u can do
> all u want with Ataris, code or crash etc... It aint bad idea.. I had get
> myself 486 board etc, but then got Riebl, so PC is still unassembled :)))

jeez...do they still make 486 boards today?

>
> Janez

sinclap!
somewere in mn

203. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 21:24:36 UTC
From: ebaiz@skyenet.net
Message-ID: <oWxS6.670$cM3.3524@newsfeed.slurp.net>
Source record: 45272

On 3 Jun 2001 14:13:58 G, JLensbo wrote:
> Could someone please point me in the direction where I might buy a Lynx? I
>have 3 dead ones and, therefor, a ton of useless games.

Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

204. Re: Best price on SCSI adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 21:24:37 UTC
From: ebaiz@skyenet.net
Message-ID: <pWxS6.671$cM3.3524@newsfeed.slurp.net>
Source record: 45274

```
On 3 Jun 2001 09:51:45 -, David Johnson wrote:
>Question,
>
>Where's the best place (in terms of cost) to pick up a LINK97 or ICD
>Link 2 scsi adapter?

You can try these sites:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

205. Mega DI Images

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 21:24:38 UTC
From: ebaiz@skyenet.net
Message-ID: <qWxS6.672$cM3.3524@newsfeed.slurp.net>
Source record: 45273

Hello all,

I have uploaded 22 Mega DI images to a site on the NET. These images
load into 800XLDJ and work very well. The addres is:

http://homepages.paradise.net.nz/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

206. Re: Stik2 connection scripts

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 21:29:21 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b1aac31$0$7280@news.zetnet.co.uk>
Source record: 45275

On 16 May 2001 12:10:36 , Dennis Vermeire wrote:
>From: paul.williamson@zetnet.co.uk (Paul Williamson)
>Date: 13 May 2001 23:13:09 GMT
>
>Hi Paul,
>
>>As others have posted, they do indeed have set-up scripts available via
>>Robert Goldsmith's site. They also send new Atari users a floppy disk
>>with all the software needed to connect to Zetnet, and the
>>zetnet-atarians mailing list keeps us in touch with each other to try
>>and sort out any difficulties that may arise.

>I see, well then this really is an ISP to cherish.

Indeed it is. I have no other ISP for emails, though another platform
for the larger net. I would not change from Zetnet for anything.

Charles.

207. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 21:49:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b1abec496b1e90@tripnet.se>
Source record: 45276

On Sun 03-06-2001 20:49 (GMT) sinclap@nospam.net wrote:

>In article <Pine.MNT.4.21.0106030812121.177-100000@localhost>,
>SWE/YesCREW <jvalant@m42.cx> wrote:

>> Ah, dynamical only? That may be the problem. Yes i have static IP. But
>> did u consider getting cheap linux box (486 is perfect) for server and IP

>jeez...do they still make 486 boards today?

No, 485 of them were made yesterday. Only one was made today. Don't know
why but maybe it's because they go to church on Sundays?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

208. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 22:14:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b1ac3e6851da91@pandora.be>
Source record: 45277

on Sun 03-06-2001 08:15 SWE/YesCREW wrote:

>On Sat, 2 Jun 2001, Martin "Nightowl" Byttebier wrote:
>
>> >Im on cable 3 years now with TT as server...
>>
>> Tell me do you have a static IP or a dynamical? AFAIK cable on the Atari
>> is only possible if one have a static IP. Right?
>> My ISP offers only a dynamical IP so...
>
>Ah, dynamical only? That may be the problem. Yes i have static IP. But
>did u consider getting cheap linux box (486 is perfect) for server and IP
>masquarading machine (i atm use TT for that)?

Yep, I've consider that but I've finaly bought me a second hand Mac (my
brother have one, do you get the picture?) which I regret more of the
less now. I really don't get used to that machine. Maybe MacOX will
suites me better but I'll wait to update the OS as it seems MacOS X is
rather buggy for the moment.

>U got PC to do all dull and
>hard work, its cheaper as VME Ethernet card (well neary ;), and u can do
>all u want with Ataris, code or crash etc... It aint bad idea.. I had get
>myself 486 board etc, but then got Riebl, so PC is still unassembled :)))

I do all the work on the Hades. The Mac is only used as gateway. I use
the mac only to visite pages which are unreachable with Cab.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

209. WTB Tempest and Eclipse!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-03 22:30:11 UTC
From: firest@williams-net.com
Message-ID: <thlejjdkpaurda@corp.supernews.com>
Source record: 45278

Anyone,
I have been trying to get a hold of the creators of the Tempest and Eclipse upgrades!!!!!!! They have not returned any of my e-mails so that I know that I am on the list!!!!!! I know they are busy and that the Tempest I am sure is not complete. But I was wondering how much both upgrades will cost?????? And what is the e-mail address to get a hold of these guys!!!!!!! Any help would be greatly appreciated!!!!!!

You can e-mail me at firest@williams-net.com

Thanks,
Carey

210. Free Software !

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 00:00:41 UTC
From: Steve Coates <steve@westgardens.demon.co.uk>
Message-ID: <B7408E39.1A2F%steve@westgardens.demon.co.uk>
Source record: 45279

I have a complete copy of That's Write, all discs and full manual, as well
as about ten floppies containing dozens of fonts to give away to anybody who
can collect them, or is willing to pay postage.
I'm in the North East of England.
Please mail me direct if interested.
--
Best Wishes
Steve Coates

Listen to One Drop at;
http://www.onedrop.net

211. Hardware for free !

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 00:11:13 UTC
From: Steve Coates <steve@westgardens.demon.co.uk>
Message-ID: <B74090B0.1A30%steve@westgardens.demon.co.uk>
Source record: 45280

I am disposing of some no longer needed hardware;

a Best trackball suitable for Atari and Amiga computers,

a number of colour and hi-res monitor extension cables

a monitor switch box allowing you to switch between a colour and hi-res
monitor on the same computer.

a couple of mouse/trackball extension leads

a switch box allowing you to switch the same mouse/trackball between two
St's useful when deskspace is really tight.

I will sell these to the best bid whatever that may be, cables can go to
anyone who will collect or pay postage.

Please mail me direct.

--
Best Wishes
Steve Coates

Listen to One Drop at;
http://www.onedrop.net

212. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 00:51:22 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9fem2a$s4o$1@cubacola.tninet.se>
Source record: 45281

```
On 2 Jun 2001 21:51:43 G, JI Logan wrote:
snip
>
>microsoft.com/typography/fontpack/default.htm
>
>These come as pc executable files (*.exe) and have to be run on a pc
>to unpack them. Then copy the appropriate files (roman, italic etc)
>to your NVDI font directory on the Atari and reboot (or re-install).
>--
>JI Logan
>.
Hi

A neat trick is to rename it to *.ZIP, often you can then unzip it.
Thereby, sparing yourself the trouble of using a PC ;-)
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html
---

213. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 01:18:15 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1AE1D7.4D8E018E@sprint.ca>
Source record: 45282

This seems very odd to me, I've got a TT with Cattamaran and 3 486's running linux (1 at 25mhz and 2 at 66). The TT outruns any of them without breaking a sweat. I do use (and really like) linux but with versions 7+ of Redhat bloating up to 2 CD's my trusty 486 machines are having a hard time keeping up.

Martin-ï¿½ric Racine wrote:

>
> As for all recently ported UNIX goodies, nice, but no cigar: the
> same packages compile twice as fast on my 25MHz 486 Linux box as
> they do on the TT and they also run smoother and faster there.

214. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 01:22:53 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1AE2ED.A91DBA22@sprint.ca>
Source record: 45283

I had a similar IBM 1Gig drive on my STe (I use adscsi+). I formatted it into 4 equal partitions. My only problem was I forgot that the dealer I bought my original HD setup from had configured the ICD drivers not to recognize drives beyone I: once that was fixed I've had smooth sailing. Of course this hasn't made me immune to problems with other IBM hardware but thats another story.

David Johnson wrote:

> I made the mistake of purchasing an IBM HD. It doesn't seem to be very
> compatible with either the onboard scsi interface of my TT (of course
> that has problems of its own) or the Link 2 interface i've already got
> hanging off my STe.
>
> So, with that in mind. What would be a good scsi drive choice these days
> for an atari? Any brands safe? Should any brands be avoided?

215. Atari BBS 3024547797

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 01:38:58 UTC
From: jlensbo@aol.com
Message-ID: <20010603213858.01886.00003314@ng-fq1.aol.com>
Source record: 45284

Maybe one of the last... at least one of the longest running Atari BBSs in existence is PayBax BBS in Wilmington Delaware, now in its 14th year. Give it a call to continue its prescence!

302-454-7797

Running on FoReM, it is not Y2K compliant so the year is 1986 or something like that...

Are there any others??

216. Re: Atari BBS 3024547797

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 02:57:06 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <6OCS6.32675$TW.163751@tor-nn1.netcom.ca>
Source record: 45285

In article <20010603213858.01886.00003314@ng-fq1.aol.com>,
JLensbo <jlensbo@aol.com> wrote:
>Maybe one of the last... at least one of the longest running Atari BBSs in
>existence is PayBax BBS in Wilmington Delaware, now in its 14th year. Give it a
>call to continue its prescence!
>
>302-454-7797
>
>Running on FoReM, it is not Y2K compliant so the year is 1986 or something like
>that...
>
>Are there any others??

The Grove Online has re-opened its doors after a good 7 year or
so absence. Its the only online Atari ST BBS. Just telnet to
"shadow.skeleton.org", and login as "bbs" to use it. The website is at
"http://www.skeleton.org/bbsindex.html"

jeff

217. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 04:05:30 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <eODS6.80$NH3.4779@news2.voicenet.com>
Source record: 45286

Here is how to simply things a little.

TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode SIMMs.
^^^^^^^^^^^^^^^^^^^

The 8 means 8 chips on each memory card, NOT 9 or 3, they will not work.
I purchased my chips through Memory Supersource 1-800-457-6837.
Item # WM4000870S 4MX8 70NS SIMMS

The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
The jumpers settings are as follows:

w101 w102 w106
1M x 8 SIMMs (4MB) 2-3 2-3 2-3
4M x 8 SIMMs (16MB) 1-2 1-2 1-2

jumpers w103 & w104 are for the start address remain the same 2-3
jumper w105 is for burst mode ON 2-3 OFF 1-2

--
Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card
collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:kpgS6.97354$ff.741429@news-server.bigpond.net.au...
> its all too complicated... i think ill just stay with 4mb :)
>
>

218. ATARI STAY4 on EBAY

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 04:34:55 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <PdES6.1691$446.1231842@ratbert.tds.net>
Source record: 45287

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243567986

219. ROLAND D50 on EBAY

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 04:46:41 UTC
From: Donald and Cheryl <dandc@merr.com>
Message-ID: <RoES6.1692$446.1233283@ratbert.tds.net>
Source record: 45288

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1436111137

220. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 06:30:28 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1B2B04.CF037296@seimet.de>
Source record: 45289

Steve Stupple wrote:

> I've used IBM & Seagate with no problems at all.
>
> Make sure the drive is SCSI-1/2 and not ultra wide etc...

The drive may also be SCSI-3. As far as drives with a 16 bit bus
interface are concerned (it's already quite hard to purchase drives that
still have an 8 bit interface) adapters are available. These adapters
are nothing Atari-specific but standard computer equipment.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

221. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 06:37:31 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1B2CAB.E36D0EF6@seimet.de>
Source record: 45290

David Johnson wrote:

> Hmm. It was an IBM Orion DORS 31080S. I tried using it with the term resistor
> jumper on and off.

At least one of these settings has definitely been wrong because you
have to terminate according to the SCSI standard. The devices at the end
of the SCSI chain *must* be terminated, the other devices *must not* be
terminated.
A minority of SCSI drives requires the computer to have a SCSI ID of
it's own (initiator identification). This can be solved by software for
the TT and Falcon. But as far as the ST/STE is concerned the only host
adapters that work with such a drive are the LINK96 and LINK97.
In the case of your drive I know that a lot of users (not only Atari but
also Mac users, even experienced ones) had problems with it. Not because
something is wrong with the drive but simply because this drive is
very sensitive with respect to wrong termination.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

222. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 07:04:59 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7408165.149DC%nameerf@flash.net>
Source record: 45292

in article 991541358-22747AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 6/2/01 6:18 PM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Fri, 01 Jun 2001 19:16:17 GMT
>
> Hi Michael,
>
>> - It gives me an alternative to Magic's stupidly short ACC list. Why
>> they only put 6 slots (a la old GEM style) is beyond me. I've been told it's
>> for compatibility and that Magic has no need for so many accessories, but
>> that's gotta be total BS.
> You can load as many ACC's in MagiC you like, providing you have enough
> memory left ofcourse. You can even load an ACC twice or more times if you
> would like so. Just click on a ACC and it will be lounched, you do not need
> to rename it as PRG or APP either.
> When you don't need the ACC running anymore, throw it out using a taskbar or
> MagiC's build in menu pressing ESC-CTRL-ALT to save precious memory.

This is good to know! Although I still would prefer them all to be in the
drop-down menu (yes, I know Taskbar can do this, I just like things certain
ways. I'm weird that way :)).

>> - The ability to just drop a program or alias into the folder and it's
>> instantly available, without having to run setup programs or quit and
>> restart the menu.
> Deskdrop can do this, freeware written by Sven Kopacz , but MagiC only I'm
> afraid. It's part of the Jinnee package and located in the Extra folder. If
> you don't have it, I'll mail it over....

This sounds interesting! No I don't have Jinnee (except for the demo), so if
the demo doesn't include this, it might be good if you could e-mail it to
me! Thanks!

> PS: have you managed to fix the problems with the CDRW 6416 ?

Nope. Not yet. Haven't been able to update my drivers. I've played with SCSI
I.D. and termination, as I got the drive from someone else and tried
integrating it into my system without changing much on it (as I didn't know
much about SCSI until recently). It's kind of a strange DIY-type cable
connecting an internal drive to the external drive chain. My next step is
double-checking the condition of the cable itself. I still can't get any
driver but ExtenDOS to even acknowledge the drive exists.

Mike Freeman
nameerf@flash.net

223. Re: CLAB MKX?

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 07:16:01 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B74083FC.149DE%nameerf@flash.net>
Source record: 45293

in article 3B19E801.8C49FE54@qnet.com, Don at dons@qnet.com wrote on 6/2/01 11:32 PM:

> Does anyone know if CLAB made their own version of the Falcon
> motherboard or did they just modify Atari Falcon motherboard. I thought
> they just made mods to the Atari Falcon motherboard but, I could be
> wrong. If they did how can one tell which motherboard they have?

From what I could tell, C-Lab bought the remaining Falcon motherboards from the Atari wearhouses when Atari was winding down. So they should be pretty new boards. On the motherboard's front right corner, there is a revision letter. This will tell you which board you have.

Mike Freeman
nameerf@flash.net

224. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 07:33:20 UTC
From: "t.lenard" <t.lenard@3web.net>
Message-ID: <3B1B39C0.70C79312@3web.net>
Source record: 45294

> On Sat, 2 Jun 2001, Uwe Seimet wrote:
>
> > Lyndon Amsdon wrote:
> >
> > > Thanks Bengy, this should be interesting. Wasn't this project supposed to
> > > be finnished in April?!
> >
> > Which year?
>
> If you have some personal issues with Fredi or the other guy
> involved with xtos why not just come out and say it?
>
> The negative comments at every mention of 'xtos' is getting old...
>

I agree. The guys who are developing the Pegasus TOS clone have also made other TOS clones such as the Hades060 so they do have a track record and I think they deserve some support for developing a newer more up to date machine like the Pegasus.

Tom

225. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 07:36:45 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B74088B2.149DF%nameerf@flash.net>
Source record: 45295

in article Pine.MNT.4.21.0106030816480.177-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/3/01 12:44 AM:

> U think we are in minority?

Yes, very much so.

> Hm im not so sure (as internet is concerned)
> i know a lot of ppl using unix terminals etc, some on job and so on, i
> think that number ain't so small.. I mean minority for sure, but i think
> a lot more ppl as just Atari ppl are involved in same problem.

From my experience, Unix terminals for Internet access is becoming very rare. Most universities offer free Unix shell accounts, but more and more students have either free or inexpensive Internet accounts of their own. And every job that I've ever been to has graphical 'net access if they do offer it. I personally know very few people who actually browse using Lynx.

> And what
> really make me angry, take a big number of Atari pages, done by "die hard
> Atari fans", etc... Not viewable on Ataris at all! That IS a problem with
> ppl, not the machines or software...

This is true. I completely agree here.

> And its just an attitude.. why we, and amiga ppl and unix ppl can use
> RTF for example as we all use GIF etc, while MAC/PC ppl use .DOC while
> they have 1 zillion formats to chose when save?

Because it's a standard. One can use any format they wish, but to be truely effective, it's best to use what most people use and are familiar with if you want it to be seen by others. Most people in the non-Atari/Amiga/Unix world use MS Word, and since *.DOC can save more detailed info than RTF, and is more commonly accessible than other formats, that's what's best to use. That's why Papyrus' *.DOC support is such a selling point. It's an issue of practicality, not a "conspiracy against smaller platforms" or "blind leading the blind" sheep mentality.

> Im not complaining at all. I have luck that i dont "like" WWW too much,
> im still oldfashioned, rely on ftp/irc/mail mostly, even on proper letters
> or good old phone call :) Nothing can beat a bit of personal touch ;))

Of course, for interpersonal communication, phone calls, letters, and visits are the best. But for research, spreading information that anyone can see and use at any time, and fun (most important), the WWW is very practical.

Mike Freeman
nameerf@flash.net

226. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 10:03:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991724592-85318AEicMi@cwcom.net>
Source record: 45225

Hi Ken,

>I wonder if the later versions of the software are anywhere to be found these
>days.

I'm 99% certain that there's a latish version of the Diablo stuff on a web
site, not that I know the URL of course :-(

I came across it by accident, but it's likely to be on one of the major German
author's web sites. A judicious search on Google might well turn it up.

Are you absolutely sure that the problem is due to the software? Can you print
to it from other software via GDOS?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

227. Ultimate Virus Killer 2000 (Atari ST/TT/Falcon virus killer)

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 10:19:24 UTC
From: Richard Karsmakers <richard@fortysecond.net>
Message-ID: <0nnmhtkg937vb1rle61g1epqkss19qavvq@4ax.com>
Source record: 45196
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me at cronos@atari.org and I will refrain from posting to the newgroup in the future.
Thanks for your time.

228. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 10:48:37 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106041340280.13473-100000@hal.pp.fishpool.fi>
Source record: 45197

On Sun, 3 Jun 2001, Kenneth Medin wrote:

> On Sun 03-06-2001 15:58 (+0300) Martin-ï¿½ric Racine wrote:
>
> >For me, the math is simple: most recent GEM apps really require
> >MagiC and fail on MiNT/N.AES, UNIX tools run better and faster on
> >my slow Linux box than on MiNT, the Riebl drivers and sockets
> >constantly crash when transfering files within my LAN if the next
> >machine is less than 15ms away from the TT.
>
> I have a very different story to tell. The cartridge
> port/pocket Ethernet adapter I use simply works perfect.

Nice to hear.

> Popwatch causes a memory leak and framgentation within STinG memory.

Same problem with MiNT, overall. No memory cleanup in the kernel
and, worse, 1.16 kernels use 8k memory pages, which eats up ram
faster than a bunch of kids left loose in a candy store.

> Both the TT No 1 crasches occured when under load from TT No
> 2 and with severe STinG memory fragmentation.

Only the Riebl drivers crash. I can still run those damons to
loopback or over a PPP link, although PPP is both slow and buggy,
which using Frank's XDD drivers only makes worse, amazingly.

> TT No 1 runs the Weblight web server and there are quite a
> few visits a day (around 20).

Wow! Now, _that_ is a lot of visitors... for a web site in 1994.

> Obviously something is wrong with one of my TT's as the RAM card only
> works in one of them. But for now I will keep this setup as I only have
> one TT RAM card.

Same here. Hardware swaping solved all mysterious crashes.

> With Magic on both TT's I can now use Modem 2 at 153600 bps
> with around 14500 Bytes/sec in CAB on TT No 2.

Which was exactly my point above. With Magic, not MiNT. Moot.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

229. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 10:50:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106041349150.13473-100000@hal.pp.fishpool.fi>
Source record: 45198

On Sun, 3 Jun 2001, James Alexander wrote:

> This seems very odd to me, I've got a TT with Cattamaran and 3 486's
> running linux (1 at 25mhz and 2 at 66). The TT outruns any of them
> without breaking a sweat.

Keyword: Cattamaran.

Mine is a standard 32MHz machine.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

230. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 10:59:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991724590-84733AEicMi@cwcom.net>
Source record: 45224

Hi Dennis,

>For the record, neither Derryck or Peter are consulted before I post here,

Let's hope that the message sinks home this time, the point has been made /ad nauseum/

Thanks for the reinforcing the point.

--
Regards,

Derryck Croker

231. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 11:02:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <564.555T1000T7224337optimus@canit.se>
Source record: 45213

Greg Goodwin skrev:

> Fun computer, but honestly, as various applications stop working
>along the way without any thing new being added or modified, I find the Atari
>ST/TT platform to be at the point of tedium.

LOL, and that's coming from someone who's running a 1040STE.

A word of advice to the people who are fed up with their Ataris:
Send your old machines to me, then buy yourselves a Milan or a Hades. You seem to be expecting very much of 68000 or at best 68030 machines when there are faster, better machines available.

--
En ligne avec Thor 2.6a.

232. Re: Jinnee & Eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 11:15:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681110-36643AEicMi@gmx.net>
Source record: 45203

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 1 Jun 2001 19:06:36 GMT

Hi Jo Even,

>Jinnee does a lot of weird stuff to achieve the transparent effect, and
>not all VDIs support it fully.
The so called "special transparant" mode can be switched off in Jinnee in
case of difficulties with the installed VDI. If that is enough to make it
behave correctly remains to be seen ofcourse :-/

There's also an option in Jinnee which allows icons to be viewed correctly
when running in 16 or 24 bit resolution. I suppose that this option wasn't
selected, hence the black icons...

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

233. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 11:15:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681102-34971AEicMi@gmx.net>
Source record: 45202

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sun, 03 Jun 2001 01:21:54 GMT

Hi Michael,

>we as the "oddballs" on the 'net *have to* catch up with the 95% of the
>world using Macs and PC's or else eventually find ourselves unable to do
>*anything* with the internet. We have to stop complaining about it and
>just do it, accepting the inevitable fact that we're severely in the
>minority here.
Not necessarily so, sometimes a minority can make a difference, but that minority should make it self heard, a silent minority serves no purpose.
Reflect on this: about a year ago I received a letter from a Belgian mailorder company from which I bought a lot of stuff over the years informing me that they were very pride to announce their online shop... yep, you guessed, CAB couldn't make head or tales from it. So I wrote them a nice letter telling them that because of using silly "flashy" gimmicks I couldn't access their site and although regretting it very much I would in future buy online from the competition which has a website my browser can access.
A couple of months ago they sent me a leaflet announcing their updated website, guess what? CAB can access it :-)
I'm not saying they went through the trouble of redesigning their website just because of me, but merely informing them that not everyone out there uses IE or Netscape.... If there's one thing an online shop doesn't like, it's *possible* sales falling through ....

>As technology advances and new Internet goodies are thrown into pages and
>email, we will get further and further behind
I'm not so sure... new technology involves projects like the www on a cell phone, www on TV settop boxes etc. I really can't see a cellular phone handling things like "Flash", not to mention Javascript. Same thing for the settop boxes, these are ment for an entirely new audience that is not computer literate... we're talking of millions of new users here!!
The webdesigners will have to take this in account when designing their fancy webpages... meaning they'll have to go back to the basics, and that's exactly where we fit in, with a little luck in two years from now CAB will access everything :-)

BTW: anyone here knows if the Sega Dreamcast can handle goodies like JavaScript, Flash etc? and what about the PSX 2 which should be able to access the www soon also?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

234. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 11:31:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681114-37307AEicMi@gmx.net>
Source record: 45204

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 2 Jun 2001 22:50:28 +0100

>> For the record: I don't care about all the good things you've done in
>> the *past* for the Atari community, even if you were the gods given
>> answer, the past is history,
>I don't claim what you imply (is it just another way of you trying
>to be superior and put people down).
This is not about being superior and putting people down. Believe it or not
but I respect what you have done in the past for the Atari community. No one
is questioning this either AFAIK, I've heard and read only positive things
about TUS. You seem to think that I've got something against British Atari
dealers... really, I don't! Except for that crook from up north ofcourse :-/

>As you say the "past is history" so what crusade have YOU been on all these
>months?
Now you are implying things ...
TUS serving the Atari community is history, what is happening here isn't
history at all, let's try to sort this out once and for all. You claim to
have all the relevant postings... and even if some posts are missing, then
there's always Google.
Barrie started the abuse and slandering *towards* me, this is not about who
slandered who for the very first time, I don't care who started it and I
don't care for whatever the reason might have been either. It might have been
Steve, Barrie, Shiuming who knows...
This so called crusade is purely personal now, right from the start Barrie
managed to call me a liar, if I would call you a liar in public I suppose
you would like to know why? I've asked and got some abuse back, I've asked
again and also demanded a public apology....
Call me silly, but no one calls me a liar in public and gets away with it.
I've been called several "nice" things in different threads by different
people, but this was always in the heat of a discussion. With Barrie it's
different, there wasn't even a discussion. Coming foreward supporting Steve
was enough to revoke Barrie... take a good look at the posting, and then
honestly tell me if the support for Steve in *that* thread on *that* topic
was misplaced...

>How would you like someone to start attacking your character in
>public? Would you fight back or hide behind your keyboard?
I think I just answered this question :-/

>>>BTW has Lai posted recently?
>>Is your newsreader playing up again?
>Just asking him to tell the group the original story that he spread. I
>can't understand why he wont tell the group. Or is it because he dosen't

>like to admit that sometimes we get it wrong when we look at both sides of
>a story?
Dave... for god sake!!
It should be pretty clear by now that no one here has the faintest idea what
that original story is. You've been hinting at it since your first posting
in this thread. I can't find a posting to CSAST from Shiuming dishing out
some story, even on Google there's nothing.... so once again, please inform
us at least what it's about. A hint like the postings ID number is enough.

>sweet is the one with a problem. We can all tell what he implies but he is
>too spineless to go any further and be proved wrong.
That's purely your opinion ofcourse...

>Just face it Dennis, sweet has _used_ you as a mouth piece so don't
>be surprised when you get told to sod off on the grounds that
>you haven't got a clue.
This is your personal opinion once again....

We can write another hundred postings expressing our opinions, but we'll
never see eye to eye. Barrie suggested it, and I took him on... if Barrie
speeds up the procedure somewhat he'll be able to explain and proof how
innocent he is in court this fall. No doubt that the outcome of the case
will be posted here, so then it will be very clear to see who exactly has
been using who as a mouthpiece. Would you like to place a bet?

>You and your group members started all the abuse and dragged others in.
>sweet's postings implied wrong doings based upon a story spread by lai.
>Unfortunatley for sweet, lai had already retracted it in private email.
>However, sweet still used it in his postings and i simply responded only
>with the same level of abuse that you and your group had dished out.
First of all: there's no such thing as me and my group. Secondly: I have
never reacted on a story spread by Lai, proof me wrong if you like....
Thirdly: your postings were pointed towards me and not Steve, once Steve
joined "the discussion" you had a go at him. I can't find any clues of the
alleged story which you obviously feel very strong about in Steve his
postings either...
Oh... about the abusive language... have a good look at the long list of
postings from me in several of the "Barrie" threads, surely you'll notice
that I don't use abusive language that often... and when being abusive I
like to think that it's still between the margins of what is acceptable. I
don't use abusive language in real life, and see no reason to use it on
internet. Using abusive language doesn't help at all in getting ones points
across, most of the times it turns out to work counterproductive, as been
shown in this thread....

>I will gladly go back to reading the group and posting occasionally in a
>polite manner as i have over the years. Just as long as you and your
>group do the same.
I can't speak for other people, but this definitely is my last posting in
this thread... all that needed to be said is said, I have nothing more to
add. I imagine that everyone who downloads CSAST has put a filter on this
thread, I know I would have done so...

TBH I'm fed up with this thread !! this morning a very nice French program arrived here, I'm going to do what I like doing best.... translate the damn thing so that the English speaking Atari community can use it to their best advantage. How's that for making up to the group for having to download all my "useless uninformative blablabla" last month ?

Cheers from Belgium
Dennis

235. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 11:37:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681120-38403AEicMi@gmx.net>
Source record: 45205

From: "Dave" <maccdave@btinternet.com>
Date: Sat, 2 Jun 2001 23:12:50 +0100

>Respect?
>
>Your the guys who have sat back and watched certain members
>hold a Kangaroo court in your own group. Just shows how much
>respect you guys have for others.
Dave, has it ever occured to you that the entire group may have put a
filter on this and the other related threads?
BTW: respect is not something you just get, respect has to be earned,
it usally takes a while before getting it, and loosing it is very
easy.

Cheers from Belgium
Dennis

236. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 12:20:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991681122-39083AEicMi@gmx.net>
Source record: 45206

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 31 May 2001 19:12:46 -0100

Hi Steve,

>Is there a way of telling the revision no. of an existing setup?.

Not really, MagiC 6.10 has had three revisons, but still carries the
6.10 tag. One can tell by the date which is shown in the Magx config
CPX, what version is running, the first version is dated 18.07.98, I'm
using MagiC 6.10 from 13.3.99 which is the second revison, I've no
idea what date revision 3 carries, but I'll be able to tell you quite
soon :-)

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

237. NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 14:17:48 UTC
From: BMaedicke@t-online.de
Message-ID: <1euhjnj.1s1eqzx1j377jmN%BMaedicke@t-online.de>
Source record: 45199

Hi all,

I search a program, that I can copy in the Auto folder and that switch
off the NVDI driver when I installed the NOVA graphic card driver and
that switch on the NVDI driver, when the NOVA driver not installed.

I know, I have seen this program on a web page for a long time, but I
doesnï¿½t know the url of this web page or ftp server.

--
Url: http://home.t-online.de/home/BMaedicke/

238. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 15:09:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fg8at$8r0$1@snipp.uninett.no>
Source record: 45200

Bernd Maedicke <BMaedicke@t-online.de> wrote:

> I search a program, that I can copy in the Auto folder and that switch
> off the NVDI driver when I installed the NOVA graphic card driver and
> that switch on the NVDI driver, when the NOVA driver not installed.

> I know, I have seen this program on a web page for a long time, but I
> doesnï¿½t know the url of this web page or ftp server.

I once wrote such a program. It's no longer available on my web-site, but
check your mailbox, it should have arrived by now :-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

239. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 19:00:08 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B74128DC.14A9B%nameerf@flash.net>
Source record: 45207

in article 991681102-34971AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 6/4/01 3:15 AM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Sun, 03 Jun 2001 01:21:54 GMT
>
> Hi Michael,
>
>> we as the "oddballs" on the 'net *have to* catch up with the 95% of the
>> world using Macs and PC's or else eventually find ourselves unable to do
>> *anything* with the internet. We have to stop complaining about it and
>> just do it, accepting the inevitable fact that we're severely in the
>> minority here.
> Not necessarily so, sometimes a minority can make a difference, but that
> minority should make it self heard, a silent minority serves no purpose.
> Reflect on this: about a year ago I received a letter from a Belgian
> mailorder company from which I bought a lot of stuff over the years
> informing me that they were very pride to announce their online shop...
> yep, you guessed, CAB couldn't make head or tales from it. So I wrote them
> a nice letter telling them that because of using silly "flashy" gimmicks I
> couldn't access their site and although regretting it very much I would in
> future buy online from the competition which has a website my browser can
> access.
> A couple of months ago they sent me a leaflet announcing their updated
> website, guess what? CAB can access it :-)
> I'm not saying they went through the trouble of redesigning their website
> just because of me, but merely informing them that not everyone out there
> uses IE or Netscape.... If there's one thing an online shop doesn't like,
> it's *possible* sales falling through ....

You're *extremely* lucky then. I've tried this exact same thing many times,
and the responses I got back were that my computer was out of date, and I
should update my system, etc. People like Flashiness, and whether you
believe this or not, Javascript can sometimes be useful and make a web site
easier for the computer illiterate to use. One could surmise that these
companies that use Javascript, use it for a reason, which is to make their
site more user-friendly to the average consumer (as the "average" person
owns a PC or Mac with their defacto OS's, not a little-known machine or OS).
They would never want to loose the customers they gained from their easy web
site in order to make the site harder to use again because some guy with an
Atari wanted them to. Even if we can sway the odd site or two, we'll never
as the minority be able to sway the course of the technology itself. It will
keep going, and eventually we'll be so obsolete, our systems will hardly be
usable at all on the web, or whatever comes next. That is unless we can
catch up to the present level and instead of having 20 things to catch up

to, we'll only have to catch up to new technology as it comes out.

>> As technology advances and new Internet goodies are thrown into pages and
>> email, we will get further and further behind
> I'm not so sure... new technology involves projects like the www on a cell
> phone, www on TV settop boxes etc. I really can't see a cellular phone
> handling things like "Flash", not to mention Javascript. Same thing for the
> settop boxes, these are ment for an entirely new audience that is not
> computer literate... we're talking of millions of new users here!!

I really don't see these things taking off like you suggest. I've seen these things (like Web TV and such) in stores, and people very consistently pass them up to look at computers, or briefly stop and look out of curiosity, then move on, saying they're neat, but they can do that with their computer. I personally know absolutely no one with one of these, and most people I've talked to would rather have a computer so they can do more with it than a set-top box. And who's to say that the next set-top box won't be able to do these things. I think people will be more apt to complain to the set-top box maker about lack of features than to complain to sites that they have too many features that their box can't handle.

And fewer and fewer people are computer illiterate these days. You really can't exist in this world if you can operate one. As far as cell phones and game sets offering web support, no one uses these as their main web access machine. Phones are just for when you're away and you have to look up your stock listings and such, not serious web searching and such.

> The webdesigners will have to take this in account when designing their
> fancy webpages... meaning they'll have to go back to the basics, and that's
> exactly where we fit in, with a little luck in two years from now CAB will
> access everything :-)

Back to basics = boring. At least to the minds of those creating them. Personally, having an Mac to browse with, I enjoy the added functionality and "flashiness" that Javascript adds, and Flash makes things look absolutely incredible and cool, and I do occasionally enjoy a Flash or Java online game or two, even though I'm not that into games. I (and most people you'll run into, I think) am very visually oriented and aesthetics are very important to me. Taking away something that has added something nice looking, easy to use, and helpful to web browsing would take us backwards in technology, not forward. Besides, there are sites out there that wouldn't exist if it wasn't for Flash. They're just fun sites to play on, and if they were removed because they were against web regulations for not being strictly HTML compliant, there goes an element of fun that would be removed from the web.

> BTW: anyone here knows if the Sega Dreamcast can handle goodies like
> JavaScript, Flash etc? and what about the PSX 2 which should be able to
> access the www soon also?

I'm sure they'll find a way to do it. These systems are all about flashiness. Especially since most of the people using them are kids and game

players, they'll want the online games and flashy graphics that Flash and other new web gadgets offer, otherwise, what's the use to them? Also most people who have a video game machine probably have a computer, too.

Anyway, like I said, we've got to just bear down and get a working HTML 4/CSS/Javascript/SSL browser that is usable (yes, it *can* be done!) and can use multimedia viewers like Aniplayer (like CAB does) to view embeded video and such, and eventually work on things like streaming audio/video protocols and Flash. It's a huge order, I know, but this is how far behind we've gotten because we've sat on our butts and complained about advancing technology. The moment we insist something isn't necessary (like Javascript) or that it's going out of style, simply because we as Atari users can't use it and make excuses for why others shouldn't be able to as well, that's the time this new technology finds it's niche and really takes off, leaving us in the dark ages. I've seen it happen nummerous times here, and it's probably the most frustrating part of being an Atari user.

Mike Freeman
nameerf@flash.net

240. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 20:04:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991764676-159594AEicMi@madasafish.com>
Source record: 45237

Hi Dave, hows the colostomy.

>You and your group members started all the abuse and dragged others in.
>sweet's postings implied wrong doings based upon a story spread by lai.

Wrong arsemuncher, the information source was not Mr. Lai.

>Unfortunatley for sweet, lai had already retracted it in private email.

He cannot retract something he didnt offer.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

241. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 20:14:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991764678-160294AEicMi@madasafish.com>
Source record: 45238

Hi All

>> The negative comments at every mention of 'xtos' is getting old...

> Yes, this negative bullshit is really starting to piss me off.

Yeah!, dont post opinions the minorities dont agree with, in fact, dont
have an opinion at all unless you agree totally.

Can you hear yourselves??.

Isnt this group all about an exchange of opinions.
If peops didnt exchange opinions nothing would improve.

Besides, perhaps it is really crap and youre to biased to see any
different, this doesnt make everyone else wrong does it?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

242. Re: Atari BBS 3024547797

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 21:07:37 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B1BF899.F8BE0F1A@ti.com>
Source record: 45208

JLensbo wrote:

> Are there any others??

My TT is running the JYBOLAC Stargate BBS. It is telnet only, however, and not an old BBS, but a new one.
Try telnetting to telnet://jybolac.dyndns.org:520.

Also, the BBS program itself it written in PERL and should work under MiNT, maybe with a few modifications.
If anyone is willing to try this program out under MiNT and setup their own telnet BBS, let me know. (Actually,
if you have any machine running Linux (x86, whatever), and you want to give it a try, let me know as well.)

--
Chris Martin

http://jybolac.virtualave.net

telnet://jybolac.dyndns.org:520

telnet://jybolac.dyndns.org:1040 (ssh)

243. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 21:47:36 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b1c01f8$0$7282@news.zetnet.co.uk>
Source record: 45209

On 3 Jun 2001 10:20:03 +, Djordje Vukovic wrote:

|>|I received a MS-Word document which contained text composed of unicode
|>|characters, mostly, (but not exclusively) corresponding to MS code-page 1251
|>|(Cyrillic). I tried to load it into Papyrus (demo) 8.23, but all characters
|>|except punctuation marks were shown as blanks. Papyrus was set in
|>|Options-compatibility to treat characters as Unicodes, but it did not help.
|>|Changing RTF-import encoding to code-page 1251 or anything else did not
|>|help either.
| . . . .
|>Depending on the source of the Arial font it may not.
|
|This one does. On a PC the document was displayed using exactly this font
|file, and on the Atari, the required unicode cyrillic characters appear in
|the correct places in the "character set" table and can be "typed" by clicking
|on the character required (btw. how are they brought forth to the kayboard
|keys).
|
|>Papyrus can
|>certainly read cyrillic characters if they are in the font. I have
|>just looked tested this.
|
|Yes it can- but! It can read unicodes (for example cyrillic "ABC")
|from a .RTF file if they are encoded like:
|
| ... \ansicpg1251 ... \'c0 \'c1 \'c2 ...
|
|i.e. mapped into 8-bit space but apparently not if they are encoded like
|
| ... \u1040 \u1041 \u1042 ...
|
|which my document contains. The problem is why the doc-convertor module
|(converting .DOC to .RTF) of Papyrus creates a .RTF file with sequences
|like \u1040 \u1041 ... which Papyrus does not interprete (for me, at least).
|What is wrong?

Well you seem to have narrowed it down to the DOC2RTF module. I
presume you have the text giving the relevant formats/platforms
supported? In my case these are:

Formats (2,6,7,97,[2000])

Platforms Windows 95 (DOC2RTFW.EXE), OS/2, (DOC2RTF.EXE)

There is also the warning: Files in MS-Word "quick-save" format are
not supported.

If you have access to a pc (as you seem to do) I presume you can
export it from Word in RTF and import into Papyrus? Alternatively,
you could download the demo of Papyrus for the pc and use that.

--
JI Logan

244. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 22:18:45 UTC
From: tarbez@chez.com
Message-ID: <3b1c0939.14217794@news.free.fr>
Source record: 45210

Le Wed, 30 May 2001 16:35:56 +0300,
=?iso-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org>
écrit:

>On Wed, 30 May 2001, Bill Freeman wrote:
>
>Nobody has ever confirmed this. However, I would tend to trust
>those who privided the instructions.

I made it, this is not easy and had some problems.
-First, not all 4Mb ram works(tt-ram boot test fail). I had to change
resistors RP102 and RP101 downto 22ohms. I also had to change burst
mode to standard mode because Atari use some specials kind of ram for
burst mode.
-Second, some programs bomb. Trying to copy a big file from a
partition to another bomb all times. No solution at this time.

In futur(long time :-)):
- I think to change again RP102 and RP101 for lower value.
- Try to add buffer(74HCxxx)?
- make another board with same electronic with 32 bits sim and buffer?
Very difficult because of double side and metal holes.

If you don't understand my bad english, i can write you in french :-)

Thierry

245. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 22:48:08 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b1c1028$0$7280@news.zetnet.co.uk>
Source record: 45211

On 4 Jun 2001 00:51:22 G, J�rgen Nyberg wrote:

```
| . . . .
|>These come as pc executable files (*.exe) and have to be run on a pc
|>to unpack them. Then copy the appropriate files (roman, italic etc)
|>to your NVDI font directory on the Atari and reboot (or re-install).
| . . . .
|A neat trick is to rename it to *.ZIP, often you can then unzip it.
|Thereby, sparing yourself the trouble of using a PC ;-)
```

Ha! Very good! I tried this trick on the VoiceLearn files from ROM Logicware and it worked. Excellent!
--
JI Logan

246. Re: Ultimate Virus Killer 2000 (Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 22:48:10 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b1c102a$0$7280@news.zetnet.co.uk>
Source record: 45212

On 4 Jun 2001 12:19:24 +, Richard Karsmakers wrote:

| The "Ultimate Virus Killer 2000" is the industry standard virus killer for
|the Atari ST/TT/Falcon platform. The program has been around for well over a
|decade, and with the latest release (8.1) it's turned shareware.

I have pointed out in the past that there was a bug which crashed
the program when it tried to look in an empty folder. I'm not
certain I ever got a response. Is the bug fixed?
--
JI Logan

247. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 23:16:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991731500-18351AEicMi@gmx.net>
Source record: 45226

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Mon, 4 Jun 2001 16:17:48 +0200

Hi Bernd,

>I search a program, that I can copy in the Auto folder and that switch
>off the NVDI driver when I installed the NOVA graphic card driver and
>that switch on the NVDI driver, when the NOVA driver not installed.
I suppose this is a silly question... but why on earth would you want to
switch off the NVDI driver when using the NOVA?
NVDI and NOVA are made for each other, the NOVA card in general performs
better also when used with NVDI.

To answer your question: the most obvious solution seems to be using a
bootprogram like Xboot... but I suppose this is not what you've got in
mind?

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

248. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 23:18:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b1f7a@fmlynet.org>
Source record: 45229

FamilyNet Newsgate

> From: "Iggy Drougge" <optimus@canit.se>
> Greg Goodwin skrev:
>> Fun computer, but honestly, as various applications stop working
>>along the way without any thing new being added or modified, I find the Atari
>> ST/TT platform to be at the point of tedium.
> LOL, and that's coming from someone who's running a 1040STE.

:) True.

> A word of advice to the people who are fed up with their Ataris:
>Send your old machines to me, then buy yourselves a Milan or a Hades. You seem
> to be expecting very much of 68000 or at best 68030 machines when there are
> faster, better machines available.
> --

(Sigh!) It's intriging. The Milan and Hades really do look quite nice,
but in the end, don't you basically get a computer that can run 25% of the ST
software (games included in that equation) and all the remaining 75% with the
blazingly fast 68060 processor allow it to crash at 20x the speed of a TT. :)

In the end, you got a nice working machine, which has some good word
processing, desk top publishing, Midi if you're lucky, some IBM emulation,
Spectre and Mac emulation seems to only have made it to the TT level, and
though you can get graphics and sound cards, (assuming you are able to locate
those holy grails on the even more fun to find Hades and Milan, which is
especially fun on this side of the pond), no matter how fast you go, CAB is
still quite limited.

So let's see, for the price well over a iMac (Speaking of the Hades and
Milan) I get a computer that can't move as fast, can't surf worth anything, can
run a quarter of it's platform's own software, and even if it could run the
whole assortment, that is about 2% as many as you can find on a PC (being
generous on that one) and about 10% of what can be found on a Mac.

Oh yes... where do I sign? :)

I'll be the first to say that I use my computer for mainly BBS'ing, E-mail,
newsgroups, and a few games. So 25% might be enough for a fairly fun computer.
But in all truth, being a Jay Miner fan, I might follow the linage of the
Atari 800... and try the Amiga for a while. (That step-child of Atari) LOL

Take care,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

249. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 23:25:49 UTC
From: vdjole@EUnet.yu
Message-ID: <9fh5dpefe1@news.eunet.yu>
Source record: 45217

On 3 Jun 2001 13:48:28 -, Steve Sweet wrote:
>Hi Djordje
>
>>Is there a way to make Papyrus read the complete range of unicodes?
>
>This may seem a bit obvious, but are you using a font that actually has
>these characters?.

Yes! The problem is something else: as I said, doc-to-rtf module of
Papyrus produced a .rtf file which contained something like below
(all irelevant stuff deleted from rtf file):

```
{\rtf1\ansi\deflang1024{\fonttbl{\f1\fswiss Arial;}}
\f1\fs24 >\u1041 \u1048 \u1041 \u1051 \u1048 \u1032 \u1040<
}
```

This file contains seven cyrillic characters between > < characters.
Papyrus interpreted these character sa blanks. On the other side,
the same seven characters, typed in Papyrus and saved as a .rtf file
containing something like below (irrelevant stuff deleted again):

```
{\rtf1\ansi\ansicpg1251{\fonttbl{\f1\fswiss\cpg1251 Arial;}}
\f1\fs24 >\'c1\'c8\'c1\'cb\'c8\'a3\'c0<
}
```

which could be later read back in and papyrus showed cyrillic letters OK.

These two files segments can be extraacted into .rtf files and read into
Papyrus if someone is willing to check.

So why were not the \u... control sequences produced by Papyrus's own module
recognized, but same unicodes re-mapped into 8-bit space were ok.
This mapping is defined for Papyrus in its file WIN1251.MAP as below:

```
CHARSET-NAME=MS Windows Codepage 1251 (Cyrillic)
CHARSET-NAME-GERMAN=MS Windows Codeseite 1251 (Kyrillisch)
CODEPAGE-NUMBER=1251
#
# Characters 20-7F are identical to ASCII (ISO 646)
UNICODE-MAP=
# 0 1 2 3 4 5 6 7 8 9 A B C D E F
# ================================================================================
80: 402 403 201A 453 201E 2026 2020 2021 * 2030 409 2039 40A 40C 40B 40F
90: 452 2018 2019 201C 201D 2219 2013 2014 * 2122 459 203A 45A 45C 45B 45F
A0: A0 40E 45E 408 A4 490 A6 A7 401 A9 404 AB AC AD AE 407
B0: B0 B1 406 456 491 B5 B6 B7 451 2116 454 BB 458 405 455 457
C0: 410 411 412 413 414 415 416 417 418 419 41A 41B 41C 41D 41E 41F
```

D0: 420 421 422 423 424 425 426 427 428 429 42A 42B 42C 42D 42E 42F
E0: 430 431 432 433 434 435 436 437 438 439 43A 43B 43C 43D 43E 43F
F0: 440 441 442 443 444 445 446 447 448 449 44A 44B 44C 44D 44E 44F

i.e. hexadecimal 411= decimal 1041 as in the first example above and mapped into hexadecimal c1 (decimal 193) as in the second example above.

cu

250. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 23:27:35 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <%QUS6.4126$E42.63087@NewsReader>
Source record: 45215

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:991681114-37307AEicMi@gmx.net...

No more rambling diatribes in reply. Vermin is a LIAR. 'nuff said.

Barrie at Keychange.

251. STemulator Gold

Newsgroup: comp.sys.atari.st
Date: 2001-06-04 23:35:59 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9fh5nl$pr1$1@nereid.worldonline.nl>
Source record: 45216

Hi
I was looking for Stemulator Gold.
Can anybody help ?
Mailto: jo.vlie@12move.nl

Jos

252. FA: Atari Mega ST 2

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 02:56:44 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B1C4AB7.7028220A@mediaone.net>
Source record: 45218

If anybody is interested in a Mega ST 2 in good condition check out this link:

There is no reserve by the way!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243654666

253. Re: New Canadian Users Group

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 02:59:36 UTC
From: sinclap@nospam.net
Message-ID: <040620012159530961%sinclap@nospam.net>
Source record: 45219

In article <7b81f281.0105291556.32cd6d62@posting.google.com>, madmax
<madmax@bfree.on.ca> wrote:

> Well, something happened on the News forum of Atari.org. A thread
> developed regarding software, and suddenly it occurred to us that all
> the posters where actually from Canada. Spread out over thousands of
> miles and many days drive from one another, it was clear that we
> weren't going to hold weekly meetings;-)
>
> That said, one of the posters took it upon himself to create a web
> page with BBS forum dedicated to Canadian Atari Users. Of course
> everyone is welcome, the intention is to locate as many Canadian Atari
> Users as possible. Hey we are here and we are not alone.
>
> This convergence of users might just allow hardware and software
> developers as well as distributors a better view of how to service the
> Canadian Market.
>
> I hope you are reading this Ken and Dan.

Did TAF bite the dust?

> So check out
>
> http://www.members.home.net/murdoc15/atari/
>
> Later Brian.

sinclap!
somewere in mn

254. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 03:08:21 UTC
From: sinclap@nospam.net
Message-ID: <040620012208392567%sinclap@nospam.net>
Source record: 45220

In article <001aad3d@fmlynet.org>, Greg Goodwin
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> FamilyNet Newsgate
>
> The Atari ST as a platform has been cute, and I've tinkered with it since
> 1998. Had the internet working on it, newsgroups, Spectre, and 800XLDJ.
>
> Fun computer, but honestly, as various applications stop working
> along the way without any thing new being added or modified, I find the Atari
> ST/TT platform to be at the point of tedium.

Just opened up a pandora's box. Expect the likes such as Chunk's to
attack you to the point of tedium..

> Many thanks to all of you!
>
> Doctor Clu
>
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

sinclap!
somewhere in mn

255. Re: Atari Online News, Etc. #03-20

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 03:16:51 UTC
From: sinclap@nospam.net
Message-ID: <040620012216592661%sinclap@nospam.net>
Source record: 45221
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010601091406.18989.00000205@ng-fi1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >> Again, read the magazine and answer your own questions. Do I have to do
> >> everything for you?
> >
> >Well yes..
>
> You made the stupid remarks - back them up. You made the claim, show me the
> proof.>> And for those who do not wish to be bogged down with all of the crap
> >sitting
> >> in
> >> ZDNET and the like?
> >
> >Your saying zdnet is crap?
>
> Re-read what I said, it's above. Are you saying that everything included
> within ZDNET's news is something the majority of people are interested in
> reading? I didn't think so.>> >Let the Pros be..

ZDNET is read by millions. Instant stories not yester week's news
gergitating. They catch the mood and flavor of trade shows espicially
the ones I attend.

> >> Let 'em be what?
> >
> >So how many trade/developer conferences and media events have you
> >attended?
>
> To be perfectly honest, none. When you start paying me a comparable living
> wage for putting out A-ONE, I'll be more than happy to attend the shows and
> write 'em off on my taxes. And, you may as well pay my staff while you're at
> it.

You need a staff to cut and paste?

sinclap!
somewere in mn

256. Re: New Canadian Users Group

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 04:54:34 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106042054.5f22d91f@posting.google.com>
Source record: 45222

<sinclap@nospam.net> wrote in message news:<040620012159530961%>
>
Did TAF bite the dust?

> > So check out
> >
> > http://www.members.home.net/murdoc15/atari/
> sinclap!
> somewere in mn

I am not aware of TAF biting the dust. However TAF is a Toronto organization.
The Canadian Atari User Group is a virtual users group with a Canadian Focus.
A forum where we can address Atari Issues specific to Canada.

Later Brian.

257. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 06:10:22 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1C77CE.98499B9E@siemens.at>
Source record: 45223

Dennis Vermeire wrote:

> TBH these updates don't really deserve to be named updates, what SoundPool
> has done it to implement support for new released writers, but the program
> itself hasn't changed for years... there isn't much that is missing in the
> package, except of course for long file name support. I haven't got much
> hope that this will ever be implemented... :-(

They didn't even react when I wrote them that long filename support
would be the only reason I could see to upgrade my 2.x to a 3.x
version :(

Gerhard

258. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 08:55:58 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106050055.4f059976@posting.google.com>
Source record: 45227

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message

> For me, the math is simple: most recent GEM apps really require
> MagiC and fail on MiNT/N.AES

Just out of curiosity, what apps are you refering to here?
ATM I cannot recall too many that really requires MagiC.

/Joakim

259. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 10:31:00 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b2ced@fmlynet.org>
Source record: 45235

FamilyNet Newsgate

> From: <sinclap@nospam.net>
> In article <001aad3d@fmlynet.org>, Greg Goodwin
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> FamilyNet Newsgate
>>
>> The Atari ST as a platform has been cute, and I've tinkered with it
> since
>> 1998. Had the internet working on it, newsgroups, Spectre, and 800XLDJ.
>>
>> Fun computer, but honestly, as various applications stop working
>>along the way without any thing new being added or modified, I find the Atari
>> ST/TT platform to be at the point of tedium.
> Just opened up a pandora's box. Expect the likes such as Chunk's to
> attack you to the point of tedium..

Typical.

Oh well, if the pandora's box is powered by an ST, then at least I'll have a
while more to wait and in not as great resolution. (Though the musical theme
in the background will sound impressive.) ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

260. Xaaes Res change

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 10:46:08 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b1cbbfc@dnews.tpgi.com.au>
Source record: 45228

Hi guys, back from NZ and decided to have another crack at Xaaes. I have a better idea now after playing with AES 4.1. I have a shareware version of thing 1.09, and Xaaes running fine. But 2 things anoy me, one is the res thing, how to use cent screen or thde like und Xaaes;-), and 2 are there any freeware replacement desktops avaliable. Reason being Linux is free and I am trying to set up a totally free Multitasking OS on my Falcon as a comparison. I will say that the new version of Xaaes is alot more stable, thanks Henk.... Oh and the food in NZ is MMMMMMMM.
--

Mark

****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

261. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 14:41:36 UTC
From: Sylvain Perchaud <sylvain@europe-shareware.org>
Message-ID: <991753366-17087AEicMi@europe-shareware.org>
Source record: 45230

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Tue, 05 Jun 2001 08:10:22 +0200

[CD burner software from Soundpool]
>They didn't even react when I wrote them that long filename support
>would be the only reason I could see to upgrade my 2.x to a 3.x
>version :(

I recommend CD Writer Suite from Anodyne Software.
It does all you nead and can handle the main file format (RockRidge,
ISO...).
And it's more affordable than Soundpool's software.
You can get it directly from Anodyne Software or from Europe Shareware
(Espana & France).

http://www.europe-shareware.org/atari/anodyne.html
--
Sylvain Perchaud
Europe Shareware -
premier distributeur de logiciels Atari
http://www.europe-shareware.org
http://www.chez.com/europeshareware/

262. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 16:13:43 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106050813.5dfe9c43@posting.google.com>
Source record: 45231

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<001aad3d@fmlynet.org>...
> FamilyNet Newsgate
>
> The Atari ST as a platform has been cute, and I've tinkered with it since
> 1998. Had the internet working on it, newsgroups, Spectre, and 800XLDJ.

<snip>

> But thanks to the ST, I regained a interest in one of my first hobbies.
>
> Many thanks to all of you!
>
> Doctor Clu
>

Hey Greg. You did a heck of alot in a very short period of time. As a
very, very, very late arrival to the ST scene, like say 10 years after
its true American demise, as many in NA might argue the ST was dead in
1988. You managed to pick up an old computer and enjoy many things
alot of the original ST users never got to know existed. So really my
hats off to you. Your last line summs it up completely.

Fact is, I know of few people who would learn so much about an
obsolete 10 10 year old piece of equipment. I know plenty of long time
ST users who haven't bothered trying to get the internet working on
their STs.

The ST is my hobby too.

I am just not through with it yet.

See you later, in about 5 years, you should be ready to play with a
Falcon;-).

Later Brian.

263. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 16:15:41 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106050815.7c83363a@posting.google.com>
Source record: 45232

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message news:<Pine.LNX.4.21.0106031540160.8072-100000@hal.pp.fishpool.fi>...

> I won't make the same mistake as other people and sell my last
> Atari, though. The first TT still remains attached to my LAN and
> the Stacy in storage for MIDI purposes.

Heh heh heh;-).

Hopefully you will keep the FAQ and the TT webpages going too.

Later Brian

264. Re: Best price on SCSI adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 16:23:00 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106050823.47154f89@posting.google.com>
Source record: 45233

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<pWxS6.671$cM3.3524@newsfeed.slurp.net>...
> On 3 Jun 2001 09:51:45 -, David Johnson wrote:
> >Question,
> >
> >Where's the best place (in terms of cost) to pick up a LINK97 or ICD
> >Link 2 scsi adapter?
>
> You can try these sites:
>
> http://www.vme.net/dvm/aty/
>

Is Aty still in business? That web page is ancient?

Later Brian

265. Re: Xaaes Res change

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 17:30:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200106051930.a14083@wun.maus.de>
Source record: 45051

Hallo Mark!

MB>and 2 are there any freeware replacement desktops avaliable.

Well, you could go for Gemini 1.a. Rather old and with some limitations (can't copy or show *NIX file permissions), but otherwise still working on any Atari system. Shareware, but with no fee nor registration required.
I don't know if other than german resource files are available, though.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

266. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 17:33:26 UTC
From: BMaedicke@t-online.de
Message-ID: <1eujejt.326fm35sjgx2N%BMaedicke@t-online.de>
Source record: 45236

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I suppose this is a silly question... but why on earth would you want to
> switch off the NVDI driver when using the NOVA?

I test a program on my falcon and this program have some problems, when
the NOVA is installed. I must run this program with and without the NOVA
driver to find the problem and the author can fix this problem.

--
Url: http://home.t-online.de/home/BMaedicke/

267. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 18:29:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fj8e6sna1@snipp.uninett.no>
Source record: 45239

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> I suppose this is a silly question... but why on earth would you want to
> switch off the NVDI driver when using the NOVA?

To be able to use NVDI with then Nova perhaps? ;-)

> NVDI and NOVA are made for each other, the NOVA card in general performs
> better also when used with NVDI.

This might be true for ET4000-based Novas, but if you want to use NVDI on
Mach64-based Novas you must first run Nova VDI, then NVDI with disabled
screen-drivers. However, if you want to boot without the Nova but just
plain NVDI, the screen-drivers must be activated again.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

268. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 18:29:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106051808100.193-100000@localhost>
Source record: 45234

On Mon, 4 Jun 2001, Michael and Nicole Freeman wrote:

> > And its just an attitude.. why we, and amiga ppl and unix ppl can use
> > RTF for example as we all use GIF etc, while MAC/PC ppl use .DOC while
> > they have 1 zillion formats to chose when save?
>
> Because it's a standard. One can use any format they wish, but to be truely
> effective, it's best to use what most people use and are familiar with if
> you want it to be seen by others. Most people in the non-Atari/Amiga/Unix
> world use MS Word, and since *.DOC can save more detailed info than RTF, and
> is more commonly accessible than other formats, that's what's best to use.
> That's why Papyrus' *.DOC support is such a selling point. It's an issue of
> practicality, not a "conspiracy against smaller platforms" or "blind leading
> the blind" sheep mentality.

What standard? I mean why this happens only in computers industry? I
mean in stores there are labels and infos in few languages. Manuals for
Hifi equpment, washing machines, bla bla are in few languages also in few
writings (such as japanese, or cirilic) Name any business xcept computers
and ull see that selling means to be understood anywhere anytime.. Also
main panels, controls varies, car industry sell cars with steering on
right or left...

Now, why html editors and buliders can not add for example ALT tags to
pictures and links? It could be done automaticaly.. Why ppl dont use
interchangable formats? And why html writers kinda refuse to add few
simple links to most important part of the info? Im subscribed to few
astronomical pages, to nasa jpl news, and i get all info i need, in simple
ascii.. I dont say ascii only should be used, im saying ppl/companies
behave bad, and that happens only in computer business, in any other area
companies try to prepare comercials, manuals. product versions for
specific market/area, cause that means to sell more, and that is also
practicality..

Ops i need to correct myself, i meant mostly software industry with
computer industry...

Janez

269. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 18:43:36 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106052141480.29305-100000@hal.pp.fishpool.fi>
Source record: 45240

Thanks for reminding me that I have some Falcon, Stacy and SLM
language disks to upload there. ;-)

On 5 Jun 2001, madmax wrote:

> Heh heh heh;-).
> Hopefully you will keep the FAQ and the TT webpages going too.
>
> Martin-ï¿½ric Racine wrote in message news:
>
> > I won't make the same mistake as other people and sell my last
> > Atari, though. The first TT still remains attached to my LAN and
> > the Stacy in storage for MIDI purposes.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

270. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 19:04:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fjag6sna2@snipp.uninett.no>
Source record: 45241

Kenneth Medin <kennethm@tripnet.se> wrote:

> I have a very different story to tell. The cartridge port/pocket Ethernet
> adapter I use simply works perfect. It's been turned on 24 hours/day now

Second that. I have two, one in my Falcon/AB running MiNT/MiNTnet, and one
in my TT running MagiC/STiNG. Haven't had a single glitch the 8-9 months
I've had them.

> For my uses the TT almost matches my P-133 pc. I use the pc mostly for

I'm glad I have an Afterburner :-) Still the fastest, and very, very
reliable (atleast in my Falcon, and since I removed the Nemesis.).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

271. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 20:19:19 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7428CED.14AC3%nameerf@flash.net>
Source record: 45242

in article Pine.MNT.4.21.0106051808100.193-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/5/01 10:29 AM:

> On Mon, 4 Jun 2001, Michael and Nicole Freeman wrote:
>
>>> And its just an attitude.. why we, and amiga ppl and unix ppl can use
>>> RTF for example as we all use GIF etc, while MAC/PC ppl use .DOC while
>>> they have 1 zillion formats to chose when save?
>>
>> Because it's a standard. One can use any format they wish, but to be truely
>> effective, it's best to use what most people use and are familiar with if
>> you want it to be seen by others. Most people in the non-Atari/Amiga/Unix
>> world use MS Word, and since *.DOC can save more detailed info than RTF, and
>> is more commonly accessible than other formats, that's what's best to use.
>> That's why Papyrus' *.DOC support is such a selling point. It's an issue of
>> practicality, not a "conspiracy against smaller platforms" or "blind leading
>> the blind" sheep mentality.
>
>
> What standard? I mean why this happens only in computers industry?

This happens in more than just the computer industry. It happens any time anyone or anything needs to communicate. If two people from different countries need to talk, one or both need to learn a common (or standard) language. In the music industry, MIDI became the standard for keyboards to communicate (and later computers as well) even though there were other methods possible. And later General MIDI and the Standard MIDI File format became the standard for saving music data. These are just a few examples. It's the same with computers. Any time you need to effectively exchange any kind of information between different machines, a standard has to be agreed upon, or at least evolve into the most commonly used format. Normally it's the most widely used format that becomes the standard.

> I
> mean in stores there are labels and infos in few languages. Manuals for
> Hifi equpment, washing machines, bla bla are in few languages also in few
> writings (such as japanese, or cirilic) Name any business xcept computers
> and ull see that selling means to be understood anywhere anytime..

This is a bit different. To sell something means that you must adjust your product to match the standards of the local areas you are selling to. If you're selling to Japan, hopefully your product will include Japanese instructions. If you're selling to the United States, you'll most likely include English in the documentation. The more places you sell to, the more languages you're likely to print the documentation in. The reason manuals

and such are often in multiple languages is to cut the printing costs of making different versions of them and having to make more than one language template.

> Also
> main panels, controls varies, car industry sell cars with steering on
> right or left...

Again, this is different. Where controls are situated depend on the country in which the car is being sold. In the United States, you don't find cars anywhere with the steering wheel on the right side, because that's the standard in this country. That standard is different in various European countries.

> Now, why html editors and buliders can not add for example ALT tags to
> pictures and links? It could be done automaticaly..

True, but this is a different idea than a standard. This is just cutting something out because you think it's unneccesary. Most people think everyone must be using a computer capable of viewing pictures (which most people are). They don't know that there are a few that can't. And even the ones that do generally don't worry about it, because the extra time spent typing isn't worth an extra 1 or 2% increase in who can see their site.

> Why ppl dont use
> interchangable formats? And why html writers kinda refuse to add few
> simple links to most important part of the info? Im subscribed to few
> astronomical pages, to nasa jpl news, and i get all info i need, in simple
> ascii.. I dont say ascii only should be used, im saying ppl/companies
> behave bad, and that happens only in computer business, in any other area
> companies try to prepare comercials, manuals. product versions for
> specific market/area, cause that means to sell more, and that is also
> practicality..

Once again, it all depends on the industry and location. In the "real world", things are generally sold to local markets by both local and international companies. This means that they have to cater to the needs of the specific markets, which can be different in each location. In the Internet business, things are a little different. Instead of focusing on local markets, you are focusing on an international market. You have to be able to reach the widest audience, the way the largest percentage of them wish to be reached, with the least amount of resources spent (including time resources). And this project must be as multimedia-like and stimulating, because that's what the avaerage person is attracted by. Otherwise you will be outdone by other companies trying to reach that same audience. Most people would rather look at flashy graphics and animation than read a screen full of ASCII text.

> Ops i need to correct myself, i meant mostly software industry with
> computer industry...

Software companies also need to do the same. Most people would rather see a program that they could just plug in, and all the formats are familiar, and

there is no need to tweek any files with text editors, or read heavily technical documentation to figure out how to work things. So standards have basically been set, with the heaviest bias toward the PC domain, since that is what more people world-wide use and are familiar with.

Mike Freeman
nameerf@flash.net

272. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 20:31:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991850942-039342AEicMi@madasafish.com>
Source record: 45076

Hi Dennis

>>Is there a way of telling the revision no. of an existing setup?.

>Not really, MagiC 6.10 has had three revisons,

This is what i enquired about, i heard news of a revosion 3 magic, it
sems this is a MagicMac version??!!.

>but still carries the 6.10 tag. One can tell by the date which is shown
>in the Magx config CPX, what version is running, the first version is
>dated 18.07.98, I'm using MagiC 6.10 from 13.3.99 which is the second
>revison,

Thats what ive got here, except my 6.1 is in English. :-)

>I've no idea what date revision 3 carries, but I'll be able to tell you
>quite soon :-)

Watch yourself on that Bike dude, make sure you get plenty of rest in
between roadside checks. ;-)

.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

273. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 20:33:42 UTC
From: Odd Skancke <try@spamming.me>
Message-ID: <Pine.MNT.4.30.0106052225210.160-100000@mail.online.no>
Source record: 45243

On Mon, 4 Jun 2001, Steve Sweet wrote:

> Hi All
>
> >> The negative comments at every mention of 'xtos' is getting old...
>
> > Yes, this negative bullshit is really starting to piss me off.
>
> Yeah!, dont post opinions the minorities dont agree with, in fact, dont
> have an opinion at all unless you agree totally.
>
> Can you hear yourselves??.

Well, I was referring to the constant negativeness, and I would never have said the above if what we're talking about happened once or twice. What gets to me is the fact that no mention of "new projects" for our platform passes without negative comments of that kind.

>
> Isnt this group all about an exchange of opinions.
> If peops didnt exchange opinions nothing would improve.

I agree with that.

>
> Besides, perhaps it is really crap and youre to biased to see any
> different, this doesnt make everyone else wrong does it?.

Yes, perhaps it is pure crap. But if it is, I would like to hear the reasons for ones opinion, not just sleezy comments. And yes, perhaps I'm a bit too optimistic. But I'm not stupid, I am fully aware of our situation, lack of software and all that. I don't think anyone still using Ataris or clones needs thousands of lectures on this matter. No need be negative just for the sake of being negative.

274. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 20:38:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991850946-040054AEicMi@madasafish.com>
Source record: 45077

Janka replied to Dennis

>>there isn't much that is missing in the package, except of course for
>>long file name support. I haven't got much hope that this will ever be
>>implemented... :-(

>They didn't even react when I wrote them that long filename support
>would be the only reason I could see to upgrade my 2.x to a 3.x version
>:(

People that have responed to threads in the past mentioning LFN support
have suggested its extremely easy to implement, so whats their problem?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

275. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 23:31:05 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106052328570.144-100000@Hades060>
Source record: 45052

On Sun, 4 Jun 2001, Greg Goodwin wrote:

> I'll be the first to say that I use my computer for mainly BBS'ing, E-mail,
> newsgroups, and a few games. So 25% might be enough for a fairly fun computer.
> But in all truth, being a Jay Miner fan, I might follow the linage of the
> Atari 800... and try the Amiga for a while. (That step-child of Atari) LOL

I hope that was a joke, neighbor guy has a 060 amiga... runs slower
than my Hades. You will need a PPC card to get some usable speed
which again sets you back nearly as much as a Hades. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

276. Re: anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 23:32:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106052331400.144-100000@Hades060>
Source record: 45054

On Tue, 5 Jun 2001, Peter Kienle wrote:

> Just thought I'd share this:
> Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a
> long long time ago. Very innovative software for the time....

Tom Hudson was the man behind those. Jim Kent coded Cyber Paint
I think.

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

277. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 23:41:49 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106052336500.144-100000@Hades060>
Source record: 45055

On Mon, 4 Jun 2001, Steve Sweet wrote:

> Hi All
>
> >> The negative comments at every mention of 'xtos' is getting old...
>
> > Yes, this negative bullshit is really starting to piss me off.
>
> Yeah!, dont post opinions the minorities dont agree with, in fact, dont
> have an opinion at all unless you agree totally.
>
> Can you hear yourselves??.
>
> Isnt this group all about an exchange of opinions.
> If peops didnt exchange opinions nothing would improve.
>
> Besides, perhaps it is really crap and youre to biased to see any
> different, this doesnt make everyone else wrong does it?.

I want to hear real reasons, not bullcrap smart remarks like I keep
seeing. There's no point in bashing something endlessly.
I don't like magic OS, but I also don't take every opertunity
to put it down. It don't work for me so I don't bother to comment.

Perhaps you should search "xtos" in the archives and see just
what we were refering to...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

278. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 23:42:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001b527e@fmlynet.org>
Source record: 45059

FamilyNet Newsgate

Rock on! I'm not leaving the Atari scene by any stretch of the
imagination. I really enjoy the BBS scene that is popping up with the
telnetable BBS's either run under Atari emulation or on Atari's! (My hats off
again to Chris Martin and the Stargate BBS!)
Nah, I still like a good Atari 400/800, Lynx, Jaguar, and game systems.

And the Atari chat will still keep going....

http://stargate.cs.swau.edu/atari

Every Thursday 8 pm CST and Sunday 10 am CST.

And yeh, perhaps someday I'll try that Falcon. LOL!

I'll continue reading here BTW to see what the latest is. Take care!

Doctor Clu

@>-->------------------------------

> From: madmax@bfree.on.ca (madmax)

> Hey Greg. You did a heck of alot in a very short period of time. As a
> very, very, very late arrival to the ST scene, like say 10 years after
> its true American demise, as many in NA might argue the ST was dead in
> 1988. You managed to pick up an old computer and enjoy many things
> alot of the original ST users never got to know existed. So really my
> hats off to you. Your last line summs it up completely.
> Fact is, I know of few people who would learn so much about an
> obsolete 10 10 year old piece of equipment. I know plenty of long time
> ST users who haven't bothered trying to get the internet working on
> their STs.
> The ST is my hobby too.
> I am just not through with it yet.
> See you later, in about 5 years, you should be ready to play with a
> Falcon;-).
> Later Brian.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

279. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-05 23:52:36 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B1D70C4.B10EDDE1@greeleynet.com>
Source record: 45244

Derryck Croker wrote:

> Are you absolutely sure that the problem is due to the software? Can you print
> to it from other software via GDOS?

100% sure??? No, but 99% sure. The printer is not detected during boot up with or without GDOS, so if it's not found, it can't be used. But when I use my normal boot setup, NVDI to replace GDOS and Geneva/Neodesk, I can print fine from Papyrus. Calamus's native driver (not the VDI driver which would use the NVDI printer driver) also prints fine. I also use Harlekin and Edith in the Geneva/Neodesk installation, but they are not NVDI aware. Thus they do not print either. Nor will LDW Power, which I think should since it does support GDOS/SLM printing. But I've not taken the time to troubleshoot these non printing problems.

That's why I think it's a software problem.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

280. Re: Re:Titan/Core designs

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 00:22:03 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <SEeT6.4657$E42.81382@NewsReader>
Source record: 45046

As you have probably found out.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:991681120-38403AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Sat, 2 Jun 2001 23:12:50 +0100
>
> >Respect?
> >
> >Your the guys who have sat back and watched certain members
> >hold a Kangaroo court in your own group. Just shows how much
> >respect you guys have for others.
> Dave, has it ever occured to you that the entire group may have put a
> filter on this and the other related threads?
> BTW: respect is not something you just get, respect has to be earned,
> it usally takes a while before getting it, and loosing it is very
> easy.
>
> Cheers from Belgium
> Dennis
>
>

281. Re: Higher resolutions with a Mega ST4

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 00:30:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <726.557T2450T906435optimus@canit.se>
Source record: 45245

Lyndon Amsdon skrev:

>>>Yeah, some countires use a comma instead of a full stop. It is 249DM, or
>>>about 83 UKP. I never looked at the price, but I can tell you that's a
>>>good price. They also sell PCBS only IIRC and recently they've added all
>>>the GAL expressions ont he site so you can make your own Panther/PAK etc.
>>
>>I see bare PCBs for the PAK and associated boards in their pricelist, but
>>not for the Panther. What a pity. Oh yes, what a pity for a starving
>>student.

>Did you email them? They might do a deal, I don't know. I'm supprised
>they don't do the PCBs for it.

All right, I've sent a mail to them, I'll keep you informed.

--
En ligne avec Thor 2.6a.

Computer hackers do it all night long.

282. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 00:42:27 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <ZXeT6.4660$E42.81579@NewsReader>
Source record: 45047

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:991764676-159594AEicMi@madasafish.com...
> Hi Dave, hows the colostomy.
>
> >You and your group members started all the abuse and dragged others in.
> >sweet's postings implied wrong doings based upon a story spread by lai.
>
> Wrong arsemuncher, the information source was not Mr. Lai.
>
> >Unfortunatley for sweet, lai had already retracted it in private email.
>
> He cannot retract something he didnt offer.
>

OK then.

Just to clear up my _obvious_ confusion please quantify your statement
below.

"If my Veloce 020 failed, would my machine be repaired and returned, or
would it be exchanged for something technically inferior?."

If a reasonable explaination is given then i will stop posting. However,
using your
usuall get out clause of a hypothetical question is not good enough. You
have
already stated elsewhere that you imply wrong doings to the group based upon
what you believe is fact.

If you are interested in ending this hostility then post your explaination.

Dave

283. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 01:26:13 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B1D86B4.379706C1@sprint.ca>
Source record: 45048

Yes it helps but it matters little. a Stock 32 Mhz TT is still got a few more clock cycles per second than a 486-25. The instruction set on the 486 is also just plain horrific (Yes I do write low level code on a regular basis, I know this as fact). If anything will slow down a TT it'll be sloppy coding, nothing else.

Martin-ï¿½ric Racine wrote:

> Keyword: Cattamaran.
>
> Mine is a standard 32MHz machine.

284. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 01:34:21 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <FIfT6.5079$E42.82111@NewsReader>
Source record: 45049

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:991681114-37307AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Sat, 2 Jun 2001 22:50:28 +0100
>
> >> For the record: I don't care about all the good things you've done in
> >> the *past* for the Atari community, even if you were the gods given
> >> answer, the past is history,
> >I don't claim what you imply (is it just another way of you trying
> >to be superior and put people down).
> This is not about being superior and putting people down. Believe it or
not
> but I respect what you have done in the past for the Atari community. No
one
> is questioning this either AFAIK, I've heard and read only positive things
> about TUS. You seem to think that I've got something against British Atari
> dealers... really, I don't! Except for that crook from up north ofcourse
:-/

Hang on, i was "The Ultimate Scam" 2 weeks ago. You'd never heard of me.

>
> >As you say the "past is history" so what crusade have YOU been on all
these
> >months?
> Now you are implying things ...
> TUS serving the Atari community is history,
Really?

I should withdraw all support as it certainly dosen't make a profit.

> what is happening here isn't
> history at all, let's try to sort this out once and for all. You claim to
> have all the relevant postings... and even if some posts are missing, then
> there's always Google.
> Barrie started the abuse and slandering *towards* me, this is not about
who
> slandered who for the very first time, I don't care who started it and I
> don't care for whatever the reason might have been either. It might have
been
> Steve, Barrie, Shiuming who knows...
> This so called crusade is purely personal now, right from the start Barrie
> managed to call me a liar, if I would call you a liar in public I suppose
> you would like to know why? I've asked and got some abuse back, I've asked
> again and also demanded a public apology....

> Call me silly, but no one calls me a liar in public and gets away with it.

I will gladly call you a liar. I know Barrie is not a crook. As long as you call him a crook i will reserve the right to call you a liar.

> I've been called several "nice" things in different threads by different
> people, but this was always in the heat of a discussion. With Barrie it's
> different, there wasn't even a discussion.

Exactley NO DISCUSSION. You claim to have this and that. POST IT.
If you call someone a CHEAT, CROOK etc then it is up to you to provide the proof. Ater all Barrie has asked many times for you to post it.

> Coming foreward supporting Steve
> was enough to revoke Barrie... take a good look at the posting, and then
> honestly tell me if the support for Steve in *that* thread on *that* topic
> was misplaced...
Unfortunatley we will never agree on this one. As far as i am concerned you guys started it by following Barries postings. Maybee not yourself but sweet certainly.

>
> >How would you like someone to start attacking your character in
> >public? Would you fight back or hide behind your keyboard?
> I think I just answered this question :-/
>
> >>>BTW has Lai posted recently?
> >>Is your newsreader playing up again?
> >Just asking him to tell the group the original story that he spread. I
> >can't understand why he wont tell the group. Or is it because he dosen't
> >like to admit that sometimes we get it wrong when we look at both sides of
> >a story?
> Dave... for god sake!!
No. For the sake of the group.

> It should be pretty clear by now that no one here has the faintest idea what
> that original story is. You've been hinting at it since your first posting
> in this thread. I can't find a posting to CSAST from Shiuming dishing out
> some story, even on Google there's nothing.... so once again, please inform
> us at least what it's about. A hint like the postings ID number is enough.
I have watched sweet imply wrong doing that is loosely based upon his supposed fact. Mr Lai did the same. Did i say that it was posted to csas? (maybee i did but i can't be bothered to check). However, all i wish to show is that when sweet wrote

"If my Veloce 020 failed, would my machine be repaired and returned, or would it be exchanged for something technically inferior?."

That it was based upon a story by lai, that he used in February against Barrie. Once again a made up story. Come on Lai post your mail to the group.

You haven't been telling stories have you??????????

>
> >sweet is the one with a problem. We can all tell what he implies but he
is
> >too spineless to go any further and be proved wrong.
> That's purely your opinion ofcourse...
Yep. MY OPINION. Based upon fact. Where's your proof.

>
> >Just face it Dennis, sweet has _used_ you as a mouth piece so don't
> >be surprised when you get told to sod off on the grounds that
> >you haven't got a clue.
> This is your personal opinion once again....
Pardon.

>
> We can write another hundred postings expressing our opinions, but we'll
> never see eye to eye. Barrie suggested it, and I took him on...
What?

> if Barrie
> speeds up the procedure somewhat he'll be able to explain and proof how
> innocent he is in court this fall. No doubt that the outcome of the case
> will be posted here, so then it will be very clear to see who exactly has
> been using who as a mouthpiece. Would you like to place a bet?
I certainly would stanley.

For a Eurpoean you are very ignorant. How does the Law work?

All i have seen from you is abusive comments. You have never backed
up a comment with fact's. Therefore you are a liar.

>
> >You and your group members started all the abuse and dragged others in.
> >sweet's postings implied wrong doings based upon a story spread by lai.
> >Unfortunatley for sweet, lai had already retracted it in private email.
> >However, sweet still used it in his postings and i simply responded only
> >with the same level of abuse that you and your group had dished out.
> First of all: there's no such thing as me and my group. Secondly: I have
> *never* reacted on a story spread by Lai, proof me wrong if you like....
> Thirdly: your postings were pointed towards me and not Steve, once Steve
> joined "the discussion" you had a go at him. I can't find any clues of the
> alleged story which you obviously feel very strong about in Steve his
> postings either...
> Oh... about the abusive language...
Oh No not that fucking one again. Grow up twat. (Remember that one Sean).

> have a good look at the long list of
> postings from me in several of the "Barrie" threads, surely you'll notice
> that I don't use abusive language that often... and when being abusive I
> like to think that it's still between the margins of what is acceptable. I
> don't use abusive language in real life, and see no reason to use it on

> internet. Using abusive language doesn't help at all in getting ones
points
> across, most of the times it turns out to work counterproductive, as been
> shown in this thread....
I don't really give a shit if you don't like abusive language. It got your
attention.
If you don't want abuse then don't give it. You are an opinionated liar and
i for one have had enough of you. You prove what you are saying. If you
want i can always start posting against you all the time so you can take
action against me. You see pillock calling you *nasty* name is not Libel.
However
if i called you a crook - who knows?

>
> >I will gladly go back to reading the group and posting occasionally in a
> >polite manner as i have over the years. Just as long as you and your
> >group do the same.
> I can't speak for other people, but this definitely is my last posting in
> this thread...
Just this thread.

> all that needed to be said is said, I have nothing more to
> add. I imagine that everyone who downloads CSAST has put a filter on this
> thread, I know I would have done so...
Well do it.

> TBH I'm fed up with this thread !! this morning a very nice French program
> arrived here, I'm going to do what I like doing best.... translate the
damn
> thing so that the English speaking Atari community can use it to their
best
> advantage. How's that for making up to the group for having to download
all
> my "useless uninformative blablabla" last month ?
>
And how many here really give a shit. Up yourself again?

If you had posted in a reasonable manner that was wiling to discuss the
problems
then i would have been reasonable in my reply. However, you have once again
taken the superior view implying that you are totally in the right. I think
this will
continue for a long time.

Dave

285. anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 02:13:21 UTC
From: Peter Kienle <pkienle@acmerecords.com>
Message-ID: <pkienle-BA801D.21132005062001@jetsam.uits.indiana.edu>
Source record: 45050

Just thought I'd share this:
Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a long long time ago. Very innovative software for the time....

Apparently he was the major player in the software which tied the Human Genome project together.

Peter

--
Visit http://www.acmerecords.com
for Original Jazz
jazz guitar trios 3rd Man & Freesome
Odd Guitar Jazz
Original Tunes Online

286. Re: anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 03:58:40 UTC
From: puffpuffin@aol.com
Message-ID: <20010605235840.13690.00005923@ng-ch1.aol.com>
Source record: 45053

Um...

Actually, Jim Kent was the programmer for Aegis Animator ST (later AniST) and
Cyber Paint. Tom Hudson programmed CAD 3D and Cyber Sculpt.

>Just thought I'd share this:
>Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a
>long long time ago. Very innovative software for the time....
>
>Apparently he was the major player in the software which tied the Human
>Genome project together.
>
>Peter

287. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 04:32:19 UTC
From: tcordes@home.com
Message-ID: <nniT6.9448$SJ1.1671025@news1.rdc1.mb.home.com>
Source record: 45056

```
1040STe computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 67
cord

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 53
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 26
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 60
cord

520ST computer (no DD or PS), bombs & won't boot $ 12

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 13
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 29

520STfm computer dead internal power supply (looks like it melted down); $ 17
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

520STfm computer with internal power supply & DSDD floppy drive and TV $ 17
output; dead floppy drive

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 1

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 2
books are great guides for ST'ers to learn more

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 2

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 2
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 2
```

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 4
8'

FLOPPY 3.5" Atari external floppy drive, working $ 19

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 10
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 28
cable and power supply

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS (ONLY 2 LEFT!!) gorgeous black XLG Fruit-of-the-Loom $ 7
T-shirts with our Atari club's logo on the front and on the back "Jaguar" in
huge red lettering (like on the Jag box) with eerie yellow eyes above it and
"64-bit interactive multimedia system" written below, Brand new never worn
leftovers from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 53 USA Atari mags, 1 Atari disk all together in one $ 4
super cheap set! email for titles, shipping not included

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 4
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud Avatex 1200hc, incl phone cable, serial cable $ 3
add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 4
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 3
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 11
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 14

MONITOR color Atari various models working $ 28

MONITOR mono Atari 1991 model small, grey made by Quadrant, flakey, picture won't sync (wobbly,distorted), maybe fixable $ 20

MONITOR mono Atari various models dead $ 10

MONITOR mono Atari various models working $ 24

MOUSE original Atari mouse guaranteed working $ 9

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 2

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does strange things $ 5

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $483

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with ROMS (disk/docs/cable) $ 17

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your clock automatically every time you boot. Incl box, software and hardware. Suggested retail was $57.95. Brand new. No guarentee on lithium battery (estimated 10 year lifespan) $ 11

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 3

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d, plotter & drivers, human design disk, cartoon design disk, cyber control (disk) $ 14

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below (disk/docs) $ 20

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by some to be the best ST RPG game ever! (disk/docs) $ 1

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 1
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FSM GDOS 5 disks (disk) $ 1

SW GDOS original Atari version 2 disks (disk) $ 1

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original $ 3
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 1
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 2

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 12

SW STENO 1 older version probably upgradable (disk/docs) $ 2

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 3

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 1
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 3

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 7

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 5

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 53
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 12

SYQUEST CART 44MB no bad secs $ 21

SYQUEST CART 88MB no bad secs $ 26

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $ 80

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 13
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

PRINTER CABLE 24' standard DB25M to Centronics $ 6

PRINTER CABLE 9' standard DB25M to Centronics $ 4

PRINTER Epson FX-286e wide carriage dot matrix, working, includes ribbon $ 52

PRINTER Epson FX-85 dot matrix, working, includes ribbon $ 52

PRINTER Epson MX100III wide carriage dot matrix, includes ribbon, 1 side $ 52
of tractor feed is loose/missing spring

PRINTER Nissho NP-2410 wide carriage dot matrix, working, includes ribbon $ 52

PRINTER Panasonic KX-P1091 dot matrix, includes ribbon $ 31

PRINTER Raven PR-9101 dot matrix, includes ribbon, w/manual, missing top $ 37
plastic cover

PRINTER SWITCHBOX CABLE or serial, 6' Belkin standard DB25M to DB25M $ 5

PRINTER SWITCHBOX CABLE or serial, 8' standard DB25M to DB25M $ 4

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 12
brand new in box, cables extra, MicroMice model AS-201

PRINTER SWITCHBOX manual A-B switch, cables extra $ 10

PRINTER Star NX-1000II dot matrix, includes ribbon, plastic cover a bit $ 31
broken

SIMMS 1MB 30pin, quantity 4 sold together $ 3

SIMMS 1MB 30pin, quantity 4 sold together $ 5

SIMMS 1MB 30pin, quantity 4 sold together $ 4

--
THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

E-Mail: tcordes@home.com

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://members.home.net/tcordes/forsale.html

288. TV jack on 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 05:09:03 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B1DBB3C.5AC74B6D@mediaone.net>
Source record: 45057

Hi all,

I just got a new 1040 STe (first time ST user) and I have a mono monitor. I'm using this for MIDI but I don't really *need* to use it for just that... (could always play a game). I've tried running the signal through an old 2600 switchbox on my TV but no luck. What do I need to get the damn TV jack to work?! Thanks!

If you choose to email your reply please email to:
kappaguy99 AT aol DOT com

289. Re: anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 05:14:08 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106052114.794af22f@posting.google.com>
Source record: 45058

Peter Kienle <pkienle@acmerecords.com> wrote in message
news:<pkienle-BA801D.21132005062001@jetsam.uits.indiana.edu>...
> Just thought I'd share this:
> Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a
> long long time ago. Very innovative software for the time....
>
> Apparently he was the major player in the software which tied the Human
> Genome project together.
>
> Peter

Erm not quite. Jim Kent was responsible for Aegis Animater and Cyber
Paint on the ST as well as ZoeTrope on the Amiga. Which was simply
CyberPaint for the Amiga.

Tom Hudson created both Cyber Sculpt and CAD 3d. The Cyber Sculpt
modeler was one of the best modelers on all platforms for quite some
time. We continued to use it up till 1993-4.

Cyber Paint was an excellent little program that worked wonderfully on
the ST.

Too bad it wasn't updated, or taken over by the phase four crew,
lexicore stuff, when they were active.'

Later Brian

290. TAF

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 05:41:35 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106052141.5f917dfa@posting.google.com>
Source record: 45060

Does anyone have the most recent URL for the TAF webpage? Or is it gone? The latest issue of Myatari magazine has a dead link.

Later Brian.

291. Re: TV jack on 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 07:31:32 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <t%kT6.1084$fi2.28731@news.cpqcorp.net>
Source record: 45061

"Tom Brady" <Tebrady@mediaone.net> wrote in message
news:3B1DBB3C.5AC74B6D@mediaone.net...
> Hi all,
>
> I just got a new 1040 STe (first time ST user) and I have a mono
> monitor. I'm using this for MIDI but I don't really *need* to use it
> for just that... (could always play a game). I've tried running the
> signal through an old 2600 switchbox on my TV but no luck. What do I
> need to get the damn TV jack to work?! Thanks!
>
> If you choose to email your reply please email to:
> kappaguy99 AT aol DOT com
>

Tom,
A couple of thoughts. Firstly you may need to unplug the mono monitor. When that is plugged in it changes the line sync to a rate you TV can't understand. Secondly the TV output jack is RF so it should just go to the TV antenna/arial socket and does not need any other converteer. If your TV has RGB/SCART inputs you get a much better picture from those. You need a lead which goes into the monitor socket on the STE. Instrctions for making a lead for these appeared on here a little ago. Try searching the list archives at groups.google.com (was Deja News)..

Dave.

292. Question about hdd in Mega St 4 ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 08:25:56 UTC
From: MrSiwy <psion5@kk.net.pl>
Message-ID: <9fkpe6$4do$1@news.tpi.pl>
Source record: 45062

Hello everybody,
I'm new on this group so at the beginning all the best to all.

I need some technical information about hdd in ST/Mega ST.

1. What is the maximum partition size which is visible by pure TOS 1.04 ?

2. Any possibility to make bigger partition than 39MB ?

3. I have ICD AdSCSI Plus interface and software from ICD 6.5.5 ver, the disk with more than 1Gb is visible but when I make partition bigger than 39MB - is not visible. Partition C: is visible and accessible even if the size is 300MB but the rest of the partition is not. When I use autoinstalation - disk is partitioned in right way - from C: to P: but the sizes are not satisfy for me (all drives has 39MB capacity). When I run for example Kaos 2.0 all partition are visible but in a pure TOS - not.

Can anybody has any suggestions what to do, or what I'm doing wrong???

Any answers are welcome.

regards

Slawek

293. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 09:26:56 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b1e035610719d1@free.fr>
Source record: 45063

Hello,

in article <991541358-22747AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Sun 03-06-2001 04:18 (+0200):

> You can load as many ACC's in MagiC you like, providing you have enough

This does not work here, I mean for more than 6 accs.

> memory left ofcourse. You can even load an ACC twice or more times if you
> would like so. Just click on a ACC and it will be lounched, you do not need
> to rename it as PRG or APP either.
> When you don't need the ACC running anymore, throw it out using a taskbar or
> MagiC's build in menu pressing ESC-CTRL-ALT to save precious memory.

You can also hold the control key down when clicking on the menu entry
of the acc you want to stop running.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

294. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 09:26:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b1e035610719d2@free.fr>
Source record: 45064

Hello,

in article <991731500-18351AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Tue 05-06-2001 01:16 (+0200):

> I suppose this is a silly question... but why on earth would you want to
> switch off the NVDI driver when using the NOVA?

Cause it is the way it works (at least with my Nova card): parts of NVDI
(the screen drivers) need to be disabled when using the Nova VDI
(stavdi).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

295. [ANN][ES] General public MagiC SDK

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 09:26:59 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b1e035610719d3@free.fr>
Source record: 45065

Hi all,

Following a lot of requests, Europe Shareware now offers the MagiC SDK
to all Atari users without any restraint. The kit includes:

ï¿½ either MagiC Atari or MagiC Mac or MagiC PC, with paper manual
ï¿½ The GCC kit
ï¿½ GCC Shell, registered version
ï¿½ Ressource Master, registered version, with paper manual
ï¿½ Windom libraries with its printed documentation (200 pages)
ï¿½ EZ Edit text editor (with syntax "colourisation")
ï¿½ Many development libraries
ï¿½ Many development tools

All this for only 99.00 Euros !

(reminder: for active developers the price remains 75.00 Euros).

Have a look at the MagiC SDK page:
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

296. Re: Question about hdd in Mega St 4 ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 09:35:52 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9fktfd$4lja6$1@ID-89932.news.dfncis.de>
Source record: 45066

"MrSiwy" <psion5@kk.net.pl> wrote in message
news:9fkpe6$4do$1@news.tpi.pl...
> Hello everybody,
> I'm new on this group so at the beginning all the best to all.
>
> I need some technical information about hdd in ST/Mega ST.
>
> 1. What is the maximum partition size which is visible by pure TOS 1.04 ?

32 MB is usable, better said. You can see partition, but can't work
with files placed beyond 32 MB.
>
> 2. Any possibility to make bigger partition than 39MB ?

Why 39 MB ? You can use Bigdos or Hddriver. Then limit is 2 GB. With
Mint is possible to use FAT 32 too.
>
> 3. I have ICD AdSCSI Plus interface and software from ICD 6.5.5 ver, the
> disk with more than 1Gb is visible but when I make partition bigger than
> 39MB - is not visible. Partition C: is visible and accessible even if the
> size is 300MB but the rest of the partition is not. When I use
> autoinstalation - disk is partitioned in right way - from C: to P: but the
> sizes are not satisfy for me (all drives has 39MB capacity). When I run
for
> example Kaos 2.0 all partition are visible but in a pure TOS - not.
>

Obviously Kaos has some DOS extensions.
TOS use FAT16 partition system, what means that can adress 65536 sectors,
and it gives limit of 32 MB.
Hddriver increases it by using bigsectors, up to 32 KB.
Normally FAT16 use diverse cluster sizes to make possible adressing whole
partition (up to 2 GB) with 16 bit FAT.

PP

297. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 09:43:48 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9fku3pdvp1@news.comnet.co.nz>
Source record: 45067

"Pascal Ricard" <paricard@free.fr> wrote ...
> Dennis Vermeire wrote on Sun 03-06-2001 04:18 (+0200):
> > When you don't need the ACC running anymore, throw it out using a taskbar or
> > MagiC's build in menu pressing ESC-CTRL-ALT to save precious memory.
>
> You can also hold the control key down when clicking on the menu entry
> of the acc you want to stop running.

Does this simply remove the "focus" from the running accessory and activate another process/acc, or does it kill it?

(MultiTOS AES 4.0 and 4.1 will kill the process/accessory if one Control-clicks the process name in the menu)

Pardon my ignorance if this has been discussed earlier, my newsfeed has been a bit flaky lately.

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"Multitasking without memory management is like having a party in a closet"
(Programming Windows 3.1, Charles Petzold)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

298. sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 10:57:36 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106061354180.29305-100000@hal.pp.fishpool.fi>
Source record: 45068

On Tue, 5 Jun 2001, James Alexander wrote:

> Stock 32 Mhz TT is still got a few more clock cycles per
> second than a 486-25. The instruction set on the 486 is also
> just plain horrific (Yes I do write low level code on a
> regular basis, I know this as fact). If anything will slow
> down a TT it'll be sloppy coding, nothing else.

Care to get involved into MiNT development and cleanup the mess?

Judging from other people's comments, MiNT-Net is rock-solid
using the Hilgarte adapter, while on my Riebl it never has been.
The only conclusion is that the Riebl drivers are a mess, which
is sad, given that everything else works reasonably well. Too bad
Torsten Lang has stopped upgrading his code...

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

299. Re: anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 11:41:36 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9fl4r9$59q$06$1@news.t-online.com>
Source record: 45069

> Just thought I'd share this:
> Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a
> long long time ago. Very innovative software for the time....
>
He programmed Cyber Paint, Aegis Animator and a game called Munch (anyone
got this?). Just look at http://www.stcarchiv.de/stm88/08_jimkent.php3 for
pictures and facts about him.

Greetings,
Matthias

300. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 11:50:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991897294-59901AEicMi@cwcom.net>
Source record: 45095

From: Ken Springer <wordworks@greeleynet.com>
Date: Tue, 05 Jun 2001 17:52:36 -0600

>> Are you absolutely sure that the problem is due to the software?
>100% sure??? No, but 99% sure. The printer is not detected during boot
>up with or without GDOS, so if it's not found, it can't be used. But

It's been a long time since I used an Atari laser printer, so I can't recall
if it's meant to announce itself at bootup or not. I do remember the cautions
about having it and any other DMA devices (that would mean a Supercharger or a
Link-type ACSI-SCSI converter) plugged in in the right order.

However, it seems to be a software problem which has bitten you as you
suggest. :-(
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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

301. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 11:53:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991897296-60429AEicMi@cwcom.net>
Source record: 45096

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Tue, 5 Jun 2001 19:33:26 +0200

Hi Bernd,

'Scuse me butting in here, but did you get my email asking for your jinnee
context-sensitive Scripter scripts for the DDP web site?
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

302. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 12:25:01 UTC
From: ebaiz@skyenet.net
Message-ID: <xipT6.278$b9.1540@newsfeed.slurp.net>
Source record: 45070

On 4 Jun 2001 12:2:20 +0, "Iggy Drougge" wrote:
>A word of advice to the people who are fed up with their Ataris:
>Send your old machines to me, then buy yourselves a Milan or a Hades. You seem
>to be expecting very much of 68000 or at best 68030 machines when there are
>faster, better machines available.

As I got fed up with my Atari machines I moved up to the next Atari
level and kept the previous one. Now I am glad I did as I have
everything from the 2600 to the Hades and I am very happy.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

303. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 12:25:03 UTC
From: ebaiz@skyenet.net
Message-ID: <zipT6.279$b9.1540@newsfeed.slurp.net>
Source record: 45071

On 5 Jun 2001 23:31:05 +, Lonny Pursell wrote:
>On Sun, 4 Jun 2001, Greg Goodwin wrote:
>
>> I'll be the first to say that I use my computer for mainly BBS'ing, E-mail,
>> newsgroups, and a few games. So 25% might be enough for a fairly fun computer.
>> But in all truth, being a Jay Miner fan, I might follow the linage of the
>> Atari 800... and try the Amiga for a while. (That step-child of Atari) LOL
>
>I hope that was a joke, neighbor guy has a 060 amiga... runs slower
>than my Hades. You will need a PPC card to get some usable speed
>which again sets you back nearly as much as a Hades. ;-)

Yes, that had to be. The regular Amiga is nice, but is not much better
than a STe. Right now, if you want speed, the Hades is the best bet. I
think Greg mentioned he wanted to get a Mac, which is not too bad
either. Then he could get MagicMac and run all his favorite Atari
programs. But if I was in his shoes, I would wait for the net TOS
computer to come out, then compare it to the Hades and make my decision.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

304. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 16:02:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991856296-100095AEicMi@gmx.net>
Source record: 45078

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Tue, 5 Jun 2001 19:33:26 +0200

Hi Bernd,

>I test a program on my falcon and this program have some problems, when
>the NOVA is installed. I must run this program with and without the NOVA
>driver to find the problem and the author can fix this problem.

I've placed NVDI just behind STA_VDI in the Auto folder:

EMULATOR
MENU
STA_VDI
NVDI
XBOOT

MAGXBOOT
etc...

The first four progs are always active, I've put the file flags to write-
protected. Write protected files are automatically selected in XBoot. So
when removing that flag, Xboot will not lounch it, since in the set it
isn't marked as being active...
By toggling the write protect flag, you can easily enable/disable NVDI,
without having to fiddle with the XBoot sets.

This only works with the Nova drivers enabled, see my other posting for a
possible solution with disabled Nova driver...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

305. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 16:05:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991856302-101367AEicMi@gmx.net>
Source record: 45080

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Mon, 04 Jun 2001 19:00:08 GMT

Hi Michael,

>They would never want to loose the customers they gained from their easy
>web site in order to make the site harder to use again because some guy
>with an Atari wanted them to.
Never ever mention you use an Atari, in general these firms will not handle your complaint(s) seriously. A little white lie goes a long way... ;-)
For example someone running MagiCMac on a G4, should avoid using the word "MagiCMac". Telling them that with the latest Mac G4 you have difficulties accessing their website is much more effective... forget to mention CAB or MagiCMac.

>Anyway, like I said, we've got to just bear down and get a working HTML
>4/CSS/Javascript/SSL browser that is usable (yes, it *can* be done!) and
>can use multimedia viewers like Aniplayer (like CAB does) to view embeded
>video and such, and eventually work on things like streaming audio/video
>protocols and Flash. It's a huge order, I know, but this is how far behind
>we've gotten because we've sat on our butts and complained about advancing
>technology.
I agree, well, it's difficult not to agree...
But this brings us back to a discussion which was held here a couple of months ago. The Atari computers used by the majority of the people here isn't suited for this.Unless we all throw out our Atari and buy a fast Atari clone, this software simply wouldn't run or be much too slow.
And then there's still the question who is capable of writing/porting the software. The only browser which is currently still further developed is Adamas (Draconis Pro) and after countless updates it still isn't as good and reliable as CAB is.

>The moment we insist something isn't necessary (like Javascript)
>or that it's going out of style, simply because we as Atari users can't
>use it and make excuses for why others shouldn't be able to as well,
>that's the time this new technology finds it's niche and really takes off,
>leaving us in the dark ages. I've seen it happen nummerous times here, and
>it's probably the most frustrating part of being an Atari user.
Maybe we should face the hard facts, and accept that surfing the web with a Atari is not the brightest idea... no one here demands a program to watch DVD films because they know the hardware isn't capable of this. We should accept the simple fact that a 68030 has its limitations.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

306. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 16:06:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991856298-100743AEicMi@gmx.net>
Source record: 45079

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 5 Jun 2001 18:29:26 GMT

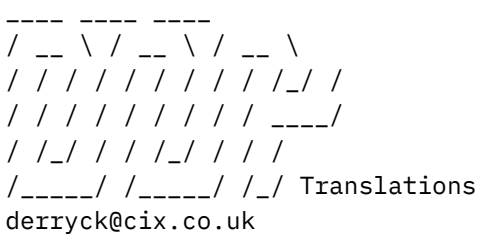
Hi Jo Even,

>This might be true for ET4000-based Novas, but if you want to use NVDI on
>Mach64-based Novas you must first run Nova VDI, then NVDI with disabled
>screen-drivers.
Yes I know this, this is the standard procedure for Nova cards with a
ATI Mach32 or Mach64.

>However, if you want to boot without the Nova but just plain NVDI, the
>screen-drivers must be activated again.
One solution to this problem is to use two different GEMSYS folders, for
example GEMSYS and NOVASYS, one would hold enabled NVDI screendrivers while
the other one would hold the disabled drivers. You would have to keep two
different ASSIGN.SYS files also ofcourse. In XBoot a seperate set should be
created, which would load the assign file for the folder containing the
enabled NVDI drivers...

There are different solutions to fix this problem... the one given here is
just one example, it works for me, but someone else might find it rather
cumbersome...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

307. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 16:18:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991856306-102135AEicMi@gmx.net>
Source record: 45081

From: Sylvain Perchaud <sylvain@europe-shareware.org>
Date: Tue, 05 Jun 2001 15:41:36 +0100

Hi Sylvain

>I recommend CD Writer Suite from Anodyne Software.
>It does all you nead and can handle the main file format (RockRidge,
>ISO...). And it's more affordable than Soundpool's software.
Sorry but I disagree.
Just compare the features of both packages and it should be clear to anyone that the Anodyne software is a very basic offering... the only thing speaking in it's favour is the support of long file names.
Someone looking for a program that is able to make a backup from his harddisk will be very pleased with the Anodyne CD Writer Suite. But anyone wanting more will soon find out that for serious stuff the only solution is SoundPools CD Recorder Pro.

For example:
How do you create a Mixed Mode or CD Extra CD with the Anodyne package?
How can a copy be made from a Mac HFS format CD? Can the package make backups using the archive bits (easy backup, space saving)? What about a copy of a sampler CD ?

I agree that SoundPools sofware is more expensive but think this is normal, Calamus costs more then Papyrus also... you usually pay for what you get...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

308. Re: anybody remember Jim Kent

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 17:42:46 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106060942.cacafce@posting.google.com>
Source record: 45073

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:<9fl4r9$59q$06$1@news.t-online.com>...
> > Just thought I'd share this:
> > Jim Kent was the programmer who produced CAD 3D and Sculpt on the ST a
> > long long time ago. Very innovative software for the time....
> >
> He programmed Cyber Paint, Aegis Animator and a game called Munch (anyone
> got this?). Just look at http://www.stcarchiv.de/stm88/08_jimkent.php3 for
> pictures and facts about him.
>
> Greetings,
> Matthias

Thanks for the link. Never heard of the game. Checked out the link. It looks like him, but the articles appear different than any I have ever read. I can't understand a darn thing being said about him;-).

Later Brian.

309. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 17:49:31 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106060949.2ed98f9c@posting.google.com>
Source record: 45074

Dan <aahuls@xs4all.nl> wrote in message news:<991574948-065658AEicMi@xs4all.nl>...
> > Hello Bengy,
>
> I can load the main page in CAB 2.8, but the area where the news
> should appear stays blank (no picture and text) When I
> activate the "don't show pictures" in CAB then the news text
> shows up. Impossible to load the text and picture at the same
> time. Never had this before on your site.
> Am I the only one ?

Toggle the document settings and tell me what happens, I am not near my Atari right now.

Later Brian.

310. Kill an acc (was: ATmenu.app)

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 17:55:42 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b1e7a1a6d3c560@free.fr>
Source record: 45075

Hello,

in article <9fku3pdvp1@news.comnet.co.nz> (comp.sys.atari.st)
G Swaine wrote on Wed 06-06-2001 21:43 (+1200):

> > You can also hold the control key down when clicking on the menu
> entry
> > of the acc you want to stop running.
>
> Does this simply remove the "focus" from the running accessory and
> activate another process/acc, or does it kill it?

It kills it (afaik) in the same way as it can be donne with aes 4.0 or 4.1

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

311. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 18:53:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106061849100.194-100000@localhost>
Source record: 45072

On Wed, 6 Jun 2001, [iso-8859-1] Martin-Éric Racine wrote:

> Care to get involved into MiNT development and cleanup the mess?

With ammount of probs and coments u have, why dont u?

> Judging from other people's comments, MiNT-Net is rock-solid
> using the Hilgarte adapter, while on my Riebl it never has been.
> The only conclusion is that the Riebl drivers are a mess, which
> is sad, given that everything else works reasonably well. Too bad
> Torsten Lang has stopped upgrading his code...

I had some troubles on my old ISP.. Now iwe moved and Riebl is rock solid.. Im a lot on internet, transfer not so little as well, and i this year and a haf i had no probs at all.. Only Plip gives some troubles, bit Ozk fix it, and last few months there is no probs. ONLY riebl related problem is loosing MAC addres once or twice, because of bad battery.

Janez

312. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 19:41:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9fm10c$nj4$1@plutonium.compulink.co.uk>
Source record: 45082

In message <3b1c1028$0$7280@news.zetnet.co.uk>, jlog@zetnet.co.uk said:

>|>These come as pc executable files (*.exe) and have to be run on a pc
>|>to unpack them. Then copy the appropriate files (roman, italic etc)
>|>to your NVDI font directory on the Atari and reboot (or re-install).
>| . . . .
>|A neat trick is to rename it to *.ZIP, often you can then unzip it.
>|Thereby, sparing yourself the trouble of using a PC ;-)
>
>Ha! Very good! I tried this trick on the VoiceLearn files from ROM
>Logicware and it worked. Excellent!

Anybody tried this with True-types such as supplied with my
DeskJet printer, for instance, which have an underscore at the end
of the filename? ISTR I tried the ZIP trick and it didn't work.
Eventually Derryck extracted then for me on a PC. As I recall,
there wasn't all that great a difference in size, so it presumably
wasn't zipped (though it may just have been a very low compression
ration).

Regards, /Peter/

313. Re: ATmenu.app

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 19:53:14 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B743D874.14AEF%nameerf@flash.net>
Source record: 45083

in article 991856302-101367AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 6/6/01 8:05 AM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Mon, 04 Jun 2001 19:00:08 GMT
>
> Hi Michael,
>
>> They would never want to loose the customers they gained from their easy
>> web site in order to make the site harder to use again because some guy
>> with an Atari wanted them to.
> Never ever mention you use an Atari, in general these firms will not handle
> your complaint(s) seriously. A little white lie goes a long way... ;-)
> For example someone running MagiCMac on a G4, should avoid using the word
> "MagiCMac". Telling them that with the latest Mac G4 you have difficulties
> accessing their website is much more effective... forget to mention CAB or
> MagiCMac.

Very true! The only two times when I've mentioned Atari and have been shown
respect was when I was buying my Mac, and the guy (who used to own an Atari
as well) thought I was getting rid of the Atari altogether in favor of the
Mac, and when I told a PC salesperson that I needed parts to do an
"electronics project on an 'old' Atari computer" when I was doing a project
on my Falcon.

>> Anyway, like I said, we've got to just bear down and get a working HTML
>> 4/CSS/Javascript/SSL browser that is usable (yes, it *can* be done!) and
>> can use multimedia viewers like Aniplayer (like CAB does) to view embeded
>> video and such, and eventually work on things like streaming audio/video
>> protocols and Flash. It's a huge order, I know, but this is how far behind
>> we've gotten because we've sat on our butts and complained about advancing
>> technology.
> I agree, well, it's difficult not to agree...
> But this brings us back to a discussion which was held here a couple of
> months ago. The Atari computers used by the majority of the people here
> isn't suited for this.Unless we all throw out our Atari and buy a fast Atari
> clone, this software simply wouldn't run or be much too slow.
> And then there's still the question who is capable of writing/porting the
> software. The only browser which is currently still further developed is
> Adamas (Draconis Pro) and after countless updates it still isn't as good
> and reliable as CAB is.

This is true. The problem is, we need these "high-end" browsers if the
high-end Atari clones are to be worth getting.

>> The moment we insist something isn't necessary (like Javascript)
>> or that it's going out of style, simply because we as Atari users can't
>> use it and make excuses for why others shouldn't be able to as well,
>> that's the time this new technology finds it's niche and really takes off,
>> leaving us in the dark ages. I've seen it happen nummerous times here, and
>> it's probably the most frustrating part of being an Atari user.
> Maybe we should face the hard facts, and accept that surfing the web with a
> Atari is not the brightest idea... no one here demands a program to watch
> DVD films because they know the hardware isn't capable of this. We should
> accept the simple fact that a 68030 has its limitations.

Yep. This is true. The 68030 has definitely seen better days! Hopefully inexpensive upgrades will be made available (like CT60 or Tempest - maybe...). This would at least allow a larger percentage of people to be able to own a higher-end machine without spending thousands. Then maybe a good full-featured browser will be a reasonable request? I don't know... But I'd still like to see something at least a *little* better than CAB come out sometime soon.

Mike Freeman
nameerf@flash.net

314. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 20:16:22 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106062314120.29305-100000@hal.pp.fishpool.fi>
Source record: 45084

On Wed, 6 Jun 2001, SWE/YesCREW wrote:

> On Wed, 6 Jun 2001, [iso-8859-1] Martin-ï¿½ric Racine wrote:
>
> > Judging from other people's comments, MiNT-Net is rock-solid
> > using the Hilgarte adapter, while on my Riebl it never has been.

> I had some troubles on my old ISP.. Now iwe moved and Riebl is rock
> solid..

The Riebl works okay, as long as the next machine is at least
15ms away, but within this LAN all machines are closer and the
Riebl drivers regularly die. I can download impossibly huge
files form the Net but, if I try downloading the same file from a
machine within my LAN, it crashes the Reibl drivers and the only
cure is to reboot.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

315. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 20:34:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <992025152-425031AEicMi@bun.com>
Source record: 45149

Hi Dave,

hows the hormone deficency today, you should try viagra.

>my Veloce 020 failed, would my machine be repaired and returned, or
>would it be exchanged for something technically inferior?."

>That it was based upon a story by lai, that he used in February against
>Barrie.

No it wasnt. What happened in february then, i missed that..

>Once again a made up story.

No it wasnt

>Come on Lai post your mail to the group.

This seems to exist only in your mind!.

>You haven't been telling stories have you??????????

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

316. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 20:41:58 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <991938710-48479AEicMi@xs4all.nl>
Source record: 45104

>From: madmax@bfree.on.ca (madmax)
>Date: 6 Jun 2001 10:49:31 -0700
>
>Dan <aahuls@xs4all.nl> wrote in message news:<991574948-
>065658AEicMi@xs4all.nl>...
>> > Hello Bengy,
>>
>> I can load the main page in CAB 2.8, but the area where the news
>> should appear stays blank (no picture and text) When I
>> activate the "don't show pictures" in CAB then the news text
>> shows up. Impossible to load the text and picture at the same
>> time. Never had this before on your site.
>> Am I the only one ?
>
>
>Toggle the document settings and tell me what happens, I am not
>near my Atari right now.
>
>Later Brian.

Thanks for the advice, it makes no difference, good to know,
maybe in other problematic situations it could help. In the
meantime Bengy has changed that newspage and it loads
perfectly now in CAB.

Cheers
Dan

317. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 21:01:32 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <992025158-426458AEicMi@bun.com>
Source record: 45148

Hi Lonny

>Perhaps you should search "xtos" in the archives and see just what we
>were refering to...

I'l try to, but to be honest when i saw the remark i replied to i realy
didnt see what the problem was, i honestly have never got the impression
it was kicked just cos it was lying there convenient.

I have heard negative coments yes, but lets face it, when do we actualy
hear anything positive about anything in here, IMO, you judge something
in here by the degree of negativity!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

318. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 21:08:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9fm643koo1@snipp.uninett.no>
Source record: 45085

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>However, if you want to boot without the Nova but just plain NVDI, the
>>screen-drivers must be activated again.
> One solution to this problem is to use two different GEMSYS folders, for
> example GEMSYS and NOVASYS, one would hold enabled NVDI screendrivers while
> the other one would hold the disabled drivers. You would have to keep two
> different ASSIGN.SYS files also ofcourse. In XBoot a seperate set should be
> created, which would load the assign file for the folder containing the
> enabled NVDI drivers...

> There are different solutions to fix this problem... the one given here is
> just one example, it works for me, but someone else might find it rather
> cumbersome...

I think my little tool is easier to use: Just run it after sta_vdi and
before NVDI. It will automatically disable NVDI's screen-drivers if
sta_vdi is run, and enable them otherwise.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

319. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 21:10:02 UTC
From: ACE <ace@NOSPAMbreathe.com>
Message-ID: <E1xT6.49026$D91.128484@news2-hme0>
Source record: 45086

email me at ace@breathe.com for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

320. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 23:06:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106061506.6d1d7de3@posting.google.com>
Source record: 45087

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<991482064-76967AEicMi@gmx.net>...
> From: Diedrich Dirks <ddwhv@gmx.de>
> Date: Wed, 30 May 2001 13:50:15 +0200
>
> Hi Diedrich,
>
> >But full colours works only up to 600 * 300 dpi, Beste-600 dpi is
> >only in grey. PhotoREt (2400*1200) is not available.
> So the bottomline is that the new HP printers can't do photo quality
> when used with the NVDI printerdrivers? Then these printers are not
> really an option if NVDI isn't updated (anymore). If 600*300 is the
> best one can get from these printers, one could just as well buy a
> second hand model, which is supported by NVDI and lots of custom
> printerdrivers.
>
This is essentially true. Without an update, 600 dpi is about the
best we can hope for. Fortunately, many printers are backwards
compatible, so at least they work.

Galen (back for the first time since January)

321. Re: Xaaes Res change

Newsgroup: comp.sys.atari.st
Date: 2001-06-06 23:26:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B1EBBD6.95687E6D@chello.nl>
Source record: 45088

Hi Mark

Mark Bedingfield wrote:
>
> Hi guys, back from NZ and decided to have another crack at Xaaes. I have a
> better idea now after playing with AES 4.1. I have a shareware version of
> thing 1.09, and Xaaes running fine. But 2 things anoy me, one is the res
> thing, how to use cent screen or thde like und Xaaes;-)

Run XaAES from mint.cnf with the -fvideo parameter.
I dont have a falcon. But happily Ronald Andersson has helped me to get it
working. Unfortunately I forgot to ask him which values for -fvideo are good ones.
Somehow I have the feeling that somewhere in the centscreen documentation
these values can be found. Dont search for the word fvideo! That is a private
XaAES invention. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

322. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 01:26:36 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <TCAT6.31$jq1.9051@nsw.nnrp.telstra.net>
Source record: 45089

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:001b1f7a@fmlynet.org...
> FamilyNet Newsgate
>
> > From: "Iggy Drougge" <optimus@canit.se>
> > Greg Goodwin skrev:
> >> Fun computer, but honestly, as various applications stop working
> >>along the way without any thing new being added or modified, I find the
Atari
> >> ST/TT platform to be at the point of tedium.
> > LOL, and that's coming from someone who's running a 1040STE.
>
> :) True.
>
> > A word of advice to the people who are fed up with their Ataris:
> >Send your old machines to me, then buy yourselves a Milan or a Hades. You
seem
> > to be expecting very much of 68000 or at best 68030 machines when there
are
> > faster, better machines available.
> > --
>
> (Sigh!) It's intriging. The Milan and Hades really do look quite
nice,
> but in the end, don't you basically get a computer that can run 25% of the
ST
> software (games included in that equation) and all the remaining 75% with
the
> blazingly fast 68060 processor allow it to crash at 20x the speed of a TT.
:)
>
> In the end, you got a nice working machine, which has some good word
> processing, desk top publishing, Midi if you're lucky, some IBM emulation,
> Spectre and Mac emulation seems to only have made it to the TT level, and
> though you can get graphics and sound cards, (assuming you are able to
locate
> those holy grails on the even more fun to find Hades and Milan, which is
> especially fun on this side of the pond), no matter how fast you go, CAB
is
> still quite limited.
>
> So let's see, for the price well over a iMac (Speaking of the Hades
and
> Milan) I get a computer that can't move as fast, can't surf worth

anything, can
> run a quarter of it's platform's own software, and even if it could run
the
> whole assortment, that is about 2% as many as you can find on a PC (being
> generous on that one) and about 10% of what can be found on a Mac.
>
> Oh yes... where do I sign? :)
>
> I'll be the first to say that I use my computer for mainly BBS'ing,
E-mail,
> newsgroups, and a few games. So 25% might be enough for a fairly fun
computer.
> But in all truth, being a Jay Miner fan, I might follow the linage of the
> Atari 800... and try the Amiga for a while. (That step-child of Atari)
LOL
>

You'll be glad you did, I am.

323. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 02:30:20 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9fmovs$31b$1@news.chatlink.com>
Source record: 45090

On 4 Jun 2001 04:05:30 G, "Raymond Collins" wrote:
>Here is how to simply things a little.

Master Z,

>TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode SIMMs.
> ^^^^^^^^^^^^^^^^^^^
>The 8 means 8 chips on each memory card, NOT 9 or 3, they will not work.
>I purchased my chips through Memory Supersource 1-800-457-6837.
>Item # WM4000870S 4MX8 70NS SIMMS
>
>
>The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
>The jumpers settings are as follows:
>
> w101 w102 w106
>1M x 8 SIMMs (4MB) 2-3 2-3 2-3
>4M x 8 SIMMs (16MB) 1-2 1-2 1-2

When TT30 owners say they have 32mg of TT-fast Ram how do they do this ??
Also do you remove the old 1MB chips off the old SIMMs cards and
install the new chips, or buy the chips and cards as a unit ??? Could
you give us a idea of the cost of the 4MB chips ??

Thanks for a great post! Donner......

>
>jumpers w103 & w104 are for the start address remain the same 2-3
>jumper w105 is for burst mode ON 2-3 OFF 1-2
>
>
>--
> Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD
> a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
> rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card
> collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983
>
>
>"Oracle" <NoSpam!@Getlost.com> wrote in message
>news:kpgS6.97354$ff.741429@news-server.bigpond.net.au...
>> its all too complicated... i think ill just stay with 4mb :)
>>
>>
>
>
>.

324. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 03:14:11 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106070613160.10288-100000@hal.pp.fishpool.fi>
Source record: 45093

On 7 Jun 2001, Don Wolfe wrote:

> When TT30 owners say they have 32mg of TT-fast Ram how do they do this ??

See URL below.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

325. Sysinfo.prg failed... what does that mean?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 03:17:45 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B1EF2A5.E8292663@mediaone.net>
Source record: 45091

Hi all,

Just tried to figure out the innards of my system after trying to take it open it up proved to be hell (THE HEAT SHIELD! TIPS?) I also basically wanted to see which TOS I had and how much RAM was in there.

I had a TOS ERROR #35. I've had those a few other progs as well, but thankfully nothing serious (mostly games). What does this mean?

Any alternative programs?

Thanks,
Matt

Email address different from message:
KappaGuy99 AT aol DOT com

326. ? 'bout LOGIC 2.5 Chord Font, Symbol Font (Music)

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 03:22:32 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b1ef41f$0$18899$272ea4a1@news.execpc.com>
Source record: 45092

Hello,

A while back I got an upgrade from LOGIC 2.01 to LOGIC 2.5

Chord Font and Symbol Font were not included in upgrade package.
I am using them from LOGIC 2.01

Does anyone know if these Fonts were upgraded in the "full" LOGIC 2.5
package?

Reason: When I type in chord symbols (when using a normal text font as
stated in manual) the flats and sharps vary.
Example: Dbmaj9b5 - The first b is a music symbol (flat),
The second b is a text symbol (letter b).
I'd like the 2nd b to be a music symbol, not text.

thanks,

ken

327. FS/T: Brand New Atari Jaguar Items - New Game Titles Added

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 04:14:17 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <tcDT6.6695$94.1019567@news0.telusplanet.net>
Source record: 45094
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.toys,rec.toys.misc,rec.toys.vintage

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 6/06/2001
- Sold/Traded Items Removed

I have a limited amount of brand new (sealed) Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping. Overseas shipping is available.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $10
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the

exception of CyberMorph are available only with the purchase of a Jaguar
game system.
- Checkered Flag $15
- CyberMorph $5 (No Box)
- Kasumi Ninja $30
- Tempest 2000 $40
- Troy Aikman Football $30
- Wolfenstein 3D $30

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

Trades
==========
I am also willing to trade for/towards rare or sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar CD Unit or Jaguar Accessories
- Atari Jaguar Games (Most titles)
- A working Vectrex controller
- Atari Force Comics Issue #1 (January 1984), Issues 4 thru 7, and Issues
12 thru 20

328. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 07:13:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1F297C.9FB3AA2D@siemens.at>
Source record: 45097

Sylvain Perchaud wrote:
> I recommend CD Writer Suite from Anodyne Software.
> It does all you nead and can handle the main file format (RockRidge,
> ISO...).
> And it's more affordable than Soundpool's software.

But I already have the Soundpool software and I'm quite satisfied
with everything except the missing LFN support. So to pay the price
of Extendos Gold + CD Writer Suite for this single feature is not
that cheap although I'm considering it.

Gerhard

329. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 07:17:25 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1F2A85.64225DCC@siemens.at>
Source record: 45098

Steve Sweet wrote:

> People that have responed to threads in the past mentioning LFN support
> have suggested its extremely easy to implement, so whats their problem?.

If I only knew that. Since someone else mentioned mailing them about
LFN support I thought sending them another mail about that topic
would help but it doesn't seem so. But maybe if some others would
do the same...

Gerhard

330. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 07:20:33 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B1F2B41.A384123B@siemens.at>
Source record: 45099

Galen wrote:
> This is essentially true. Without an update, 600 dpi is about the
> best we can hope for. Fortunately, many printers are backwards
> compatible, so at least they work.

Well. Isn't 600 (or 720 at Epson printers) enough ? At least I'm satisfied with the CD Covers I print with my Epson 760.

Gerhard

331. Re: Sysinfo.prg failed... what does that mean?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 09:19:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991987968-169558AEicMi@cwcom.net>
Source record: 45125

From: Tom Brady <Tebrady@mediaone.net>
Date: Thu, 07 Jun 2001 03:17:45 GMT

>Just tried to figure out the innards of my system after trying to take
>it open it up proved to be hell (THE HEAT SHIELD! TIPS?) I also

Vague, you didn't mention which Atari computer you're talking about. Anyway, the usual way of disassembly on the ST(E,FM) range is to remove all the screws from underneath the computer. Lift the top a little and remove to the right, clearing the floppy eject knob.

Then unplug the floppy drive and remove it, unscrew the PSU, unplug and remove it, take out all the screws from around the motherboard. Slide the motherboard towards you a little, and take a pair of pliers and straighten all the tabs which hold top and bottom shields together. Lift the top shield off. Job done.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

332. Re: ST version of ActionReplay?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 12:25:44 UTC
From: Maciej Chojnacki <mch@people.pl>
Message-ID: <9fpnl3$5vg$1@news.tpi.pl>
Source record: 45119

Oki, I've got 1040 STFM. And now... your price? :))

Maciek

U�ytkownik "Steve Stupple" <Steve@atari.org> napisa� w wiadomo�ci
news:Mh155KACC4F7Ew+e@atari.org.uk...
> In article <9f7j0dnlc1@news.tpi.pl>, Maciej Chojnacki <mch@people.pl>
> writes
> >Hi all!
> >
> >I'm looking for the Atari ST version of an Amiga freezer called
> >"ActionReplay". Anybody knows where can I buy it? Anybody owns one and
wants
> >to sell it? ;)
> >
> >Maciek
> >
> >
> Hiya
>
> The only cartridge that spring to mind for the ST is the one by Romantic
> Robot the 'multiface ST' cartridge. This allows saving and freezing of
> software, etc..
>
> But it DOESN'T run on STE's.
>
> If you are interested, i do have one for sale.
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

333. Re: TV jack on 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 15:34:01 UTC
From: KappaGuy99@aol.com
Message-ID: <f5240491.0106070734.2fe6ec31@posting.google.com>
Source record: 45100

Do they make a cable that goes from the RCA jack on the Atari to a
standard cable (coaxial) input on a TV? I've never seen one like that
before.....

"David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:<t%kT6.1084$fi2.28731@news.cpqcorp.net>...
> "Tom Brady" <Tebrady@mediaone.net> wrote in message
> news:3B1DBB3C.5AC74B6D@mediaone.net...
> > Hi all,
> >
> > I just got a new 1040 STe (first time ST user) and I have a mono
> > monitor. I'm using this for MIDI but I don't really *need* to use it
> > for just that... (could always play a game). I've tried running the
> > signal through an old 2600 switchbox on my TV but no luck. What do I
> > need to get the damn TV jack to work?! Thanks!
> >
> > If you choose to email your reply please email to:
> > kappaguy99 AT aol DOT com
> >
>
> Tom,
> A couple of thoughts. Firstly you may need to unplug the mono monitor. When
> that is plugged in it changes the line sync to a rate you TV can't
> understand. Secondly the TV output jack is RF so it should just go to the TV
> antenna/arial socket and does not need any other converteer. If your TV has
> RGB/SCART inputs you get a much better picture from those. You need a lead
> which goes into the monitor socket on the STE. Instrctions for making a
> lead for these appeared on here a little ago. Try searching the list
> archives at groups.google.com (was Deja News)..
>
> Dave.

334. DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 15:39:41 UTC
From: madmax@bfree.on.ca
Message-ID: <3b1fa03d@jupiter.bfree.on.ca>
Source record: 45101

Hi Guys.

I am testing my troublesome Newserver. It is apparently been fixed.

Let me know if you see this post, both here and via email.

Thanks Brian.

335. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 16:43:52 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106070843.74851e5@posting.google.com>
Source record: 45102

gokmase@bigfoot.com (=?ISO-8859-1?Q?Joakim_H=F6gberg?=) wrote in message
news:<366c6d2a.0106050055.4f059976@posting.google.com>...
> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote in message
>
>
> > For me, the math is simple: most recent GEM apps really require
> > MagiC and fail on MiNT/N.AES
>
> Just out of curiosity, what apps are you refering to here?
> ATM I cannot recall too many that really requires MagiC.

Still waiting for the answer to this question..

/Joakim

336. Re: DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 17:04:53 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b1fc1306242f0@free.fr>
Source record: 45103

Hello,

in article <3b1fa03d@jupiter.bfree.on.ca> (comp.sys.atari.st)
Brian Van TIlborg wrote on Thu 07-06-2001 11:39 (-0400):

> Let me know if you see this post, both here and via email.

Got it :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

337. Re: TV jack on 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 18:07:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7451131.14B0A%nameerf@flash.net>
Source record: 45105

in article f5240491.0106070734.2fe6ec31@posting.google.com, M. Brady at KappaGuy99@aol.com wrote on 6/7/01 7:34 AM:

> Do they make a cable that goes from the RCA jack on the Atari to a
> standard cable (coaxial) input on a TV? I've never seen one like that
> before.....

If I'm not mistaken, you can use an old game switchbox, like the ones that came with the Atari 2600's, and use a terminal adapter that has screw terminals on one side (which the box connects to) and a coaxial connector on the other to connect to the TV. They may now even make the boxes with the coaxial connector built in. If you're in the U.S., any Radio Shack or equivalent store should carry both of these.

Mike Freeman
nameerf@flash.net

338. Re: Sysinfo.prg failed... what does that mean?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 18:10:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106072010.a17272@su2.maus.de>
Source record: 45145

Hi Tom,

TB>I had a TOS ERROR #35.
that means that the executable file is *not* executable!

Your copy has been corrupted anywhere. I think your only coice is to
get another copy... :-((

Und TTschï¿½
ps

339. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 18:11:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106072011.a17273@su2.maus.de>
Source record: 45146

Hi Gerhard,

JG>But I already have the Soundpool software and I'm quite satisfied with
JG>everything except the missing LFN support. So to pay the price of
JG>Extendos Gold + CD Writer Suite for this single feature is not that
JG>cheap although I'm considering it.
if there are two friends who'd like to burn with their Atari
computers, one could buy Anodyne and one Soundpool... :-)

Und TTschï¿½
ps

340. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 18:48:23 UTC
From: "Rick D." <"74766,1561"@compuserve.com>
Message-ID: <3B1FCC77.6890A629@compuserve.com>
Source record: 45106

JLensbo wrote:

> Could someone please point me in the direction where I might buy a Lynx? I
> have 3 dead ones and, therefor, a ton of useless games.
>
> Thanx!
> jlensbo@aol.com

My main two problems with "dead Lynxes" is the power connector. The pins break loose. Resoldering fixes that. This can keep batteries from working two.

Rick D.

341. Editor/librarian for Korg DS8 synth?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 18:58:47 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9foit7gej1@newsg1.svr.pol.co.uk>
Source record: 45107

Hi folks

Just a line to ask if anyone knows of a dedicated editor or librarian or even both for Korg's DS8 digital synth. Also, anyone know where I can download some decent sounds for it: the factory presets are no great shakes!

Cheers :)
Al

ps by the way, any other Atarians looking for DS8 sounds, the factory sounds are available for download at Korg's site (www.korg.co.uk) in a zip file.

342. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 21:01:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9foq2u$r9$1@snipp.uninett.no>
Source record: 45109

SWE/YesCREW <jvalant@m42.cx> wrote:

> I had some troubles on my old ISP.. Now iwe moved and Riebl is rock
> solid.. Im a lot on internet, transfer not so little as well, and i this

I have two Riebl-cards myself, but have never been able to get them
working. The best I've managed is to ping my TT from my PC, but as soon as
the TT receives a packet it crashes. I would be very interested in more
details on your setup (kernel, driver etc.)...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

343. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 21:26:03 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <tcST6.10856$vR1.32179@nntpserver.swip.net>
Source record: 45110

"Lyndon Amsdon" wrote:

> >I made the mistake of purchasing an IBM HD. It doesn't seem to be very
> >compatible with either the onboard scsi interface of my TT (of course
> >that has problems of its own) or the Link 2 interface i've already got
> >hanging off my STe.
> >
> >So, with that in mind. What would be a good scsi drive choice these days
> >for an atari? Any brands safe? Should any brands be avoided?
>
> I am putting a list togther slowly (exams take priority) but check out
> http://www.lyndonamsdon.co.uk then go to devices and select the SCSI
> drives section. Should be there, I think IDE HDs aren't there but you
> want SCSI. I will need to add comments like if the drive is from the same
> family. eg seagate barracuda then all barracudas should work, as the
> firmaware is the same throughout the family.

Also take a look on the CAF compatible HD-list on my site. Additions are
very welcome if you have experience with other models also.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

344. Re: Editor/librarian for Korg DS8 synth?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 22:34:01 UTC
From: Paul CAILLET <atarmusici@infonie.fr>
Message-ID: <991953206.833263@romulus.infonie.fr>
Source record: 45167

Hi Al !

> Just a line to ask if anyone knows of a dedicated editor or librarian
> or even both for Korg's DS8 digital synth. Also, anyone know where I
> can download some decent sounds for it: the factory presets are no
> great shakes!

Maybe you can find on http://www.synthzone.com something for your DS8 :-)

Bye ...

--
Paul.
paulcaillet@altern.org
http://musique.atari.org

345. Re: ? 'bout LOGIC 2.5 Chord Font, Symbol Font (Music)

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 22:37:25 UTC
From: Paul CAILLET <atarmusici@infonie.fr>
Message-ID: <991953409.860864@romulus.infonie.fr>
Source record: 45168

Hi Ken !

> A while back I got an upgrade from LOGIC 2.01 to LOGIC 2.5

I've got Logic 2.01 ...
Where are found the Logic 2.5 upgrade ?
I'm interesting about it :-)

Thanks for your anwser ...

--
Paul.
paulcaillet@altern.org
http://musique.atari.org

346. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 22:50:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106072249120.156-100000@localhost>
Source record: 45108

On Wed, 6 Jun 2001, [iso-8859-1] Martin-Éric Racine wrote:

> The Riebl works okay, as long as the next machine is at least
> 15ms away, but within this LAN all machines are closer and the
> Riebl drivers regularly die. I can download impossibly huge
> files form the Net but, if I try downloading the same file from a
> machine within my LAN, it crashes the Reibl drivers and the only
> cure is to reboot.

Well to my other ethernet device (modem) is some half a meter...

Janez

347. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 23:01:34 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B2007CE.3B498CB1@greeleynet.com>
Source record: 45111

Derryck Croker wrote:

> It's been a long time since I used an Atari laser printer, so I can't recall
> if it's meant to announce itself at bootup or not. I do remember the cautions
> about having it and any other DMA devices (that would mean a Supercharger or a
> Link-type ACSI-SCSI converter) plugged in in the right order.

Yea, the "order things have to be plugged in" plagued a lot of people.
IIRC, normally the SLM had to be last in the chain. I have only one
other DMA device, so I've tried it both ways with no luck.

Ken

348. Re: Editor/librarian for Korg DS8 synth?

Newsgroup: comp.sys.atari.st
Date: 2001-06-07 23:51:12 UTC
From: rking@zetnet.co.uk
Message-ID: <3b201370$0$7280@news.zetnet.co.uk>
Source record: 45112

On 7 Jun 2001 18:58:47 G, Al Ferrier wrote:
>Hi folks
>
>Just a line to ask if anyone knows of a dedicated editor or librarian
>or even both for Korg's DS8 digital synth. Also, anyone know where I
>can download some decent sounds for it: the factory presets are no
>great shakes!
>
>Cheers :)
>Al
>
>ps by the way, any other Atarians looking for DS8 sounds, the factory
>sounds are available for download at Korg's site (www.korg.co.uk) in
>a zip file.
>.

Hi Al,

I don't know about the DS8, but my colleague Fred Fee has written a
shareware Librarian for the Wavestation at:

http://www.backroom.mcmail.com/MIDI.HTM

Bob King

349. Misc ST Items and Books FS(USA)

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 01:44:04 UTC
From: fmhcom@operamail.com
Message-ID: <E5WT6.927$Ey1.5966@newsfeed.slurp.net>
Source record: 45113

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.

Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $40.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

680X0 Programming by Example. Published by Howard Sams & Company.
An Assembly Laguage book for the 68000, 68010, 68020, and 68030
line of chips. Has a ton of code and illustrations.

The Atari Assembler. Published by Reston Publishing Company.
A very illustrated book covering Assembly on the Atari 8-bit.

Atari Roots. Published by Reston Publishing Company.
A guide to Assembly Language for the Atari 8-bit computer.

Atari ST Application Programming. Published by Bantam Computer Books
A nice C programming book with lots of examples.

The Atari ST Book. By Ralph C. Turner.
Tips, Instructions, Secrets and hints for the Atari ST line
of computers.

Atari ST GEM Programmer's Reference. Published by Abacus Software.
A complete guide to GEM programming with C.

Atari ST Internals. Published by Abacus Software.
Book covers every processor, chip, component, and register
in the ST all in Machine Language.

Atari ST Programmer's Guide. Published by Weber Systems.
Focused towards the beginning ST User/programmer.
Covers BASIC and LOGO

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Compute's Atari ST Machine Laguage Programming Guide. By Compute Books.
A very good book on Assembly for the ST.

Compute's ST Applications Guide programming in C.
A clear and comprehensive guide to writing Atari ST applications
in C.

Compute's ST Programmer's Guide.
Covers BASIC and LOGO.

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples.

Intermediate and Advanced Atari ST Subjects. by Ralph C. Turner.
Covers topics like hard drive management and optimization,
Running IBM programs on the ST, Connecting SCSI devices and more.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

Programmer's Guide to GEM. Published by Sybex.
GEM Programmers guide in C.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
Sept 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

350. More Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 01:56:13 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106071847090.29780-100000@shell.pacifier.com>
Source record: 45114
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I've got Overstock including Panasonic Printers and Atari 1050 Disk Drives. P:R: Connections and 850 Interfaces. I bought overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein Plus additional Inventory like LucasFilm Games! I've also got rare Atari Happy Drives & Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime @(503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

351. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 02:15:06 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <KyWT6.295$AQ.7171@news3.voicenet.com>
Source record: 45115

```
" Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
news:9fmovs$31b$1@news.chatlink.com...
> On 4 Jun 2001 04:05:30 G, "Raymond Collins" wrote:
> >Here is how to simply things a little.
>
> Master Z,
>
> >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode SIMMs.
> > ^^^^^^^^^^^^^^^^^^
> >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not work.
> >I purchased my chips through Memory Supersource 1-800-457-6837.
> >Item # WM4000870S 4MX8 70NS SIMMS
> >
> >
> >The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
> >The jumpers settings are as follows:
> >
> > w101 w102 w106
> >1M x 8 SIMMs (4MB) 2-3 2-3 2-3
> >4M x 8 SIMMs (16MB) 1-2 1-2 1-2
>
> When TT30 owners say they have 32mg of TT-fast Ram how do they do this ??

This is done with boards from 3rd party developers.

> Also do you remove the old 1MB chips off the old SIMMs cards and
> install the new chips, or buy the chips and cards as a unit ???

This information is for the Atari board only, remove the 1 MB chips and
replace with
4 MB chips. For complete burst mode function use nybble mode RAM only.

> Could you give us a idea of the cost of the 4MB chips ??

When I bought my chips in 1995 about $400.00 dollars.

--
Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card
collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983

>
>
> Thanks for a great post! Donner......
>
```

> >
> >jumpers w103 & w104 are for the start address remain the same 2-3
> >jumper w105 is for burst mode ON 2-3 OFF 1-2
> >

352. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 03:06:22 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B20412E.3B65D46D@sprint.ca>
Source record: 45116

Hey Martin-Eric,

Tahts someting I could try. I'll hafta add that to my list of projects
to work on. But in my case I don't have a Reibl card to try out for
myself though. not yet anyways.

Martin-ï¿½ric Racine wrote:

> Judging from other people's comments, MiNT-Net is rock-solid
> using the Hilgarte adapter, while on my Riebl it never has been.
> The only conclusion is that the Riebl drivers are a mess, which
> is sad, given that everything else works reasonably well. Too bad
> Torsten Lang has stopped upgrading his code...

353. Re: TAF

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 03:11:45 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B204271.6D0C6883@sprint.ca>
Source record: 45117

Hiya,

try this one

http://welcome.to/taf

that should work, there's another one at atari.org I think that points to the same site as far as I know. TAF is still going with a small group of regulars mostly. Aside from one person making, ahem, "caustic comments" its going ok.

madmax wrote:

> Does anyone have the most recent URL for the TAF webpage? Or is it
> gone? The latest issue of Myatari magazine has a dead link.
>
> Later Brian.

354. Re: TV jack on 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 03:15:17 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B204344.FC653661@sprint.ca>
Source record: 45118

I used to use the tv before I got both colour monitor (also have mono)
remember to make sure the mono monitor is unplugged when you use tv. The
tv is used in colour mode which won't be available when a mono monitor is
plugged in.

Tom Brady wrote:

> Hi all,
>
> I just got a new 1040 STe (first time ST user) and I have a mono
> monitor. I'm using this for MIDI but I don't really *need* to use it
> for just that... (could always play a game). I've tried running the
> signal through an old 2600 switchbox on my TV but no luck. What do I
> need to get the damn TV jack to work?! Thanks!
>
> If you choose to email your reply please email to:
> kappaguy99 AT aol DOT com

355. Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 05:49:09 UTC
From: Tom Brady <Tebrady@mediaone.net>
Message-ID: <3B2067A2.19819929@mediaone.net>
Source record: 45120

Hi all,

I've got yet another question (actually 2)!! I'm planning to get TOS 2.06 soon since I can't get sysinfo.prg to figure out what version I've got. Which would you all recommend for stability (use in MIDI studio) 2.06 or 1.62?

Secondly, my monitor port seems to be loose, like how Nintendos get after a long time... if you bump the plug on the chord, it'll lose it's connection and restart or whatever. Can I fix that by simply resoldering the monitor port or something? Any hints on how that's done (and how to get the heat shield off without breaking anything!!) I'm not a solder master..... yet

BTW, I have a 1040 STe. Thanks a ton! (Even some links to stuff like this would be good)

Matt

356. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 06:03:16 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B206AA4.4BCF2A0A@seimet.de>
Source record: 45121

Claes Holmerup wrote:

> > I am putting a list togther slowly (exams take priority) but check out
> > http://www.lyndonamsdon.co.uk then go to devices and select the SCSI
> > drives section. Should be there, I think IDE HDs aren't there but you
> > want SCSI. I will need to add comments like if the drive is from the same
> > family. eg seagate barracuda then all barracudas should work, as the
> > firmaware is the same throughout the family.
>
> Also take a look on the CAF compatible HD-list on my site. Additions are
> very welcome if you have experience with other models also.

I think you should add a note to such lists saying that drives not
listed will most likely also work. Otherwise some users will think that
only the drives in the list can be connected, which is definitely not
the case.
I have got a lot of feedback in the past with respect to whether drives
work or not. Fact is that I cannot remember any SCSI drive that did not
work. If something was wrong it was always due to wrong termination or
bad cables.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

357. Re: Xaaes Res change

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 06:10:30 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b206fc2@dnews.tpgi.com.au>
Source record: 45122

Henk Robbers <h.robbers@chello.nl> wrote in message
news:3B1EBBD6.95687E6D@chello.nl...
>
>
> Hi Mark
>
> Mark Bedingfield wrote:
> >
> > Hi guys, back from NZ and decided to have another crack at Xaaes. I have
a
> > better idea now after playing with AES 4.1. I have a shareware version
of
> > thing 1.09, and Xaaes running fine. But 2 things anoy me, one is the res
> > thing, how to use cent screen or thde like und Xaaes;-)
>
> Run XaAES from mint.cnf with the -fvideo parameter.
> I dont have a falcon. But happily Ronald Andersson has helped me to get it
> working. Unfortunately I forgot to ask him which values for -fvideo are
good ones.
> Somehow I have the feeling that somewhere in the centscreen documentation
> these values can be found. Dont search for the word fvideo! That is a
private
> XaAES invention. :-)

Thanks Henk, I will have a look. fvideo 27 is good, 640x480 8bit;-). I will
send you some details of my xaaes tests soon. Might be of some use.

Mark

358. Re: Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 06:15:24 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b2070e7@dnews.tpgi.com.au>
Source record: 45123

Tom Brady <Tebrady@mediaone.net> wrote in message
news:3B2067A2.19819929@mediaone.net...
> Hi all,
>
> I've got yet another question (actually 2)!! I'm planning to get TOS
> 2.06 soon since I can't get sysinfo.prg to figure out what version I've
> got. Which would you all recommend for stability (use in MIDI studio)
> 2.06 or 1.62?
>
> Secondly, my monitor port seems to be loose, like how Nintendos get
> after a long time... if you bump the plug on the chord, it'll lose it's
> connection and restart or whatever. Can I fix that by simply
> resoldering the monitor port or something? Any hints on how that's done
> (and how to get the heat shield off without breaking anything!!) I'm
> not a solder master..... yet

an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho. It sounds as if the sysinfo software is dodgy. Try booting of the disk only with no accs or auto prgs, and see how you go. As far as your monitor port goes, yeah, resolder the pins on the PCB. You may need to replace the port as the clamping force on the pins is more likely the problem.

Mark

359. Re: DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 06:55:56 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106072255.494b0e4b@posting.google.com>
Source record: 45124

"Pascal Ricard" <paricard@free.fr> wrote in message news:<3b1fc1306242f0@free.fr>...
> Hello,
>
> in article <3b1fa03d@jupiter.bfree.on.ca> (comp.sys.atari.st)
> Brian Van TIlborg wrote on Thu 07-06-2001 11:39 (-0400):
>
> > Let me know if you see this post, both here and via email.
>
> Got it :-)
>
> Bye,
> /Pascal/

Thanks Pascal and Ed, and any others who's email I am soon to
receive;-).

I have been working with my internet provider since september of 2000
to prove that the problem lie in their newserver and not my ATARI!!!

I AM VINDICATED. And it only took 9 months;-).

Brian Van Tilborg

360. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:16:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025984-41187AEicMi@gmx.net>
Source record: 45133

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Thu, 07 Jun 2001 09:17:25 +0200

Hi Janka,

>>People that have responed to threads in the past mentioning LFN
>>support have suggested its extremely easy to implement, so whats their
>>problem?.
>
>If I only knew that. Since someone else mentioned mailing them about
>LFN support I thought sending them another mail about that topic
>would help but it doesn't seem so. But maybe if some others would
>do the same...
I remember reading in the maus.atari.software newsgroup someone posting
that SoundPool doesn't see the need for LFN support in CD Recorder Pro.
A statement like this makes you wonder....
So far no one has managed to convince them that LFN support is a feature
which simply *must* be implemented in an application which calls itself
"professional".

As for being extremely easy to implement... I'm not a programmer, so I
don't really have a clue, but I have very strong doubts that it's easy.
Nothing is easy, otherwise the Anodyne package would now be much better
that the SoundPool package, which after all hasn't changed or seen
anything new implemeted to it since 1996... and that's a very long time
in software terms.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

361. Re: Sysinfo.prg failed... what does that mean?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:16:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025988-41851AEicMi@gmx.net>
Source record: 45134

From: Tom Brady <Tebrady@mediaone.net>
Date: Thu, 07 Jun 2001 03:17:45 GMT

Hi Tom

>I had a TOS ERROR #35. I've had those a few other progs as well, but
>thankfully nothing serious (mostly games). What does this mean?

<SNIP>
TOS Error #35, probably the most common error alert that is not self
explanatory, happens when a program you are trying to run has somehow
been corrupted. What it means is that TOS can not find some magic
numbers it expects to find either at the beginning or at the end of
the program file. This error is usually attributable to operator error
(as in trying to execute an archive or text file as a program), or to
bit rot.
<SNAP

If you load from disks it could mean that these are slowly detoriating
or that your diskdrive has had it's best time. When loaded from harddisk
it could point to a termination problem.
There are several possibilities. Download a new version of Sysinfo, and
try to run it... from disk and from harddisk, see what happens and
report back...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

362. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:16:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025994-43051AEicMi@gmx.net>
Source record: 45136

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 05 Jun 2001 19:31:46 -0100

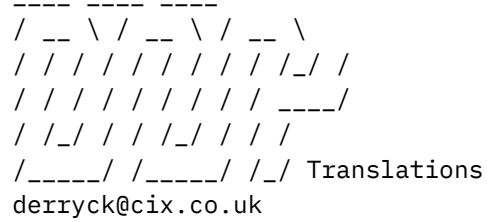
Hi Steve,

>This is what i enquired about, i heard news of a revosion 3 magic, it
>sems this is a MagicMac version??!!.
IIRC the latest update of MagiC-Mac is 6.10.4 (the 4 stands for the
revison number).

>Thats what ive got here, except my 6.1 is in English. :-)
How, what and who did you bribe/intimidate to get an English version?
AFAIK an English version (offically) doesn't exist...

>Watch yourself on that Bike dude, make sure you get plenty of rest in
>between roadside checks. ;-)
Vroom vroom vroom..... :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

363. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:16:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025982-40467AEicMi@gmx.net>
Source record: 45132

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Thu, 07 Jun 2001 09:20:33 +0200

Hi Gerhard,

>> This is essentially true. Without an update, 600 dpi is about the
>> best we can hope for. Fortunately, many printers are backwards
>> compatible, so at least they work.
>
>Well. Isn't 600 (or 720 at Epson printers) enough ? At least I'm
>satisfied with the CD Covers I print with my Epson 760.
One could answer that it's never enough...
DPI are just a way to define the possible resolution of a printer, it doesn't tell you anything about the final result on paper. Compare the results coming from a 24pin printer 360*360, laser printer 300*300 and inkjetprinter 720*720 and most certainly you'll go for the laser...

The point is that since NVDI isn't upgraded anymore, people buying a new printer have to be extremely carefull not to end up with a printer that is only partly or not supported at all. The HP-930 for example seems to work with the NVDI drivers, but only prints in colour at 600*300 DPI, meaning that it is not capable of printing "photo quality", well not in colour anyway. One doesn't buy a coulour printer to end up with grey-scale images....

Another point is that the NVDI drivers IMO aren't all that good as some people would like us to believe. I never realised what my printer was capable of, untill I saw a similar model doing its thing on a PC. The way in which images are dithered under NVDI is a far cry from what is produced on even the most humble PC with a matching printerdriver for Windows.

NVDI doesn't only need to be updated with drivers for the latest printers which take full advantage of their features, but needs to be reprogrammed so it can calculate and output new dithering methods, this is 2001, NVDI gives a print quality which was acceptable in 1995... even if a new printer would work flawlessly with NVDI, seeing the results which are produced on paper will be quite disapointing.

In my experience when it comes to printing pictures at photo quality nothing beats ImageCopy, but even this program is very mediocre when compared to what can be achieved on a Mac or PC...

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

364. Re: NOVA driver and NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:23:52 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992025992-42451AEicMi@gmx.net>
Source record: 45135

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 6 Jun 2001 21:08:19 GMT

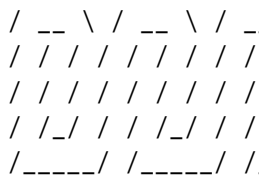
Hi Jo Even,

>
>I think my little tool is easier to use: Just run it after sta_vdi and
>before NVDI. It will automatically disable NVDI's screen-drivers if
>sta_vdi is run, and enable them otherwise.
It certainly is !!!
Thanks.... another little jewel for the crown :-)

As an alternative to your program people using ASH Scripter can write a
small script that renames the driver(s), something like:

```
files.rename("C:\\GEMSYS\\NVDIDRV8.SYX","C:\\GEMSYS\\NVDIDRV8.SYS");
```

To disable the driver(s) back again, a similar script should be written,
your program is still easier to use ofcourse, but the script can be usefull
when the drivers are not at their usual place ie. C:/GEMSYS...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

365. Re: Editor/librarian for Korg DS8 synth

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 10:42:40 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9fqa70dso1@news8.svr.pol.co.uk>
Source record: 45126

On 7 Jun 2001 23:51:12 G, Bob King wrote:

Hi Bob

Thanks for your help and the URL.

Cheers :)
Al Ferrier

366. [ANN][ES] Resource Master at a new price

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 13:13:47 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b20d60c2926112@free.fr>
Source record: 45127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Hi all,

Resource Master price lowered:

From now on, RSM is published by our association. The most up to date
resourse editor is now priced at 22.50 Euros. You can make your
interfaces look nicier and make your work easier at low cost!

Have a look at the ES Resource Master page (in French):
http://www.europe-shareware.org/atari/logiciels/rsm.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org
```

367. Re: Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 14:53:43 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <kH5U6.593$IS6.4179@NewsReader>
Source record: 45128

Hello.

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3b2070e7@dnews.tpgi.com.au...
>
> Tom Brady <Tebrady@mediaone.net> wrote in message
> news:3B2067A2.19819929@mediaone.net...
> > Secondly, my monitor port seems to be loose, like how Nintendos get
> > after a long time... if you bump.....

Most of them waggle a bit.

If all the pins are secure to the motherboard replace the monitor plug.

> an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho.
It
> sounds as if the sysinfo software is dodgy.

Yup, sysinfo works with all the STs and the TT.

> Try booting of the disk only with no accs or auto prgs, and see how you
go.

Or try booting to the desktop with no floppy then run sysinfo. Never know
what's on the floppy.

Barrie at Keychange. www.keychange.co.uk

368. Atari 800XL stuff (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 15:12:54 UTC
From: BlackPrince <Black.Prince@clara.co.uk-isp>
Message-ID: <6T5U6.73307$ML4.5522150@nnrp4.clara.net>
Source record: 45129

Does anybody use last centuries Atari 800 XL stuff anymore, my collection has been returned from its lend-lease owner, not having seen the light of day for the odd year or two or three.

I tried Bletchley as a final resting place to no avail, any suggestions other than ye olde tip?

Thanks,

BP

369. Re: Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 15:44:02 UTC
From: KappaGuy99@aol.com
Message-ID: <f5240491.0106080744.61a30245@posting.google.com>
Source record: 45130

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:<3b2070e7@dnews.tpgi.com.au>...
> Tom Brady <Tebrady@mediaone.net> wrote in message
> news:3B2067A2.19819929@mediaone.net...
> > Hi all,
> >
> > I've got yet another question (actually 2)!! I'm planning to get TOS
> > 2.06 soon since I can't get sysinfo.prg to figure out what version I've
> > got. Which would you all recommend for stability (use in MIDI studio)
> > 2.06 or 1.62?
> >
> > Secondly, my monitor port seems to be loose, like how Nintendos get
> > after a long time... if you bump the plug on the chord, it'll lose it's
> > connection and restart or whatever. Can I fix that by simply
> > resoldering the monitor port or something? Any hints on how that's done
> > (and how to get the heat shield off without breaking anything!!) I'm
> > not a solder master..... yet
>
> an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho. It
> sounds as if the sysinfo software is dodgy. Try booting of the disk only
> with no accs or auto prgs, and see how you go. As far as your monitor port
> goes, yeah, resolder the pins on the PCB. You may need to replace the port
> as the clamping force on the pins is more likely the problem.
>
> Mark

How difficult is it to replace the monitor port? For someone who
hasn't done a lot of soldering (i've only done modems, hard drives,
etc on PCs, never actually tried to solder anything before)

370. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 16:37:09 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <E27U6.10954$vR1.32886@nntpserver.swip.net>
Source record: 45131

"Uwe Seimet" <us@seimet.de> skrev i meddelandet
news:3B206AA4.4BCF2A0A@seimet.de...
> Claes Holmerup wrote:
>
> > > I am putting a list togther slowly (exams take priority) but check out
> > > http://www.lyndonamsdon.co.uk then go to devices and select the SCSI
> > > drives section. Should be there, I think IDE HDs aren't there but you
> > > want SCSI. I will need to add comments like if the drive is from the
same
> > > family. eg seagate barracuda then all barracudas should work, as the
> > > firmaware is the same throughout the family.
> >
> > Also take a look on the CAF compatible HD-list on my site. Additions are
> > very welcome if you have experience with other models also.
>
> I think you should add a note to such lists saying that drives not
> listed will most likely also work. Otherwise some users will think that
> only the drives in the list can be connected, which is definitely not
> the case.
> I have got a lot of feedback in the past with respect to whether drives
> work or not. Fact is that I cannot remember any SCSI drive that did not
> work. If something was wrong it was always due to wrong termination or
> bad cables.

Hi,
The reason why I started to make this special CAF-HD list available, is
because Cubase Audio is so d**n picky - and many drives that work with the
Falcon in every other respect do have problems when it comes to Cubase Audio
:(
I have personal experience from many of the drive models in the list because
I had possibility to test a lot of drives where I worked previously, but
such a list soon becomes obsolete because of the progress in models - so any
new additions to it are very welcome...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

371. AtarIRC update

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 16:59:50 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106081656390.95-100000@Hades060>
Source record: 45141

```
AtarIRC v1.18 is now available.

It can now handle servers which implement a double ident check
at login. Also some misc bugs were squashed.
See docs for full details.

--------------------------------------------------------------------
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

372. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 18:55:12 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7466DDB.1520F%nameerf@flash.net>
Source record: 45137

in article 992025984-41187AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 6/8/01 2:16 AM:

> As for being extremely easy to implement... I'm not a programmer, so I
> don't really have a clue, but I have very strong doubts that it's easy.
> Nothing is easy, otherwise the Anodyne package would now be much better
> that the SoundPool package, which after all hasn't changed or seen
> anything new implemeted to it since 1996... and that's a very long time
> in software terms.

I don't know if that's quite true. I know one of the beta testers for
Anodyne, and he is always testing out some new feature.

Mike Freeman
nameerf@flash.net

373. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 19:42:36 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9fr9rc$e2$1@draco.stochastik.rwth-aachen.de>
Source record: 45138

In article <9fmovs$31b$1@news.chatlink.com>,
Don Wolfe <dwolfe@netcentraltv.com> wrote:
>
>When TT30 owners say they have 32mg of TT-fast Ram how do they do this ??

By downgrading the SIMMs on their MagnumTT card? :-)

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

374. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 19:51:15 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9frabj$g5$1@draco.stochastik.rwth-aachen.de>
Source record: 45139

In article <1606.553T1900T1335309optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>It's always this way; either MiNT or STiNG, or in worst case TUWTCP.

TUWTCP is *really* worst case:

I have a working SMC Ultra card with a selfmade adapter in my TT, with the
"only" drawback being that there are only TUWTCP drivers at this point.

After hacking TUWTCP quite a lot, I got the whole mess working - until I
upgraded my 2.0.* linux kernel series, when it stopped working again due to
incompatibilities in the TUW IP stack. At that point, I decided to not put
any more work into TUWTCP. It was a nice piece of software when it was
written, but is IMHO broken beyond repair by current standards.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

375. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 20:36:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2144826298fa2@pandora.be>
Source record: 45140
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**games**
ftp://chapelie.rma.ac.be/atari/games/pinball_dreams.lzh (1.304.544 bytes)
(works only on 4 MB Falcon's with VGA screen)

ftp://chapelie.rma.ac.be/atari/games/thewhore.zip (339.228 bytes)
(Whores of Baskerville, _adult_ tailspin adventure)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/musicedd.655.zip (869.532 bytes)
(Notation prg with midi in-/output)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/gem/aes/n_aes/n_dlg054.zip (28.745 bytes)
(Reentrant WDialog Routines for N.AES and MiNT with and
without memory protection.)

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/smachn36.lzh (98.821 bytes)
(Sound Machine is a soundchip player. It should work on all Atari computers)

ftp://chapelie.rma.ac.be/atari/sound-utils/xsound.zip (61.712 bytes)
(Falcon compatible XBIOS-routines on ST's, STe's and TT's)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/atmenu_1_2.lzh (65.962 bytes)
(is a MacOS apple-menu alike for Atari)

ftp://chapelie.rma.ac.be/atari/utilities/mglass.zip (9.364 bytes)
(Magifying Glass)
```

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

376. Re: Sysinfo.prg failed... what does that mean?

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 20:55:35 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tapB35AHvTI7EwB6@atari.org.uk>
Source record: 45142

In article <3B1EF2A5.E8292663@mediaone.net>, Tom Brady
<Tebrady@mediaone.net> writes
>Hi all,
>
>Just tried to figure out the innards of my system after trying to take
>it open it up proved to be hell (THE HEAT SHIELD! TIPS?) I also
>basically wanted to see which TOS I had and how much RAM was in there.

Splitting the St isn't very hard.

Flip the machine upsidedown and remove the 6 or 7 screws. Slightly
loosen the 3 disk drive screws.

Turn rightsideup and gently lift the top cover from the lefthandside
being careful with the disk drive button.

The keyboard is held in my a plug to the right of the motherboard,
unplug this. Then remove the 3 retaining screws for the disk drive in
place.

Remove the power supply cover and remove the 2 screws on the power
supply, the power supply can then be carefully lifted out.

The motherboard shielding is held by lots of tabs. Using a pair of
pliers straighten all the tabs. The top shielding should now lift off.

>
>I had a TOS ERROR #35. I've had those a few other progs as well, but
>thankfully nothing serious (mostly games). What does this mean?

TOS Error #35 can mean that you are trying to run a program that is
meant to be run in the AUTO folder (which is a tos program)!

It is also possible that a virus can cause this error, as these nick
vectors of the system that are needed elsewhere. Also if you have run
another program prior to this, it is possible that this can cause this
error.

So try a cold reboot, even wait a couple of mins with no disk in the
drive and run from the desktop. This way you should be able to eliminate
the virus and old program residue.

>
>Any alternative programs?
>
>Thanks,
>Matt
>

>Email address different from message:
>KappaGuy99 AT aol DOT com
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

377. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 21:39:14 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10106081339030.18397-100000@coazter.myip.org>
Source record: 45143

Very easy to convince them,

Soundpool is from .DE right?

Just right them an email in german but with all the word truncated to 6
letters + ~1. In german it would be quite awesome as they tend to use
quite lenghty words. For example:

Heie Diskus~1 um den Haupt~1 folgte~1 vor allem im
Atari-~1, auch die Art der Einlei~1 zur Umfrag~1 und des Umgang~1
mit Milan rief zwiesp~1 Meinun~1 hervor. Inzwis~1 ist die Umfrag~1
beende~1 und wird ausgew~1. Um es vorweg~1:

There you go :)

On Fri, 8 Jun 2001, Dennis Vermeire wrote:

> From: Janka Gerhard <gerhard.janka@siemens.at>
> Date: Thu, 07 Jun 2001 09:17:25 +0200
>
> Hi Janka,
>
> >>People that have responed to threads in the past mentioning LFN
> >>support have suggested its extremely easy to implement, so whats their
> >>problem?.
> >
> >If I only knew that. Since someone else mentioned mailing them about
> >LFN support I thought sending them another mail about that topic
> >would help but it doesn't seem so. But maybe if some others would
> >do the same...
> I remember reading in the maus.atari.software newsgroup someone posting
> that SoundPool doesn't see the need for LFN support in CD Recorder Pro.
> A statement like this makes you wonder....
> So far no one has managed to convince them that LFN support is a feature
> which simply *must* be implemented in an application which calls itself
> "professional".
>
> As for being extremely easy to implement... I'm not a programmer, so I
> don't really have a clue, but I have very strong doubts that it's easy.
> Nothing is easy, otherwise the Anodyne package would now be much better
> that the SoundPool package, which after all hasn't changed or seen
> anything new implemeted to it since 1996... and that's a very long time
> in software terms.
>
> Cheers from Belgium
> Dennis

> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>
>
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~

http://www.mp3.com/coazter

378. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-08 23:10:20 UTC
From: Billy Ko <bill-ko@home.com>
Message-ID: <ovyyxbubzrpbz.gemwdv0.pminews@news.plfld1.nj.home.com>
Source record: 45144

On Thu, 7 Jun 2001 23:26:03 +0200, Claes Holmerup wrote:

:>"Lyndon Amsdon" wrote:
:>
:>> >I made the mistake of purchasing an IBM HD. It doesn't seem to be very
:>> >compatible with either the onboard scsi interface of my TT (of course
:>> >that has problems of its own) or the Link 2 interface i've already got
:>> >hanging off my STe.
:>> >
:>> >So, with that in mind. What would be a good scsi drive choice these days
:>> >for an atari? Any brands safe? Should any brands be avoided?
:>>
:>> I am putting a list togther slowly (exams take priority) but check out
:>> http://www.lyndonamsdon.co.uk then go to devices and select the SCSI
:>> drives section. Should be there, I think IDE HDs aren't there but you
:>> want SCSI. I will need to add comments like if the drive is from the same
:>> family. eg seagate barracuda then all barracudas should work, as the
:>> firmaware is the same throughout the family.
:>
:>Also take a look on the CAF compatible HD-list on my site. Additions are
:>very welcome if you have experience with other models also.
:>
:>Best regards,
:>Claes
:>website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
:>e-mail: claes@holmerup.com
:>swedish music on the Web: http://www.swebmusic.com
:>
:>
I know that IBM made a differential SCSI drive which has a 50 pin connector
like a conventional SCSI interface, but was completely incompatible. Maybe
you accidentally picked on of these up? (IBM made most of their earlier
drives in both flavors.)

Bill

379. Re: DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 01:17:58 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992091984-360087AEicMi@lineone.net>
Source record: 45156

Hi Brian

>Let me know if you see this post, both here and via email.

I hope you see my reply as i too am suffering from IP troubles.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

380. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 01:24:30 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992091986-360505AEicMi@lineone.net>
Source record: 45157

Hi Michael

>>When TT30 owners say they have 32mg of TT-fast Ram how do they do this
>??

>By downgrading the SIMMs on their MagnumTT card? :-)

Ooh!!, bitch!!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

381. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 01:26:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992091988-360941AEicMi@lineone.net>
Source record: 45158

Hi Dennis

>>Thats what ive got here, except my 6.1 is in English. :-)

>How, what and who did you bribe/intimidate to get an English version?
>AFAIK an English version (offically) doesn't exist...

I translated the magic.ram myself.

Also hacked the language variable so all my app's (except HDDRIVER)
think its english.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

382. Re: ? 'bout LOGIC 2.5 Chord Font, Symbol Font (Music)

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 02:56:27 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106081856.69dff864@posting.google.com>
Source record: 45147

> A while back I got an upgrade from LOGIC 2.01 to LOGIC 2.5
>
> Chord Font and Symbol Font were not included in upgrade package.
> I am using them from LOGIC 2.01
>
> Does anyone know if these Fonts were upgraded in the "full" LOGIC 2.5
> package?> thanks,
>
> ken

Hi ken

Go here:

http://atari.georezo.net//music/download/index.htm

Its a french site but well done. It has all the versions of Logic for
download...you need your dongle of course! Try checking these versions
out for what you want.

Tim Conrardy
Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

383. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 04:34:48 UTC
From: sinclap@nospam.net
Message-ID: <080620012334599626%sinclap@nospam.net>
Source record: 45150
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Why not PDF unless the format is not available on your system.
>
> WTF do I want to use PDF for? We offer two formats - text and HTML. If that
> doesn't meet with your approval, the better.

The rest of the computer world uses the PDF standard. Newsletters and
reports are done on PDF now. Mac OSX has the PDF integrated were as
one can convert work into PDF with a click. Don't you want your
readers to get ahead? Makes me question the seriousness and
credibility of Atari Online News

> >Sounds like Fox! "We report, you decide" "Fair and Balance"...I think
> >not..
>
> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.

Which is?

>
> -Dana @ A-ONE

sinclap!
somewere in mn

384. FA: C-Lab Falcon and ST STuff

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 05:30:56 UTC
From: Don <dons@qnet.com>
Message-ID: <3B21B490.597DED61@qnet.com>
Source record: 45151

I have a few items on auction at Ebay. This includes a C-Lab MKX
Falcon. Check out the auction I have listed at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

Don

385. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 08:20:55 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9fsm97$6rd$1@draco.stochastik.rwth-aachen.de>
Source record: 45152

In article <ovyyxbubzrpbz.gemwdv0.pminews@news.plfld1.nj.home.com>,
Billy Ko <bill-ko@home.com> wrote:
>:>
>I know that IBM made a differential SCSI drive which has a 50 pin connector
>like a conventional SCSI interface, but was completely incompatible. Maybe
>you accidentally picked on of these up? (IBM made most of their earlier
>drives in both flavors.)

Just an additional note: that is not IBM's fault. The SCSI standard
specifies both single-ended and differential versions with the same
connector, so the user has to take care to get the right interface.

Other manufacturers also make differential-SCSI drives, so you have to be
careful with any kind of disk (and even tape drives etc.).

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

386. Re: Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 11:56:03 UTC
From: ebaiz@skyenet.net
Message-ID: <n9oU6.177$ac3.1096@newsfeed.slurp.net>
Source record: 45153

On 8 Jun 2001 05:49:09 G, Tom Brady wrote:
>Hi all,
>
>I've got yet another question (actually 2)!! I'm planning to get TOS
>2.06 soon since I can't get sysinfo.prg to figure out what version I've
>got. Which would you all recommend for stability (use in MIDI studio)
>2.06 or 1.62?

I have a 1040STe with 1.62 and it works fine for MIDI. I also have a
Hades with 3.06 and it also works fine for MIDI. I would assume that
2.06 is also ok. The choice is yours. You could get the piece of
hardware that lets one switch TOS roms by a flick of a button.

>Secondly, my monitor port seems to be loose, like how Nintendos get
>after a long time... if you bump the plug on the chord, it'll lose it's
>connection and restart or whatever. Can I fix that by simply
>resoldering the monitor port or something? Any hints on how that's done
>(and how to get the heat shield off without breaking anything!!) I'm
>not a solder master..... yet

I am not sure about this, but I would think a re-soldering job is what
you need and I would have it done by someone who is good at it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

387. Re: Atari 800XL stuff (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 11:56:05 UTC
From: ebaiz@skyenet.net
Message-ID: <p9oU6.178$ac3.1096@newsfeed.slurp.net>
Source record: 45154

On 8 Jun 2001 16:12:54 +, "BlackPrince" wrote:
>Does anybody use last centuries Atari 800 XL stuff anymore, my collection
>has been returned from its lend-lease owner, not having seen the light of
>day for the odd year or two or three.

I still use my 8-bit stuff. I have transfered alot of programs to my
Hades hard drive via 800XLDJ. I am looking for a good disk copying
program and the XL version of AliBaba and the Forty Thieves

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

388. Infrogames Changes It's name to Atari

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 11:56:07 UTC
From: ebaiz@skyenet.net
Message-ID: <r9oU6.179$ac3.1096@newsfeed.slurp.net>
Source record: 45155

Hello all,

I received an interesting email from a friend that says that Infrogames is changing it's name to Atari. I am wondering just this means in terms of support from them. Probably nothing, but who knows what will develope from this. The letter is below:

Atari Lives! Well, a rebirth maybe!

----- Original Message -----
From: Bruce Clarke
To: atari@yahoogroups.com
Sent: 08 June 2001 12:55
Subject: [atari] Infogrames to become Atari?

AtariNews has been unable to verify this rumor yet, but it is quite intriguing nonetheless. - Editor

http://homepage.tinet.ie/~morrikar/Stop-Press.htm

ATM Exclusive: 7 June 2001

It has come to our attention, that a decision has been made at Infogrames to change its name to Atari. This news has been confirmed by very reliable sources, and will come into affect before the end of the summer, or even sooner.

Sources indicate that the decision was made due to the lack of awareness in some global territories of the existing Infogrames brand, and that the head of Infogrames, Bruno Bonnell (Chairman & CEO) was very aware that the Atari brand would be a stronger and more recognisable asset for the company.

At this time, we do not have any other information as to the future direction of the company under the Atari brand, but it seems that all software published under the existing Infogrames brand will change worldwide to Atari.

Of course, if any of this information changes, we will update this page immediately. ATM and AHS only provide this information based on extremely reliable sources, and cannot be responsible for any errors or omissions at this time.

AtariNews is sponsored by Songbird Productions.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

389. Atari Online News, Etc. #03-23

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 13:28:10 UTC
From: danap8@aol.com
Message-ID: <20010609092810.29526.00000164@ng-mb1.aol.com>
Source record: 45159

A-ONE #0323 06/08/01

~ Netzero, Juno To Merge ~ People Are Talking! ~ New IBook Has Style
~ MS, AOL Resume Talks! ~ Napster Close to Deal! ~ MagiC SDK Offer!
~ Anti-spam Law Upheld ~ IBM Increases Speed! ~ Snoop-Ware: Bugnosis!
~ Office 97 Support Ends ~ Microsoft TV Software! ~ Brainier Games Wanted

-* Infogrames To Become Atari?? *-
-* Real Virus Piggybacks On Email Hoax *-
-* Microsoft, Red Hat Set Open Source Debate! *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

390. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 13:40:24 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106090540.56f34014@posting.google.com>
Source record: 45160

Steve Sweet <stevesweet@bun.com> wrote in message news:<992025158-426458AEicMi@bun.com>...

> >Perhaps you should search "xtos" in the archives and see just what we
> >were refering to...
>
> I'l try to, but to be honest when i saw the remark i replied to i realy
> didnt see what the problem was, i honestly have never got the impression
> it was kicked just cos it was lying there convenient.

I donï¿½t think the problem is that there a negative comments, that is
normal.
What might get tiresome is if there are repeated posts in similiar
threads saying
over and over again that a project is doomed to fail and plain
rubbish. And I think
that is the case here. I am not too convinved xtos will be a success
and surely some
of the reasons for seeing things negative are justified, but I wish
the team behind that
project the best of luck. Pokeing fun at them in post after post is
not really constructive.

> I have heard negative coments yes, but lets face it, when do we actualy
> hear anything positive about anything in here, IMO, you judge something
> in here by the degree of negativity!!

Which perhaps is not an ideal situation. The forum is what we make it
really.

Regards,

Joakim

391. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 15:40:52 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1328.560T2600T10005921optimus@canit.se>
Source record: 45163

Michael Schwingen skrev:

>In article <1606.553T1900T1335309optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>It's always this way; either MiNT or STiNG, or in worst case TUWTCP.

>TUWTCP is *really* worst case:

>I have a working SMC Ultra card with a selfmade adapter in my TT, with the
>"only" drawback being that there are only TUWTCP drivers at this point.

>After hacking TUWTCP quite a lot, I got the whole mess working - until I
>upgraded my 2.0.* linux kernel series, when it stopped working again due to
>incompatibilities in the TUW IP stack. At that point, I decided to not put
>any more work into TUWTCP. It was a nice piece of software when it was
>written, but is IMHO broken beyond repair by current standards.

Why would Linux in any way affect your TUWTCP installation? Why would there be
any interaction between Linux and TOS (which TUWTCP to the best of my
knowledge runs on)?

--
En ligne avec Thor 2.6a.

But a graphical client/server model that slices the interface down some
arbitrary middle is like Solomon following through with his child-sharing
strategy. The legs, heart, and left eye end up on the server, the arms and
lungs go to the client, the head is left rolling around on the floor, and
blood spurts everywhere.
Don Hopkins - The Unix hater's handbook; The X-Windows disaster

392. Re: The atari world is alive!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 15:55:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <6119.560T300T10154353optimus@canit.se>
Source record: 45165

Timothy A. Seufert skrev:

>In article <2105.553T2000T1575357optimus@canit.se>, "Iggy Drougge"
><optimus@canit.se> wrote:

>> Timothy A. Seufert skrev:
>>
>> >In article <3203.546T2400T646053optimus@canit.se>, "Iggy Drougge"
>> ><optimus@canit.se> wrote:
>>
>> >> Frederic Fouche skrev:
>> >>
>> >> >What sucks about it?
>> >>
>> >> It's a UNIX clone. Based on Minix.
>>
>> >Not.
>>
>> Have you ever used Linux?

>I use it every day.

And you remain oblivious to its likness with UNIX?

>> >Linux was written from scratch, taking essentially nothing from Minix
>> >but the file system format. In the *very* early days, you did need a
>> >Minix system to compile the Linux kernel, because Linux was not yet
>> >capable of running GCC. But that doesn't mean a thing. No operating
>> >system springs forth complete from the head of Zeus.
>>
>> Of course it was written from scratch, that's why it's called a clone.
>> And a
>> Minix clone was exactly Torvalds' intentions.

>Ah, that would be why Linux was designed to be a monolithic kernel UNIX
>lookalike which used the 386's MMU to the fullest extent possible (and
>in fact could not run on anything less than a 386/386sx), while Minix
>was a pure microkernel sorta-UNIX which avoided using any 386 features
>so that students with 286 and 8086/8088 computers could run it (Minix
>ran in 16-bit mode only). Yeah, that makes a lot of sense. Thanks for
>clearing that up.

A Minix clone which could be expanded and took advantage of more modern
processors. The Minix developers preferred to keep their system as simple as
possible. After all, it's a system for research purposes, not a day-to-day OS.

>Linux is a clone of Minix only in the sense that both are patterned
>(from the outside) on UNIX. Internally, Linux was radically different
>from Minix, and was always designed to be a more feature complete
>system. By contrast, Andrew Tanenbaum deliberately kept Minix small and
>simple so it could be used for instructional purposes, often at the
>expense of performance and important features such as virtual memory and
>memory protection.

Exactly.

>> >> >WHat's wrong with their filesystem, task schedulers, memory
>> >> >management?
>> >>
>> >> The filesystem is horrible. It falls over when you blow at it.
>>
>> >Not. ext2 is quite stable. Certainly as good as any other
>> >non-journalled UNIX inode file system.
>>
>> Not according to my (and my friends') experiences. When I had a power
>> outage,
>> the Linux system fell into a never-ending spiral of fsucking (and
>> requests for
>> me to manually log in and fsuck the system) whereas the NetBSD 1.1 system
>> just
>> came back up.

>Since it's a BSD, you probably had FFS with soft updates. Soft updates
>are more or less a form of journalling. Note that I said
>"non-journalled". If you run FFS without soft updates, you'll have to
>fsck too.

And I don't give a bloody damn. Linux was the one to fall over.

>ANY file system without journalling or a similar strategy is going to
>have problems when you yank the rug from under it.

You seem to have a very loose definition of journalling. None of the Amiga
FSes are journalling to the best of my knowledge, yet even the old FFS (not
related to the BSD FFS) is fully readable even when interrupted in the middle
of a write, and is self-validating as a background process. No-one in their
right mind would call FFS journalling, and then we haven't even mentioned SFS,
AFS or PFS, which survive interrupted writes just fine, without any need for
validation.

>Does this make ext2 "horrible"? No. It is a very robust file system
>under normal circumstances (as I say, no better or worse than other
>inode filesystems, which includes basic FFS). If you have power outages
>often enough to be annoyed by fsck you should buy a UPS. Relying on a
>journaling FS to save you when power goes away is silly; you can still
>lose uncommitted data. It's just not as likely that file system
>metadata will be corrupted by the event.

Yours and my definition of normal circumstances differ a lot. Your suggestion
to buy a UPS is yet another symptom of the mini computer way thinking which

influences UNIX.

>> >Come on, this is the 2000s, and you still believe that microkernels are
>> >the wave of the future? Among OS designers, the enthusiasm for
>> >microkernels as the ideal form of operating system is long dead. They
>> >did not turn out to be the great savior they were thought to be. It
>> >turns out that performance sucks, unless you take shortcuts that
>> >compromise the ideals of microkernel design. And they aren't
>> >necessarily any easier to design and debug.
>>
>> Whereas monolith kernels are the way to go?

>Pretty much. They're faster, you see.

And a hell to expand, you see.

>> I can really see how they are
>> easier to design and debug, not to mention maintain.

>Good design for maintenance/debug has nothing to do with whether or not
>your OS is structured as a bunch of message-passing "servers" running on
>top of a minimalistic microkernel.

>(In fact, message passing servers in a microkernel can actually be very
>hard to debug, due to race conditions, zillions of ways to come up with
>deadlocks, and so forth.)

That's from the programmer's point of view. I can tell you that before I got
to know UNIX, I had no idea what a kernel was, because before that, there was
never any need for kernel maintenance, kernel modules, kernel recompilations
and so on.

>> Besides, OS
>> designers?
>> Who are those and what OSes do they design?

>The designers of Darwin, the Mach/BSD kernel at the heart of MacOS X,
>chose to structure their OS monolithically even though they certainly
>could have done a purist microkernel design. (Mach is most often used
>as the basis of microkernel designs, and Darwin uses Mach code for
>process scheduling and low level memory management.)

They are also the people who haven't managed to create a multitasking OS in a
decade.

--
En ligne avec Thor 2.6a.

Sagt, ist noch ein Land, au&#65533;er Deutschland, wo man die Nase eher r&#65533;mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

393. Re: Editor/librarian for Korg DS8 synth

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:00:29 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9fth6tvto1@newsg4.svr.pol.co.uk>
Source record: 45169

On 8 Jun 2001 00:34:01 +, "Paul CAILLET" wrote:

(stuff about finding an editor for a Korg DS8)

Cheers for your help Paul.

Myself and the DS8 have parted company! I got it for a knock-down price on Wednesday sans manual and it's not what you'd call easy to program without some explanation of parameters so back to the shop it went. Rather like meeting a lass, going home, doing the wild thing and then deciding she's really hard work after all!

Cheers

Al

394. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:04:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992099380-119422AEicMi@cwcom.net>
Source record: 45161

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Fri, 08 Jun 2001 18:55:12 GMT

>> Nothing is easy, otherwise the Anodyne package would now be much better
>> that the SoundPool package, which after all hasn't changed or seen
>> anything new implemeted to it since 1996... and that's a very long time
>> in software terms.
>
>I don't know if that's quite true. I know one of the beta testers for
>Anodyne, and he is always testing out some new feature.

The Anodyne LFN utility seems to use mkisofs.prg to generate the image file containing all the files that are passed to it for burning to CD - if you rename that prog with a TTP extender and call it with the command -help then you'll see that there doesn't seem to be any way for it handle the archive bits.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

395. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:06:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992099384-119997AEicMi@cwcom.net>
Source record: 45162

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Fri, 08 Jun 2001 21:39:14 GMT

>Soundpool is from .DE right?
>
>Just right them an email in german but with all the word truncated to 6
>letters + ~1. In german it would be quite awesome as they tend to use
>quite lenghty words. For example:

Now this idea I like! ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

396. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:07:21 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3419.560T1050T10274543optimus@canit.se>
Source record: 45166

Greg Goodwin skrev:

>FamilyNet Newsgate

>> From: "Iggy Drougge" <optimus@canit.se>
>> Greg Goodwin skrev:
>>> Fun computer, but honestly, as various applications stop working
>>>along the way without any thing new being added or modified, I find the
>>>Atari
>>> ST/TT platform to be at the point of tedium.
>> LOL, and that's coming from someone who's running a 1040STE.

> :) True.

>> A word of advice to the people who are fed up with their Ataris:
>>Send your old machines to me, then buy yourselves a Milan or a Hades. You
>>seem
>> to be expecting very much of 68000 or at best 68030 machines when there are
>> faster, better machines available.

> (Sigh!) It's intriging. The Milan and Hades really do look quite nice,
>but in the end, don't you basically get a computer that can run 25% of the ST
>software (games included in that equation) and all the remaining 75% with the
>blazingly fast 68060 processor allow it to crash at 20x the speed of a TT.
>:)

Go ahead, buy one.

> In the end, you got a nice working machine, which has some good word
>processing, desk top publishing, Midi if you're lucky, some IBM emulation,
>Spectre and Mac emulation seems to only have made it to the TT level, and
>though you can get graphics and sound cards, (assuming you are able to locate
>those holy grails on the even more fun to find Hades and Milan, which is
>especially fun on this side of the pond), no matter how fast you go, CAB is
>still quite limited.

My point is that you still haven't by far explored the possibilities of the
platform if you're sitting with the absolute low-end. It's like deciding that
you've done all that is possible with a Mac based on your experiences running
a Mac Plus.

> So let's see, for the price well over a iMac (Speaking of the Hades and
>Milan) I get a computer that can't move as fast, can't surf worth anything,
>can run a quarter of it's platform's own software, and even if it could run
>the whole assortment, that is about 2% as many as you can find on a PC (being
>generous on that one) and about 10% of what can be found on a Mac.

How easy do you think it is to run old software on the Mac or PC? I'm having a blast here trying to install Frontier on a Windows machine. No way that it can be coerced into cooperation.
As for price, yes, I know that it isn't all that cheap, but that's running a niche platform to you. But it's not as though you have any other alternative if you're really into Atari.

> Oh yes... where do I sign? :)

http://www.milan-computer.de/, IIRC.

> I'll be the first to say that I use my computer for mainly BBS'ing,
> E-mail,
>newsgroups, and a few games. So 25% might be enough for a fairly fun
>computer.
> But in all truth, being a Jay Miner fan, I might follow the linage of the
>Atari 800... and try the Amiga for a while. (That step-child of Atari) LOL

In that case, you'd better be prepared to be more open-minded about expansion. Amiga users aren't all that concerned about backwards-compatibility, and if you expect to run anything on a 7 MHz A500, expect a wall of silence at best. If you're afraid of upgrades, you'd better stay with the ST, because you'll never find any other platform where you're not expected to upgrade every now and then.

--
En ligne avec Thor 2.6a.

G med i SUGA, Swedish Usergroup of Amiga!
WWW: http://swedish.usergroup.amiga.tm/
BBS: 08-6582572, telnet://sua.ath.cx:42512

397. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:08:59 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <815.560T2950T10286267optimus@canit.se>
Source record: 45164

Lonny Pursell skrev:

>On Sun, 4 Jun 2001, Greg Goodwin wrote:

>> I'll be the first to say that I use my computer for mainly BBS'ing,
>> E-mail,
>> newsgroups, and a few games. So 25% might be enough for a fairly fun
>> computer.
>> But in all truth, being a Jay Miner fan, I might follow the linage of the
>> Atari 800... and try the Amiga for a while. (That step-child of Atari)
>> LOL

>I hope that was a joke, neighbor guy has a 060 amiga... runs slower
>than my Hades. You will need a PPC card to get some usable speed
>which again sets you back nearly as much as a Hades. ;-)

Bollocks, Lonny. Mine runs at 68040/25, and in Commodore's old, inefficient
design at that. It still is perfectly usable, as long as you have a graphics
card. Does your neighbour have one?

--
En ligne avec Thor 2.6a.

398. Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:19:49 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106091614580.175-100000@Hades060>
Source record: 45174

On 9 Jun 2001, Iggy Drougge wrote:

> Lonny Pursell skrev:
>
> >On Sun, 4 Jun 2001, Greg Goodwin wrote:
>
> >> I'll be the first to say that I use my computer for mainly BBS'ing,
> >> E-mail,
> >> newsgroups, and a few games. So 25% might be enough for a fairly fun
> >> computer.
> >> But in all truth, being a Jay Miner fan, I might follow the linage of the
> >> Atari 800... and try the Amiga for a while. (That step-child of Atari)
> >> LOL
>
> >I hope that was a joke, neighbor guy has a 060 amiga... runs slower
> >than my Hades. You will need a PPC card to get some usable speed
> >which again sets you back nearly as much as a Hades. ;-)
>
> Bollocks, Lonny. Mine runs at 68040/25, and in Commodore's old, inefficient
> design at that. It still is perfectly usable, as long as you have a graphics
> card. Does your neighbour have one?

I did't say it was not usable, he mentioned the hades and milan which is
the top end of the Atari platform. My comments are in regard to
speed only.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

399. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:23:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106091620400.175-100000@Hades060>
Source record: 45175
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Sat, 9 Jun 2001 sinclap@nospam.net wrote:

> In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
> <danap8@aol.com> wrote:
>
> > >Why not PDF unless the format is not available on your system.
> >
> > WTF do I want to use PDF for? We offer two formats - text and HTML. If that
> > doesn't meet with your approval, the better.
>
> The rest of the computer world uses the PDF standard. Newsletters and
> reports are done on PDF now. Mac OSX has the PDF integrated were as
> one can convert work into PDF with a click. Don't you want your
> readers to get ahead? Makes me question the seriousness and
> credibility of Atari Online News

MAC OS has had PDF integrated for what? A month if that?
Some of us do read news and until Apple tosses classic mode from
OS 10 you should shut your yap...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

400. Re: Editor/librarian for Korg DS8 synth

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:38:46 UTC
From: Sean Barbieri <sean@barbieri.fslife.co.uk>
Message-ID: <9ftjqo$b72$1@news6.svr.pol.co.uk>
Source record: 45171

Hi Al,

"Al Ferrier" <sonik@wearelondon.fsnet.co.uk> wrote in message
news:9fth6tvto1@newsg4.svr.pol.co.uk...
> Myself and the DS8 have parted company! I got it for a knock-down
> shop it went. Rather like meeting a lass, going home, doing the
> wild thing and then deciding she's really hard work after all!

Just wait, in nine months time it'll be wheeling a mini rack down your
front drive
with a couple of korg poly's in tow! ;-)

Regards
Sean

401. Re: xtos results

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:39:08 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106091626480.175-100000@Hades060>
Source record: 45176

On Wed, 6 Jun 2001, Steve Sweet wrote:

> I'l try to, but to be honest when i saw the remark i replied to i realy
> didnt see what the problem was, i honestly have never got the impression
> it was kicked just cos it was lying there convenient.
>
> I have heard negative coments yes, but lets face it, when do we actualy
> hear anything positive about anything in here, IMO, you judge something
> in here by the degree of negativity!!.

Sadly that is partly true. If someone saw an xtos proto-type
or some real evidence that it is somehow got problems, that
emulation of missing code is super slow, then I'll listen.
That would be real opinions based on real physical evidence.
Anyway, since owning a Hades I know first hand that Medusa
can produce a clone if they set their mind to it.

If by some chance it does appear, there might be some used
Hades machines up for grabs. If anything people should try to be
more positive or just leave the subject along. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

402. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 16:44:19 UTC
From: Sean Barbieri <sean@barbieri.fslife.co.uk>
Message-ID: <9ftjqp$b72$2@news6.svr.pol.co.uk>
Source record: 45170

Yo Steve,

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:992091988-360941AEicMi@lineone.net...
> I translated the magic.ram myself.
>
> Also hacked the language variable so all my app's (except HDDRIVER)
> think its english.

Is a release via DDP going to available in the near future then Steve?
I know I for one would love to try your "patch". or pointers to what
to actually change without it exploding! ;-)

Regards
Sean

403. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 18:40:55 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ftqjnbum1@draco.stochastik.rwth-aachen.de>
Source record: 45182

In article <1328.560T2600T10005921optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Why would Linux in any way affect your TUWTCP installation? Why would there be
>any interaction between Linux and TOS (which TUWTCP to the best of my
>knowledge runs on)?

Because TUWTCP ignores some important parts of the TCP/IP specs, and thus
can't make a connection to a Linux machine (which my server is) which does
use some optional TCP/IP features that were probably not used in the days
when TUWTCP was written.

One such thing is the DF (don't fragment) bit in the IP header, which when
set causes TUWTCP to misinterpret and discard the whole packet. Linux sets
these by default.

I fixed that one, but there seem to be more, and as I said, after TUWTCP
failed again after the Linux IP stack changed its behaviour a tiny bit after
an upgrade (in a way that was permitted by the specs!), I lost the interest
to track down these bugs in the TUWTCP code.

That means if you want to use TUWTCP to connect to some old SUN running
SunOS 4.0.x, it will probably work :-)

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

404. Free ST520 + manuals + software + 2 printers!

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 18:48:04 UTC
From: katmajid@hotmail.com
Message-ID: <2864f92a.0106091048.1f49722d@posting.google.com>
Source record: 45172

I have a pristine Atari 520ST with all the original boxes and manuals
from when I bought it in the 1980s.

- The floppy drive is not working.
- My cat chewed the mouse cord, so it has trackball.

Otherwise everything is in like new condition, clean & working (to the
extent that I can check without a good floppy drive).

Anyone willing to come to my place in Queens, NY and collect ALL is
welcome to take it. I loved this beautiful little machine, but I've
moved on and I have a space problem. I'd rather give it to someone who
will appreciate it than dump it out.

Besides the computer, here are the additional goodies:

- Epson 24-pin printer
- Daisy-wheel printer - Epson DX-10 (like new, in original box)
- Box of ST magazines
- Software (all purchased/acquired legally):
word processors: Regent Word II, ST Writer
DB Master One
Degas Elite
Aegis Animator
Maps & Legengs
King's Quest II
The Guild of Thieves
The Pawn
Rings of Zilfin
Land of the Lounge Lizards
a bunch of public domain & ST Magazine disks

Please note: I will NOT pack & ship; you must come here and collect
it. Also, whoever wants it must take everything -- I won't give it out
piecemeal. But anyone is welcome to come and see it before deciding.
It's first come, first serve.

Email me directly if you're interested: katmajid@hotmail.com

405. FA: eBay, SupraDrive Atari Hard Disk 30MB, ends today

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 19:24:45 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B2277FE.6903165E@suscom.net>
Source record: 45173

```
All information is current as of Jun-09-01 01:38:22 PDT
Please visit eBay for the latest information.

I have the following auction underway:
1243182889: SupraDrive Atari Hard Disk 30MB
Current bid: $13.50
Auction ends on: Jun-09-01 17:14:26 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1243182889

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

406. Re: Papyrus and Unicodes

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 21:00:53 UTC
From: dziewon@xs4all.nl
Message-ID: <9fu2q5rqb2@news1.xs4all.nl>
Source record: 45177

you are quite Djordje..

it has got nothing to do with the fonts you are using.

It's a problem that Papyrus has - and I'm sure Ulli knows
about it and so does Christian - but it hasn't got priority ;)

I'm having similar problems with Polish texts.

Let the MSWord people use the proper Unicode format when saving -
alas you loose all the formatting ;) - then Papyrus will have no problem!

gtx, Rein

On 4 Jun 2001 23:25:49 +, Djordje Vukovic wrote:

>Yes! The problem is something else: as I said, doc-to-rtf module of
>Papyrus produced a .rtf file which contained something like below
>(all irelevant stuff deleted from rtf file):
>
>{\rtf1\ansi\deflang1024{\fonttbl{\f1\fswiss Arial;}}
>\f1\fs24 >\u1041 \u1048 \u1041 \u1051 \u1048 \u1032 \u1040<
>}
>
>This file contains seven cyrillic characters between > < characters.
>Papyrus interpreted these character sa blanks. On the other side,
>the same seven characters, typed in Papyrus and saved as a .rtf file
>containing something like below (irrelevant stuff deleted again):
>
>{\rtf1\ansi\ansicpg1251{\fonttbl{\f1\fswiss\cpg1251 Arial;}}
>\f1\fs24 >\'c1\'c8\'c1\'cb\'c8\'a3\'c0<
>}
>
>which could be later read back in and papyrus showed cyrillic letters OK.
>
>These two files segments can be extraacted into .rtf files and read into
>Papyrus if someone is willing to check.
>
>So why were not the \u... control sequences produced by Papyrus's own module
>recognized, but same unicodes re-mapped into 8-bit space were ok.

407. More Atari-Midi Freeware: Keys!, Tempo Master MPE and KCS Text MPE

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 22:58:48 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106091458.6f48dc47@posting.google.com>
Source record: 45178

Hello All

MORE FREEWARE!!

Jeffrey Reid Baker, out of a chance coresponance has released to me several of his previous Atari-Midi programs. These include DR T's KEYS! a Composer/Step time Application with Algorithmic possabilities as well. Tempo Master MPE which allows you to tap out a tempo and more, and KCS TXT: a txt tool for Dr T's KCS program. He also has a selection of KCS produced "alternate" classical CDS of all the great master composers. I just created the page .

Link: http://sites.netscape.net/timconrardy/jrb.htm

KEYS! allows you to input scores in Step-Time. More so, it has an excellent Algorithmic generator which generates more or less "classical" sounding music and also scores it. While you play it, you can see what notes are "played" by the on-screen keyboard graphic. Quite nice.
I would call this a "Composer Step-Time Tool".

This should run on Steem (on a PC) as well.

His CD's are EXCELLENT as he sent me several after I ordered one. My fav is the LISTZ. Talk about excellent arranging and sound choices for his synths. On the above link is a PIC of his setup which looks quite cool. He has a different setup now however: more streamlined.

So check it out and let me know what you think!

Tim Conrardy
Tims Atari-Midi World
http://sites.netscape.net/timconrardy/index.htm

408. Re: DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-09 23:32:56 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106091532.47d9bd85@posting.google.com>
Source record: 45179

Steve Sweet <steve-sweet@lineone.net> wrote in message
news:<992091984-360087AEicMi@lineone.net>...
> Hi Brian
>
> >Let me know if you see this post, both here and via email.
>
> I hope you see my reply as i too am suffering from IP troubles.

Sorry Steve, Can't see a thing:-).

Ok, I can see it.

Later Brian.

409. FS/T: Atari ST items and more... [06/09/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 01:26:15 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <ovi5itcr0f5d0hpeg09in71c13gtfnt4ah@4ax.com>
Source record: 45180

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

410. RE:REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 01:51:28 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9fujr0com1@news.chatlink.com>
Source record: 45181

Greetings All,

I have a 2Gig JAZ divided into 4 logical drives G-H-I-J of equal size,
I'm having a read/write problem with the H drive.

Is there any Utility's that will let me find out the problem with that
logical drive and let me correct it without wiping out the entire
disk?? As I've been using this drive for over 1 1/2 years and have a
lot of stuff on it...

Thanks, Donner......

411. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 02:09:40 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9fukt4$dn7$1@news.chatlink.com>
Source record: 45183

On 7 Jun 2001 17:01:34 -, Ken Springer wrote:

Ken,

I used the SLM with DynaCaDD for a long time till the unit started to
ghost print, so we know that combination works. Are you sure at
boot-up you are loading the correct ASSIGN.SYS file?? As I used a
different file for each printer. The only drawback with the SLM804 &
DynaCaDD was the drawing wouldn't be in Scale. But a effective work
around for that was to print a low rez IMAG file out of DC and load it
into GhostScript which would it print it out on the SLM in perfect Scale.

Later, Donner....

>
>
>Derryck Croker wrote:
>
>> It's been a long time since I used an Atari laser printer, so I can't recall
>> if it's meant to announce itself at bootup or not. I do remember the cautions
>> about having it and any other DMA devices (that would mean a Supercharger or a
>> Link-type ACSI-SCSI converter) plugged in in the right order.
>
>Yea, the "order things have to be plugged in" plagued a lot of people.
>IIRC, normally the SLM had to be last in the chain. I have only one
>other DMA device, so I've tried it both ways with no luck.
>
>Ken
>.

412. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 02:32:44 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9fum8cesr1@news.chatlink.com>
Source record: 45184

On 8 Jun 2001 02:15:06 G, "Raymond Collins" wrote:

>> >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode SIMMs.
>> > ^^^^^^^^^^^^^^^^^^^
>> >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not work.
>> >I purchased my chips through Memory Supersource 1-800-457-6837.
>> >Item # WM4000870S 4MX8 70NS SIMMS
>> >
>> >
>> >The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
>> >The jumpers settings are as follows:
>> >
>> > w101 w102 w106
>> >1M x 8 SIMMs (4MB) 2-3 2-3 2-3
>> >4M x 8 SIMMs (16MB) 1-2 1-2 1-2

The last time I had one of my TT's open, I think the TT ram BD had 4
SIMM Cards, are you saying to put 8-4M chips on 4 separete SIMM
Cards ??

Thanks for the Help, Donner......

413. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 03:17:26 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <aFBU6.415$AQ.8775@news3.voicenet.com>
Source record: 45185

```
" Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
news:9fum8c$esr$1@news.chatlink.com...
> On 8 Jun 2001 02:15:06 G, "Raymond Collins" wrote:
>
>
> >> >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
SIMMs.
> >> > ^^^^^^^^^^^^^^^^^^
> >> >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not
work.
> >> >I purchased my chips through Memory Supersource 1-800-457-6837.
> >> >Item # WM4000870S 4MX8 70NS SIMMS
> >> >
> >> >
> >> >The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
> >> >The jumpers settings are as follows:
> >> >
> >> > w101 w102 w106
> >> >1M x 8 SIMMs (4MB) 2-3 2-3 2-3
> >> >4M x 8 SIMMs (16MB) 1-2 1-2 1-2
>
> The last time I had one of my TT's open, I think the TT ram BD had 4
> SIMM Cards, are you saying to put 8-4M chips on 4 separete SIMM
> Cards ??
>
> Thanks for the Help, Donner......
>

There are 4 slots. You can only use 4 cards. They must be 1MB cards or 4MB
memory cards.

Raymond Collins
```

414. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 03:50:57 UTC
From: sinclap@nospam.net
Message-ID: <090620012251062632%sinclap@nospam.net>
Source record: 45186
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sat, 9 Jun 2001 sinclap@nospam.net wrote:
>
> > In article <20010606183431.00378.00000046@ng-fm1.aol.com>, DANAP8
> > <danap8@aol.com> wrote:
> >
> > > >Why not PDF unless the format is not available on your system.
> > >
> > > WTF do I want to use PDF for? We offer two formats - text and HTML. If
> > > that
> > > doesn't meet with your approval, the better.
> >
> > The rest of the computer world uses the PDF standard. Newsletters and
> > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > one can convert work into PDF with a click. Don't you want your
> > readers to get ahead? Makes me question the seriousness and
> > credibility of Atari Online News
>
> MAC OS has had PDF integrated for what? A month if that?
> Some of us do read news and until Apple tosses classic mode from
> OS 10 you should shut your yap...

No, three months to be precise...Every Mac has shipped with the PDF
reader called acrobat. What does classic mode have to do with PDF?

> ---
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

415. Re: REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 06:36:33 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B231571.1CE38B90@seimet.de>
Source record: 45187

Don Wolfe wrote:
>
> Greetings All,
>
> I have a 2Gig JAZ divided into 4 logical drives G-H-I-J of equal size,
> I'm having a read/write problem with the H drive.
>
> Is there any Utility's that will let me find out the problem with that
> logical drive and let me correct it without wiping out the entire
> disk?? As I've been using this drive for over 1 1/2 years and have a
> lot of stuff on it...

DISKUS (http://www.seimet.de/atari_english.html) usually helps with
problems like this. Note, however, that DISKUS is German only and a
commercial product.

In case you are using HDDRIVER as your hard disk driver you should check
whether the SCSI drive reported any SCSI error message. The manual gives
details on how to check this.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

416. Re: Atari Lynx

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 10:22:48 UTC
From: tvanns@cix.compulink.co.uk
Message-ID: <9fvhpo$f4s$1@plutonium.compulink.co.uk>
Source record: 45188

In article <3B1FCC77.6890A629@compuserve.com>, "74766,1561"@compuserve.com
(Rick D.) wrote:

>
>
> JLensbo wrote:
>
> > Could someone please point me in the direction where I might buy a
> > Lynx? I
Take a look on either Ebay's or Yahoo's auction sites. There are normally
quite a few Lynx's and games up for sale at good prices.

Tim

> > have 3 dead ones and, therefor, a ton of useless games.
> >
> > Thanx!
> > jlensbo@aol.com
>
> My main two problems with "dead Lynxes" is the power connector. The
> pins break
> loose. Resoldering fixes that. This can keep batteries from working
> two.
>
> Rick D.
>
>

417. Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 11:30:05 UTC
From: swampfax@atlantic.net
Message-ID: <1TIU6.3$XG2.5251@news1.atlantic.net>
Source record: 45189

Hi All,
Anyone have a Cubase AIF stereo audio file (very small) so I can test
Cubase and my Falcon output? I'm getting stereo at the inputs and Cubase
is showing that it's recording in stereo (8 track mode) but I'm getting
mono out! E-mail me if you can help --- swampfax@atlantic.net
John G.

418. Re: Infrogames Changes It's name to Atari

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 11:36:57 UTC
From: swampfax@atlantic.net
Message-ID: <tZIU6.4$XG2.5272@news1.atlantic.net>
Source record: 45190

On 9 Jun 2001 11:56:07 G, Edward S. Baiz Jr. wrote:
>Hello all,
>
>I received an interesting email from a friend that says that Infrogames
>is changing it's name to Atari. I am wondering just this means in terms
>of support from them. Probably nothing, but who knows what will
>develope from this. The letter is below:
>
>Atari Lives! Well, a rebirth maybe!
>

Snip

Hi Ed,
At the very least, the name survives! And at this point in time, any
positive occurrance regarding "Atari" is nice to hear! Thanks for passing
the info on.
John G.

419. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 12:44:16 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-1528AF.08441610062001@news.bellglobal.com>
Source record: 45191
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> > > WTF do I want to use PDF for? We offer two formats - text and HTML. If
> > > that
> > > doesn't meet with your approval, the better.
> >
> > The rest of the computer world uses the PDF standard. Newsletters and
> > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > one can convert work into PDF with a click. Don't you want your
> > readers to get ahead? Makes me question the seriousness and
> > credibility of Atari Online News
>
> MAC OS has had PDF integrated for what? A month if that?
> Some of us do read news and until Apple tosses classic mode from
> OS 10 you should shut your yap...

ah, but you see The iDiot Forever Known As Sinclap can never shut up.
It's simply incapable of it, since its sad obsession with attacking all
Atari users because of some silly slight in the past won't let go of his
brain.

Personally TiFKAS' proclamations have always been sources of hilarity.
Remember "Pointcast will destroy Atari presence on the 'Net?" It was
Pointcast instead that crashed and burned. Remember "Dejanews is the
future, all newsreader programs are obsolete?". Dejanews is now a shell
of its former self, and newsreader programs on all platforms are still
being developed and upgraded, and TiFKAS has been forced to use a
newsreader program itself. Remember last year in .advocacy when it
proclaimed "all ATI video cards are crap?" . It sure began using the
crowbar to extricate its foot from its mouth after Particle Salad
mentioned to it that ATI cards are found in most Macs including the iMac
(and it claims that someone hired it to be an "Apple Power Rep!").

Oh, and of course - "If Steve Jobs ever came back to Apple, he would
destroy the company. He is an arrogant bonehead." A message that still
haunts TiFKAS to this day, even to the point of its denying that it ever
said it while simultaneously licking Steve's boots....

420. Re: Infrogames Changes It's name to Ata

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 13:09:34 UTC
From: ebaiz@skyenet.net
Message-ID: <ikKU6.74$I24.1352@newsfeed.slurp.net>
Source record: 45192

```
On 10 Jun 2001 11:36:57 , John Garone wrote:
>On 9 Jun 2001 11:56:07 G, Edward S. Baiz Jr. wrote:
>>Hello all,
>>
>>I received an interesting email from a friend that says that Infrogames
>>is changing it's name to Atari. I am wondering just this means in terms
>>of support from them. Probably nothing, but who knows what will
>>develope from this. The letter is below:
>Snip
>
>Hi Ed,
> At the very least, the name survives! And at this point in time, any
>positive occurrance regarding "Atari" is nice to hear! Thanks for passing
>the info on.
> John G.

That is the way I see it also. It will be interesting to see just what
comes out of this.

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

421. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 13:22:40 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <7u10m5FgS3I7EwgY@my-ste.demon.co.uk>
Source record: 45193
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-1528AF.08441610062001@news.bellglobal.com>,
Daniel L. Dreibelbis <dreibel@sympatico.ca> writes:

> Oh, and of course - "If Steve Jobs ever came back to Apple, he would
>destroy the company. He is an arrogant bonehead." A message that still
>haunts TiFKAS to this day, even to the point of its denying that it ever
>said it while simultaneously licking Steve's boots....

You mean the one that Google have been so kind and considerate in
archiving? The one that you can find at:

<URL:http://groups.google.com/groups?hl=en&lr=&safe=off&th=331a9d965077679,18&rnum=3&ic=1&
selm=1996Jul25.213945.1%40cobra.uni.edu>

<FX: hands a big bag of salt to Sinclap> He can rub that in his own
wounds, because I'm certainly not going anywhere near him.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 384Mb Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/

422. Re: Infrogames Changes It's name to Ata

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 13:28:47 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b2375b9.5300306@news.ntlworld.com>
Source record: 45194

On Sun, 10 Jun 2001 13:09:34 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>
>That is the way I see it also. It will be interesting to see just what
>comes out of this.
>
>Edward S. Baiz Jr.

It will be very interesting, but what will it achieve? All they are doing is name changing to get more games sales. They are not trying to re-open Atari of old, so all it will be is a new label, nothing more.

I rue Atari's chances to have kept in the Industry. I wish there was some way for them to return in force. Just maybe, this would be start of that. I live in hope!

423. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 13:55:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106101351580.103-100000@Hades060>
Source record: 44998
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

On Sun, 10 Jun 2001 sinclap@nospam.net wrote:

> > MAC OS has had PDF integrated for what? A month if that?
> > Some of us do read news and until Apple tosses classic mode from
> > OS 10 you should shut your yap...
>
> No, three months to be precise...Every Mac has shipped with the PDF
> reader called acrobat. What does classic mode have to do with PDF?

3 months, geesh impressive. The truth is mac os got a complete
over haul and finally after several years catches up to MiNT.
If it was so great why replace it entirely... you are pathetic
and blind. If you knew anyting you'd know that there is a
PDF viewer for the Atari... not a great one but it works.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

424. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 14:33:37 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106101732530.18622-100000@hal.pp.fishpool.fi>
Source record: 45016

On 10 Jun 2001, Don Wolfe wrote:

> On 8 Jun 2001 02:15:06 G, "Raymond Collins" wrote:
>
>
> > >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode SIMMs.
> > > ^^^^^^^^^^^^^^^^^^
> > >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not work.
> > >I purchased my chips through Memory Supersource 1-800-457-6837.
> > >Item # WM4000870S 4MX8 70NS SIMMS
>
> The last time I had one of my TT's open, I think the TT ram
> BD had 4 SIMM Cards, are you saying to put 8-4M chips on 4
> separete SIMM Cards ??

Read again. He means SIMM modules equipped with 8 chips.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

425. Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 16:18:29 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b239ca9.9793944@news.freeserve.net>
Source record: 45195

Hi,

I have created a new community for Atari on MSN, it is called Atari users, I have looked around for such a community, but failed to find one, they are a little too specialised.
What I want to achieve is a community where any aspects of 16/32 bit atari computing can be talked about, from beginners all the way up to experts, with talk of news, sharing of files, sharing of links and photographs of members setups. Basically a good starting place for Atarians.

Feel free to join, I know its msn and that is a bit annoying but they offer good tools.

My goal would be a library of essential files for atari users, discussion of all atari news, and other atari users to contact and compare systems/problems.

please feel free to join, it is under construction ATM.

many thanks

Mac

Atari Users
Community at MSN

wophead@hotmail.com

426. Re: CDRW-6416 and Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 17:58:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106101958.a19954@su2.maus.de>
Source record: 45035

Hi Derrick,

DC>Now this idea I like! ;-)
but it won't help, anyway.

I'm afraid you can't convince Mr Baumgaertner.

Und TTschï¿½
ps

427. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 18:47:39 UTC
From: Sean Barbieri <sean@barbieri.fslife.co.uk>
Message-ID: <9g0f6d$d1v$1@news5.svr.pol.co.uk>
Source record: 44999

Hi Steve,

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:992194558-851551AEicMi@lineone.net...

> Offset 0039 of MAGIC.RAM, change $07 to $03. This makes some multi
> lingual stuff take on an english accent.
>
Thanks Steve I'll try this.

Cheers
Sean

428. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 19:24:46 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992194558-851551AEicMi@lineone.net>
Source record: 44996

Hi Sean

>> I translated the magic.ram myself.

>> Also hacked the language variable so all my app's (except HDDRIVER)
>> think its english.

>Is a release via DDP

I'm nowt to do with DDP, other than the translation of JinIcons, but i think they used their own version in the end anyway, i'm just their unofficial chief nit picker and whinger!!

>going to available in the near future then Steve?

Never in a million years, its a commercial piece, DDP will only translate resource and misc support files, with permision of course, distribution of a binary is summat entirely different.

>I know I for one would love to try your "patch". or pointers to what
>to actually change without it exploding! ;-)

Offset 0039 of MAGIC.RAM, change $07 to $03. This makes some multi lingual stuff take on an english accent.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

429. Re: DNEWS SERVER TEST PLEASE REPLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 19:28:28 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992194562-852270AEicMi@lineone.net>
Source record: 44997

Hi brian

>> >Let me know if you see this post, both here and via email.
>>
>> I hope you see my reply as i too am suffering from IP troubles.
>
>
>Sorry Steve, Can't see a thing:-).

Boxxols, time to investigate yet another IP.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

430. Re: Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 19:54:20 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b23d06c$0$7284@news.zetnet.co.uk>
Source record: 45000

Hi Mac!

On 10 Jun 2001 16:18:29 , Mac wrote:

>I have created a new community for Atari on MSN, it is called Atari
>users, I have looked around for such a community, but failed to find
>one

One word: why?

Most Atarians I know don't bother with MSN as it is heavily PC orientated.

Yahoo Groups runs community mailing lists, and there has been loads of mailing lists dedicated to Atari (including one also called Atari_Users run by Gordy Campbell).

Find Yahoo Groups at: http://groups.yahoo.com

Or subscribe directly to Gordy's Atari_Users via email by sending a blank email to: Atari_Users-subscribe@yahoogroups.com (note the difference between the ^ & ^ (the underline, and the hyphen).

Apart from this Atari_Users list, there are others including one dedicated to MagiC, and my own Cheshunt Computer Club list (for members and prospective members). See my website for a section on my Links Page dedicated to Atari mailing lists.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

431. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 19:54:24 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b23d070$0$7284@news.zetnet.co.uk>
Source record: 45001

Hi Mark!

>> I've got yet another question (actually 2)!! I'm planning to get TOS
>> 2.06 soon since I can't get sysinfo.prg to figure out what version I've
>> got.

On 8 Jun 2001 16:15:24 +, "Mark Bedingfield" wrote:

>an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho.

Actually STE's never had TOS v1.4, that was only found on ST's. TOS v1.6 & v1.62 only contained the operating system necessary for the STE's extra hardware, therefore TOS V1.4 wouldn't work on an STE.

TOS v2.06 being a later version contains the code for STE's and is able to detect whether it was being run on an ST or an STE, so it could run on either machine. Also therefore it won't run on a later machine like a TT or Falcon.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

432. Vision 4.0d

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 19:59:40 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <MkQU6.1023$9x7.2117692@nnrp5.proxad.net>
Source record: 45002

Hi everybody :

Here comes the new version of VISION with some improvements:

4 bugs de plus en moins
Nouveau LDV : Pixelize
Pas mal de nouveaux trucs sur VAPI, la programmation des LDV
Possibilit&#65533; de forcer le format VDI standard
Les popups marchent sous Magic !

Et en plus, une superbe animation fractale en 16 couleurs &#65533; voir avec
FRACTALS.

Lien direct sur la page des donwloads:
http://www.multimania.com/jlusetti/tele.htm

433. Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 21:52:30 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106102150140.102-100000@Hades060>
Source record: 45004

Does anyone know of an early attempt at a GEM based GFA-Basic
Editor called Jedi?

I was told it was released in beta form around early 1997.
I would like to find a copy of this if anynoe knows where to
look. Thanks.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

434. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-10 23:20:20 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <jzTU6.11336$vR1.34272@nntpserver.swip.net>
Source record: 45003

"John Garone" wrote:
> Hi All,
> Anyone have a Cubase AIF stereo audio file (very small) so I can test
> Cubase and my Falcon output? I'm getting stereo at the inputs and Cubase
> is showing that it's recording in stereo (8 track mode) but I'm getting
> mono out! E-mail me if you can help --- swampfax@atlantic.net

Hi,
I guess you forgot to use the pan controls in the mixer. Turn them hard
left/right on the stereo couple you're trying to use and it'll work much
better.
As the default, they're set to the center position...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

435. Re: REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 02:31:14 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9g1ahi$4ml$1@news.chatlink.com>
Source record: 45005

Hi Uwe Seimet,

On 10 Jun 2001 08:36:33 , Uwe Seimet wrote:
>Don Wolfe wrote:
>>
>> Greetings All,
>>
>> I have a 2Gig JAZ divided into 4 logical drives G-H-I-J of equal size,
>> I'm having a read/write problem with the H drive.
>>
>> Is there any Utility's that will let me find out the problem with that
>> logical drive and let me correct it without wiping out the entire
>> disk?? As I've been using this drive for over 1 1/2 years and have a
>> lot of stuff on it...
>
>DISKUS (http://www.seimet.de/atari_english.html) usually helps with
>problems like this. Note, however, that DISKUS is German only and a
>commercial product.
>
>In case you are using HDDRIVER as your hard disk driver you should check
>whether the SCSI drive reported any SCSI error message. The manual gives
>details on how to check this.

I read my HDDRIVER manual, couldn't find any reference on how to check
the SCSI error message, my version is one of the earlier ones 4.x and
is a excellent HDDRIVER. I D/L DISKUS38 but have no clue as to how it
works. Hmmmmmm

Thanks for the imput, Donner...

P.S. Does the latest version of HDDRIVER come in English and a English
Manual ????

436. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 02:43:21 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9g1b89$568$1@news.chatlink.com>
Source record: 45006

On 10 Jun 2001 03:17:26 , "Raymond Collins" wrote:

>> >> >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
>SIMMs.
>> >> > ^^^^^^^^^^^^^^^^^^
>> >> >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not
>work.
>> >> >I purchased my chips through Memory Supersource 1-800-457-6837.
>> >> >Item # WM4000870S 4MX8 70NS SIMMS
>> >> >
>> >> >
>> >> >The newer TT RAM boards it will have 6 jumpers labeled w101 to w106.
>> >> >The jumpers settings are as follows:
>> >> >
>> >> > w101 w102 w106
>> >> >1M x 8 SIMMs (4MB) 2-3 2-3 2-3
>> >> >4M x 8 SIMMs (16MB) 1-2 1-2 1-2
>>
>> The last time I had one of my TT's open, I think the TT ram BD had 4
>> SIMM Cards, are you saying to put 8-4M chips on 4 separete SIMM
>> Cards ??
>>
>> Thanks for the Help, Donner......
>>
>
>
>There are 4 slots. You can only use 4 cards. They must be 1MB cards or 4MB
>memory cards.

I think I got-it :) In other words if there are 8 chips on a SIMM card I
would install 8 500K chips = 4MG, and I would need 32 500K chips to
bring the TT30 up to 16MG of fast Ram ??

Thanks, Donner......

437. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 04:24:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B2447E1.79B94868@greeleynet.com>
Source record: 45007

Don Wolfe wrote:
>
> I used the SLM with DynaCaDD for a long time till the unit started to
> ghost print, so we know that combination works. Are you sure at
> boot-up you are loading the correct ASSIGN.SYS file?? As I used a
> different file for each printer. The only drawback with the SLM804 &
> DynaCaDD was the drawing wouldn't be in Scale. But a effective work
> around for that was to print a low rez IMAG file out of DC and load it
> into GhostScript which would it print it out on the SLM in perfect Scale.
>

You know what????? Maybe not. <G> I'm now back 120 miles away from
the TT, and catching up on the newsgroup messages. And just now, I
remembered that Xboot lets you select the ASSIGN.SYS file. I'll bet I
never selected an ASSIGN.SYS file of any type. That's the first thing
I'll check next weekend!

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

438. wtd atari falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 06:21:13 UTC
From: Unknown User <Ataricoltr@dreamsoft.com>
Message-ID: <bpo8itcpj8tc6hjf6b848d8t4gakksn6kp@4ax.com>
Source record: 45008

Anyone have an extra falcon computer for sale?

439. Re: ST version of ActionReplay?

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 08:41:31 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3b248409.5006258@news.rrds.co.uk>
Source record: 45009

I have something called "The Ultimate Ripper" cartridge...

Never used it fully though! :(

On Thu, 7 Jun 2001 14:25:44 +0200, "Maciej Chojnacki" <mch@people.pl>
wrote:

>Oki, I've got 1040 STFM. And now... your price? :))
>
>Maciek
>
>U�ytkownik "Steve Stupple" <Steve@atari.org> napisa� w wiadomo�ci
>news:Mh155KACC4F7Ew+e@atari.org.uk...
>> In article <9f7j0dnlc1@news.tpi.pl>, Maciej Chojnacki <mch@people.pl>
>> writes
>> >Hi all!
>> >
>> >I'm looking for the Atari ST version of an Amiga freezer called
>> >"ActionReplay". Anybody knows where can I buy it? Anybody owns one and
>wants
>> >to sell it? ;)
>> >
>> >Maciek
>> >
>> >
>> Hiya
>>
>> The only cartridge that spring to mind for the ST is the one by Romantic
>> Robot the 'multiface ST' cartridge. This allows saving and freezing of
>> software, etc..
>>
>> But it DOESN'T run on STE's.
>>
>> If you are interested, i do have one for sale.
>>
>> -- Cheers! For Now
>> Steve <>< * * *
>> Email: steve@atari.org.uk * * *
>> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
>> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>
>

440. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 10:46:59 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <1m1V6.3197$IS6.35744@NewsReader>
Source record: 45010

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:990634764-621386AEicMi@madasafish.com...
> Hi Barrie and other traders.
>
> >I have no use for them so they are for sale. Offers?

> I'd like to make a suggestion, in a civilised, calm tone of voice..
>
> Since myself and a large number of other people object to the appearence
> of adverts for business's in this base, could traders not reply to any
> potential business opportunity directly to the requester via eMail.
> You'l still get your trade and we dont have to pay to dowload it.
>
> People could still openly request their needs and get offers as
> requested.
>
> Other peoples opinions welcome, please.

No takers on that then.
It could just be that most people are very happy to see a sensible, short,
two line post
offering services and goods in reply to a question,

Barrie at Keychange. www.keychange.co.uk

441. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 11:55:07 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b24b4e0$1@dnews.tpgi.com.au>
Source record: 45011

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:3b23d070$0$7284@news.zetnet.co.uk...
> Hi Mark!
>
> >> I've got yet another question (actually 2)!! I'm planning to get TOS
> >> 2.06 soon since I can't get sysinfo.prg to figure out what version I've
> >> got.
>
> On 8 Jun 2001 16:15:24 +, "Mark Bedingfield" wrote:
>
> >an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho.
>
> Actually STE's never had TOS v1.4, that was only found on ST's. TOS v1.6 &
> v1.62 only contained the operating system necessary for the STE's extra
> hardware, therefore TOS V1.4 wouldn't work on an STE.
>
> TOS v2.06 being a later version contains the code for STE's and is able to
> detect whether it was being run on an ST or an STE, so it could run on
> either machine. Also therefore it won't run on a later machine like a TT
> or Falcon.

From what I understand the very very very early STEs had 1.4 as did the
first development machines. I have seen a STE with 1.4 in it tho. One that
MACE here in melbourne had me fix. Unless there are other versions of
Rainbow TOS. I have been known to wrong, very rarely tho, James;-)

Mark

442. Re: Another question: Loose Monitor Port?

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 11:56:48 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b24b546@dnews.tpgi.com.au>
Source record: 45012

M. Brady <KappaGuy99@aol.com> wrote in message
news:f5240491.0106080744.61a30245@posting.google.com...
> "Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:<3b2070e7@dnews.tpgi.com.au>...
> > Tom Brady <Tebrady@mediaone.net> wrote in message
> > news:3B2067A2.19819929@mediaone.net...
> > > Hi all,
> > >
> > > I've got yet another question (actually 2)!! I'm planning to get TOS
> > > 2.06 soon since I can't get sysinfo.prg to figure out what version
I've
> > > got. Which would you all recommend for stability (use in MIDI studio)
> > > 2.06 or 1.62?
> > >
> > > Secondly, my monitor port seems to be loose, like how Nintendos get
> > > after a long time... if you bump the plug on the chord, it'll lose
it's
> > > connection and restart or whatever. Can I fix that by simply
> > > resoldering the monitor port or something? Any hints on how that's
done
> > > (and how to get the heat shield off without breaking anything!!) I'm
> > > not a solder master..... yet
> >
> > an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho.
It
> > sounds as if the sysinfo software is dodgy. Try booting of the disk only
> > with no accs or auto prgs, and see how you go. As far as your monitor
port
> > goes, yeah, resolder the pins on the PCB. You may need to replace the
port
> > as the clamping force on the pins is more likely the problem.
> >
> > Mark
>
> How difficult is it to replace the monitor port? For someone who
> hasn't done a lot of soldering (i've only done modems, hard drives,
> etc on PCs, never actually tried to solder anything before)

Probably a good idea to find someone who has, the monitor port isn't tricky
but..... Finding the port itself will be the hard part. See if you can get
a fresh copy of that sys info software and see how that goes too.

Mark

443. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 12:01:56 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b24c0122ae3ee2@free.fr>
Source record: 45013

Hello,

in article <992091988-360941AEicMi@lineone.net> (comp.sys.atari.st)
Steve Sweet wrote on Sat 09-06-2001 00:26 (-0100):

> Also hacked the language variable so all my app's (except HDDRIVER)
> think its english.

You need to patch the table of the appl_getinfo() function.

The function used to know the AES language is appl_getinfo(). It can
give a lot of informations depending on the parameter given to the
function (0 to 14 according to the Compendium). I found by chance a
patch for Mag!C 2 (for something different) describing a method to find
this function in magic.ram. Just after the code of the function is a
table with 4 words (8 bytes) for each sub-function. With parameter 3,
you get the AES language in the first word: 0 for English, 1 for German,
2 for French... and the 3 following unused words are set to 0. The code
of the function ends with 30C0 51C9 FFF0 4E75 (hex of course). This
strings occurs only once in magic.ram (tested with v 5.13 and v 6.10).
The 13th word after the function is then the one we are looking for :-).

I used Zorg to patch my copy of magic.ram (v 6.10 german, 244476 bytes).
The byte to be patched is placed at 20873 (hex) or 133235 (dec) when the
first byte is number 0 (Zorg).

Disclaimer: I cannot be responsible of any dammage on your system.
Always apply the patch on a copy of your own magic.ram.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

444. Atari mega/ste and lans

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 12:20:33 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <9g2d59$2n6k$1@corolla.OntheNet.com.au>
Source record: 45014

hi, ive had my mega/ste for a bit now and noticed the LAN port on the side,
i was wondering if this could somhow be interfaced to an ethernet lan or
somehow be interfaced to a PC so i could download software of the net for
it.
any help appreciated

troys

445. save desktop in middle res.

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 13:20:06 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B24C587.E74E6660@aem.com.pl>
Source record: 45015

Hi.
My problem is:
When I save desktop in middle resolution,
all informations (widnows position, background
colour) are saved ok, but my STE always
run in low resolution. I'm new STE
user, I had no problems like this with my
STFM. Is this any bug in STE TOS, or what?
What should I do?
I hope there are some little patches for it,
to put in "auto" folder...
Presently, I use text editor to modify
desktop.inf (12 (should be mid res) to 13 (this
should be high res, but works as mid res on colour
monitor).

greets,
--
tmazur

"It's probably me".
http://www.aem.com.pl/tmazur/

446. Re: TAF

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 14:59:31 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106111659100.11769-100000@newgem.atari.org>
Source record: 45017

On 5 Jun 2001, madmax wrote:

> Does anyone have the most recent URL for the TAF webpage? Or is it
> gone? The latest issue of Myatari magazine has a dead link.

http://taf.atari.org/

--
Anders Eriksson
ae@dhs.nu

447. FS: 1040 STe $75 or b/o

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 15:41:20 UTC
From: kappaguy99@aol.com
Message-ID: <57c11891.0106110741.28a7a8a8@posting.google.com>
Source record: 45018

Hi all,

Well, my 1040 STe has a loose monitor port. It works some of the time and I anticipate it wouldn't be a problem to use a TV with it. If you use a mono monitor with it, it may occaisionally reset unless you fix/replace the monitor port. I tried cleaning it with contact cleaner to no avail. Sooooo this is one for those with more repairing skills than I.

It comes in the original box which is kind of cool. Just the main computer module, no accesories, sorry. Free shipping in the USA. $75 or best offer. Again, everything works perfectly except the monitor port. If you're interested, please email:

KappaGuy99@aol.com

Feel free to email with offers, questions.

448. Mega ST 2 RAM upgrade question

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 15:42:53 UTC
From: kappaguy99@aol.com
Message-ID: <57c11891.0106110742.64bfa7a6@posting.google.com>
Source record: 45019

Hi all,

Just curious, what is the simplest way to upgrade a Mega ST 2 to 4MB (or more even) of RAM? I hear there are memory expansion cards available... where can I get those, I've looked but haven't found any. Don't want to do any soldering... looking for ease here. Thanks.

Matt

449. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 16:39:08 UTC
From: phantomm@bellsouth.net
Message-ID: <Mu6V6.267$4I2.41632@e3500-atl1.usenetserver.com>
Source record: 45020

Hi,

Do you still have those Vortex AtOnce 386SX boards for sale?

If so, let me have some details about which versions you have for the
Atari machines. And if they are installed or not.

Let me know your asking price for each in US Dollars if you can.

Thanks,
phantomm@bellsouth.net

450. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 16:58:48 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9g2tc8$1qb$1@news.panix.com>
Source record: 45021

Don Wolfe <dwolfe@netcentraltv.com> writes:

: On 7 Jun 2001 17:01:34 -, Ken Springer wrote:

: Ken,

: I used the SLM with DynaCaDD for a long time till the unit started to
: ghost print, so we know that combination works. Are you sure at

Ghost printing? My worn-out slm 804 (show machine, from warehouse sale, plus somebody's profit markup) died with symptoms of fainter images later in a print run, and smearing of un-wiped used toner.

After replacing the entire drum assembly, even though I suspected the wiper blade, I was pleasantly astounded by how well that machine was supposed to work. But the wiper blade was not the problem. It still had a sharp contact edge. The problem was that the drum did not either charge or discharge as fast as it should, and the wiper blade did not remove toner that was not unstuck. It looks like you just need a new wiper blade.

They are fairly cheap, but fairly hard to get, if you are not in the printer repair business. And I have a used one in good condition.

Jim

451. Re: Mega ST 2 RAM upgrade question

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 18:02:52 UTC
From: vdjole@EUnet.yu
Message-ID: <9g314anhf1@news.eunet.yu>
Source record: 45022

On 11 Jun 2001 08:42:53 , M. Brady wrote:
>Hi all,
>
>Just curious, what is the simplest way to upgrade a Mega ST 2 to 4MB
>(or more even) of RAM? I hear there are memory expansion cards
>available... where can I get those, I've looked but haven't found any.
> Don't want to do any soldering... looking for ease here. Thanks.

Well, the simplest way requires a lot of soldering- but at least it looks nice. Mega 2 already has holes in the PCB prepared for additional 2MB of 1MBit DRAM chips, to make a total of 4MB RAM. So you would have to insert chips into holes and solder each pin. I suspect that finding 1MBit DRAMs in discrete chips may be expensive these days though...

Adding ST RAM with some memory expansion card would also require an amount of soldering, because there is no neat plug-in RAM connector in a Mega, unless some hypothetical card uses the Megabus port and has its own DRAM controller... Then there wwould also be the problem of physically locating and fastening the card...

Cu

452. Re: New Eclipse owner.

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 19:24:07 UTC
From: Urs Med <ursmed@gmx.de>
Message-ID: <sj6ait0bp29vfv54k2eartn4pupctub6u2@4ax.com>
Source record: 45023

```
>>I think my ISP is blocking too many domains from sending email. Can you try
>
>It certainly shouldn't have any reason to block the university computers
>I'm using for email (much less the .se domain). This is the first time
>I've ever had a problem like that.
>
>>lord_gaiyan@hotmail.com? Thanks. I'm at work now so I'll try get those
>
>I'll do that.

hallo boyz...
please dont use your privat emails!
im very interested in this diskussion, bcause im theoreticly
interested in eclypse. and its good for me to see/hear sth. about it
and the errors....
```

453. Re: ST version of ActionReplay?

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 19:39:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <voChLrBs5RJ7EwrQ@atari.org.uk>
Source record: 45024

In article <3b248409.5006258@news.rrds.co.uk>, baz <baz.allen@removethis
bit.uk.thalesgroup.com> writes
>I have something called "The Ultimate Ripper" cartridge...
>
>Never used it fully though! :(

The Ultimate Ripper doesn't do all the things this cartridge does, but
it can do things it can't. Program freezing is one of them.

The ultimate ripper also does things not documented, and also has a few
bugs.

Depending what you want for it, i'd be interested in it.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

454. Dr T Basic released: NEED THE PROGRAM!

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 19:50:25 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106111150.56449d2a@posting.google.com>
Source record: 45025

Hello All

I need your help!

I have been able to contact Dan Miller who was the original programmer for DR T Basic. He gave me his consent to a Freeware release. The only problem is..he does not have the program.

So I was wondering if anyone here has an unprotected copy of Dr T Basic, so we can release it to the Atari-Midi community.

Dr T Basic allows you to write your own MPE programs for use in Dr T's KCS. That would be great to write your own midi programs!

If you have the program, please contact me immeadiatly!

Tim Conrardy
tconrardy@hotmail.com

Tims Atari Midi World
http://sites.netscape.net/timconrardy/index.htm

455. Re: save desktop in middle res.

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 19:57:29 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <b7Dcf3BpKSJ7Ew8s@atari.org.uk>
Source record: 45026

In article <3B24C587.E74E6660@aem.com.pl>, Tomasz Mazur
<tmazur@aem.com.pl> writes
>Hi.
>My problem is:
>When I save desktop in middle resolution,
>all informations (widnows position, background
>colour) are saved ok, but my STE always
>run in low resolution. I'm new STE
>user, I had no problems like this with my
>STFM. Is this any bug in STE TOS, or what?
>What should I do?
>I hope there are some little patches for it,
>to put in "auto" folder...
>Presently, I use text editor to modify
>desktop.inf (12 (should be mid res) to 13 (this
>should be high res, but works as mid res on colour
>monitor).

Hi

Oooh the med rez bug bites back:P

You will have an STE running under TOS 1.06 (1.6 if ya like).

There is a patch available. Sorry i can't upload the file for you:(yet!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

456. Atari Music

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 20:45:37 UTC
From: P-R-E <philipre@online.no>
Message-ID: <_3aV6.1956$q82.86045@news3.oke.nextra.no>
Source record: 45027

I'm not a member of the Atari generation (born '86), but I've downloaded some ripping progs. for Atari Music, but I don't know which Atari tunes, game-tunes that are good....

So can anybody helpful lead me into this world of good Atari music or other good music from C64, Amiga, etc??

457. Re: Infrogames Changes It's name to Ata

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 21:21:49 UTC
From: ebaiz@skyenet.net
Message-ID: <NDaV6.6$vG5.379@newsfeed.slurp.net>
Source record: 45028

On 10 Jun 2001 13:28:47 , Peter Goffee wrote:

>It will be very interesting, but what will it achieve? All they are
>doing is name changing to get more games sales. They are not trying to
>re-open Atari of old, so all it will be is a new label, nothing more.
>
>I rue Atari's chances to have kept in the Industry. I wish there was
>some way for them to return in force. Just maybe, this would be start
>of that. I live in hope!

Yes, you are probably correct, but it is nice to dream. It will also be
nice to see the Atari name out there again even if it is not the Atari
of old.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

458. Re: Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 21:21:50 UTC
From: ebaiz@skyenet.net
Message-ID: <ODaV6.7$vG5.379@newsfeed.slurp.net>
Source record: 45029

On 10 Jun 2001 16:18:29 , Mac wrote:
>Hi,
>
>I have created a new community for Atari on MSN, it is called Atari
>users, I have looked around for such a community, but failed to find
>one, they are a little too specialised.
>What I want to achieve is a community where any aspects of 16/32 bit
>atari computing can be talked about, from beginners all the way up to
>experts, with talk of news, sharing of files, sharing of links and
>photographs of members setups. Basically a good starting place for
>Atarians.

Well my wife has a PC and MSN. I would not mind joining, but I am not sure how often I would drop in. Too bad CaB cannot login. When you have everything up and running, leave a post here and I will stop by. Thanks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

459. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 22:11:59 UTC
From: swampfax@atlantic.net
Message-ID: <PmbV6.36$XG2.83189@news1.atlantic.net>
Source record: 45031

On 11 Jun 2001 01:20:20 , "Claes Holmerup" wrote:
>"John Garone" wrote:
>> Hi All,
>> Anyone have a Cubase AIF stereo audio file (very small) so I can test
>> Cubase and my Falcon output? I'm getting stereo at the inputs and Cubase
>> is showing that it's recording in stereo (8 track mode) but I'm getting
>> mono out! E-mail me if you can help --- swampfax@atlantic.net
>
>Hi,
>I guess you forgot to use the pan controls in the mixer. Turn them hard
>left/right on the stereo couple you're trying to use and it'll work much
>better.
>As the default, they're set to the center position...
>
>Best regards,
>Claes
>website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
>e-mail: claes@holmerup.com
>swedish music on the Web: http://www.swebmusic.com
>
>
>.
Hi Claes,
Thanks for the feedback but there's where I'm confused! Which mixer?
16 track does'nt do anything (I'm in 8 track mode for stereo). Graphic does
but I'm getting the same audio info out of left and right! When pan is
centered = mono! Note that this is an audio file (not MIDI) recorded into
Cubase from a stereo tape source. The recording track was set to "any"
during recording and the monitors show that channels 1 & 2 are tied
together (book states should be stereo). Still mono out!

John G.

460. Re: save desktop in middle res.

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 22:17:53 UTC
From: Remi Villatel <maxilys@normandnet.fr>
Message-ID: <3B254391.816A3427@normandnet.fr>
Source record: 45030

Tomasz Mazur wrote:

> When I save desktop in middle resolution,
> all informations (widnows position, background
> colour) are saved ok, but my STE always
> run in low resolution. I'm new STE
> user, I had no problems like this with my
> STFM. Is this any bug in STE TOS, or what?
> What should I do?

That's a very old bug. I think that upgrading the TOS to version 2.6 worked.

Any way, there's a solution. Edit your NEWDESK.INF in a very simple text editor, look for the string:

18 0? (I don't remember which last cipher you'll find.)

Replace the "?" by a "1", save the file et voilï¿½ !

My souvenirs are very vague but I think I'm right. If I recall correctly, "18 00" meant low resolution, "18 01" meant middle and "18 02" meant high. Or maybe it was "01", "02", "03" ?

You can try different ciphers, you won't harm your STE. ;-)

Hope it helps.

==========
Remi Villatel
maxilys@normandnet.fr
==========

461. Re: Infrogames Changes It's name to Ata

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 22:21:48 UTC
From: swampfax@atlantic.net
Message-ID: <0wbV6.37$XG2.83691@news1.atlantic.net>
Source record: 45032

```
On 11 Jun 2001 21:21:49 , Edward S. Baiz Jr. wrote:
>On 10 Jun 2001 13:28:47 , Peter Goffee wrote:
>
>>It will be very interesting, but what will it achieve? All they are
>>doing is name changing to get more games sales. They are not trying to
>>re-open Atari of old, so all it will be is a new label, nothing more.
>>
>>I rue Atari's chances to have kept in the Industry. I wish there was
>>some way for them to return in force. Just maybe, this would be start
>>of that. I live in hope!
>
>Yes, you are probably correct, but it is nice to dream. It will also be
>nice to see the Atari name out there again even if it is not the Atari
>of old.
>
>Edward S. Baiz Jr.
> (Gamer)
```

462. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 23:36:16 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <6ucV6.11488$vR1.34917@nntpserver.swip.net>
Source record: 45033

"John Garone" wrote:
> On 11 Jun 2001 01:20:20 , "Claes Holmerup" wrote:
> >"John Garone" wrote:
> >> Hi All,
> >> Anyone have a Cubase AIF stereo audio file (very small) so I can
test
> >> Cubase and my Falcon output? I'm getting stereo at the inputs and
Cubase
> >> is showing that it's recording in stereo (8 track mode) but I'm getting
> >> mono out! E-mail me if you can help --- swampfax@atlantic.net
> >
> >Hi,
> >I guess you forgot to use the pan controls in the mixer. Turn them hard
> >left/right on the stereo couple you're trying to use and it'll work much
> >better.
> >As the default, they're set to the center position...
> >
> >Best regards,
> >Claes
> >website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> >e-mail: claes@holmerup.com
> >swedish music on the Web: http://www.swebmusic.com
> >
> >
> >.
> Hi Claes,
> Thanks for the feedback but there's where I'm confused! Which mixer?
> 16 track does'nt do anything (I'm in 8 track mode for stereo). Graphic
does
> but I'm getting the same audio info out of left and right! When pan is
> centered = mono! Note that this is an audio file (not MIDI) recorded into
> Cubase from a stereo tape source. The recording track was set to "any"
> during recording and the monitors show that channels 1 & 2 are tied
> together (book states should be stereo). Still mono out!

Use any of the other mixers... ;)
The 16-track mixer can only be used in 16-track mode, so the reverb or
graphic mixer should do the job.
When the Pan is set to center, the output SHOULD be mono! When you have a
stereo couple on track 1+2, you should pan 1 to the extreme left and 2 to
the extreme right - otherwise you'll never get any stereo output...

If you need more stereo tracks, you can actually move the Part to track 3 -
and then you'll have the stereo on 3+4 and then 1+2 are free for a new
stereo recording (you can only record stereo sources on the one that's set

to ANY - which is locked to tracks 1+2). You can get 4 stereo tracks this way if you want to. This is something that I don't think is widely known, so I thought it could be interesting... Don't forget the pan pots of all the tracks though... 1,3,5,7 to the extreme left and 2,4,6,8 to the extreme right. The drawback is that when you need to edit the audio in the additional stereo tracks; you'll only see the odd tracks' image and the other one's blank even though it's actually there...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

463. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-11 23:47:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B2558A2.77280BB9@greeleynet.com>
Source record: 45034

Steve Sweet wrote:

> Since myself and a large number of other people object to the appearence
> of adverts for business's in this base, could traders not reply to any
> potential business opportunity directly to the requester via eMail.
> You'l still get your trade and we dont have to pay to dowload it.

Hypothetical situation:

Suppose John Doe asked "Does anyone have a copy of 'Does it all program
#1' for sale or trade?". In your scenario, any vendor or even
non-vendor having this program would individually email John Doe. Now,
supposing there are 5 other people with the same question. Would you
want to see 5 additional people ask the very same question?

Just food for thought. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

464. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 01:54:18 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992368336-300820AEicMi@lineone.net>
Source record: 44961

Hi Barrie

>> Other peoples opinions welcome, please.

>No takers on that then.

It appears not, i stand alone, and will now accept the will of the many.
Some custard on this humble pie would be most welcome.

>It could just be that most people are very happy to see a sensible,
>short, two line post offering services and goods in reply to a
>question,

2 lines or so would also please me, but i'd still prefer not to see it
at all, but since the masses have spoken, or not in this case.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

465. Re: Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 02:13:13 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tiau093djun5dd@corp.supernews.com>
Source record: 45036

How about.. Atari Users Network (AUN)??

http://www.Atari-Users.Net

Users can post messages in the Forums, Read current Atari news (and post
news!), Chat with fellow Atari users, post Reviews, Join the AUN Webring,
Search and List in the Atari Links Engine, Classified Ads, Auction.. and a
new and improved downloads area (needs links to files.. SEND THEM!!).
And it's designed to work with CAB!

Rob

webmaster@atari-users.net

"Mac" <paul_mc@atariste.freeserve.co.uk> wrote in message
news:3b239ca9.9793944@news.freeserve.net...
> Hi,
>
> I have created a new community for Atari on MSN, it is called Atari
> users, I have looked around for such a community, but failed to find
> one, they are a little too specialised.
> What I want to achieve is a community where any aspects of 16/32 bit
> atari computing can be talked about, from beginners all the way up to
> experts, with talk of news, sharing of files, sharing of links and
> photographs of members setups. Basically a good starting place for
> Atarians.
>
> Feel free to join, I know its msn and that is a bit annoying but they
> offer good tools.
>
> My goal would be a library of essential files for atari users,
> discussion of all atari news, and other atari users to contact and
> compare systems/problems.
>
> please feel free to join, it is under construction ATM.
>
> many thanks
>
> Mac
>
> Atari Users
> Community at MSN
>
> wophead@hotmail.com

466. Re: RE:REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 02:21:34 UTC
From: swampfax@atlantic.net
Message-ID: <O0fV6.39$XG2.88191@news1.atlantic.net>
Source record: 45037

On 10 Jun 2001 01:51:28 , Don Wolfe wrote:
>Greetings All,
>
>I have a 2Gig JAZ divided into 4 logical drives G-H-I-J of equal size,
>I'm having a read/write problem with the H drive.
>
>Is there any Utility's that will let me find out the problem with that
>logical drive and let me correct it without wiping out the entire
>disk?? As I've been using this drive for over 1 1/2 years and have a
>lot of stuff on it...
>
>Thanks, Donner......
>
>
>.
Hi Don,
Although I can't help you, maybe you can help me (if you come up with a solution to your problem). My problem was similer. Although the 1 gig Jazz I have was under warantee at the time, Iomega refused to check out if the drive was faulty unless I hooked it up to a PC first. No PC so....
If you can, E-mail me at swampfax@atlantic.net if you come up with something.
John G.

467. Re: Atari mega/ste and lans

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 03:20:35 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B258A82.238A3F05@sprint.ca>
Source record: 45038

I'm not sure if there is an interface for that but a while back I found a
couple eternet interfaces out. check out the search engines as thats how i
found them. unfortunately I can't remember the website addresses right now

l8r
James

Bluey wrote:

> hi, ive had my mega/ste for a bit now and noticed the LAN port on the side,
> i was wondering if this could somhow be interfaced to an ethernet lan or
> somehow be interfaced to a PC so i could download software of the net for
> it.
> any help appreciated
>
> troys

468. Re: Mega ST 2 RAM upgrade question

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 03:45:16 UTC
From: puffpuffin@aol.com
Message-ID: <20010611234516.19148.00002973@ng-fi1.aol.com>
Source record: 45039

The popular Marpet Xtra-RAM Deluxe board that uses SIMMs are advertised as working on a MegaST, so that's an option. Albeit, an expensive option...

>On 11 Jun 2001 08:42:53 , M. Brady wrote:
>>Hi all,
>>
>>Just curious, what is the simplest way to upgrade a Mega ST 2 to 4MB
>>(or more even) of RAM? I hear there are memory expansion cards
>>available... where can I get those, I've looked but haven't found any.
>> Don't want to do any soldering... looking for ease here. Thanks

469. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 04:21:13 UTC
From: sinclap@nospam.net
Message-ID: <110620012321126080%sinclap@nospam.net>
Source record: 45040
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-1528AF.08441610062001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <Pine.MNT.4.10.10106091620400.175-100000@Hades060>,
> Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > > > WTF do I want to use PDF for? We offer two formats - text and HTML.
> > > > If
> > > > that
> > > > doesn't meet with your approval, the better.
> > >
> > > The rest of the computer world uses the PDF standard. Newsletters and
> > > reports are done on PDF now. Mac OSX has the PDF integrated were as
> > > one can convert work into PDF with a click. Don't you want your
> > > readers to get ahead? Makes me question the seriousness and
> > > credibility of Atari Online News
> >
> > MAC OS has had PDF integrated for what? A month if that?
> > Some of us do read news and until Apple tosses classic mode from
> > OS 10 you should shut your yap...
>
>
> ah, but you see The iDiot Forever Known As Sinclap can never shut up.
> It's simply incapable of it, since its sad obsession with attacking all
> Atari users because of some silly slight in the past won't let go of his
> brain.

Sheesh..As usual..sound like a broken record..

> Personally TiFKAS' proclamations have always been sources of hilarity.
> Remember "Pointcast will destroy Atari presence on the 'Net?" It was
> Pointcast instead that crashed and burned. Remember "Dejanews is the
> future, all newsreader programs are obsolete?". Dejanews is now a shell
> of its former self, and newsreader programs on all platforms are still
> being developed and upgraded, and TiFKAS has been forced to use a
> newsreader program itself. Remember last year in .advocacy when it
> proclaimed "all ATI video cards are crap?" . It sure began using the
> crowbar to extricate its foot from its mouth after Particle Salad
> mentioned to it that ATI cards are found in most Macs including the iMac
> (and it claims that someone hired it to be an "Apple Power Rep!").

Pointcast was a nice idea in it's time..But MacTicker fits the bill
nicely and a site that has the most comprehensive news web site links
is the drudgereport.com.

ATI cards at the time were crap. But the Radeon card is nice and the
Rage mobility cards found in laptops such as the iBook fit the bill
nicely. ATI has come along way. But work is needed now that NVIDIA is
at there heels.

> Oh, and of course - "If Steve Jobs ever came back to Apple, he would
> destroy the company. He is an arrogant bonehead." A message that still
> haunts TiFKAS to this day, even to the point of its denying that it ever
> said it while simultaneously licking Steve's boots....

Not at all. It haunts you..

sinclap!
somewere in mn

470. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 04:23:38 UTC
From: sinclap@nospam.net
Message-ID: <110620012323465384%sinclap@nospam.net>
Source record: 45041
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <Pine.MNT.4.10.10106101351580.103-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sun, 10 Jun 2001 sinclap@nospam.net wrote:
>
> > > MAC OS has had PDF integrated for what? A month if that?
> > > Some of us do read news and until Apple tosses classic mode from
> > > OS 10 you should shut your yap...
> >
> > No, three months to be precise...Every Mac has shipped with the PDF
> > reader called acrobat. What does classic mode have to do with PDF?
>
> 3 months, geesh impressive. The truth is mac os got a complete
> over haul and finally after several years catches up to MiNT.
> If it was so great why replace it entirely... you are pathetic
> and blind. If you knew anyting you'd know that there is a
> PDF viewer for the Atari... not a great one but it works.

Typical A-user in denial..
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

471. Re: Cubase Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 04:37:02 UTC
From: swampfax@atlantic.net
Message-ID: <O%gV6.46$XG2.94308@news1.atlantic.net>
Source record: 45042

On 12 Jun 2001 01:36:16 , "Claes Holmerup" wrote:
>"John Garone" wrote:
>> On 11 Jun 2001 01:20:20 , "Claes Holmerup" wrote:

>I'm getting the same audio info out of left and right!

>>When the Pan is set to center, the output SHOULD be mono! When you have a
>>stereo couple on track 1+2, you should pan 1 to the extreme left and 2 to
>>the extreme right - otherwise you'll never get any stereo output...
>>

OK Claes,
The Graphic EQ did the trick but I had to re-record the track
(for some reason)! All is well! Thanks for your help!
John G.

472. ATARI STUFF FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 04:54:59 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106112054.3d28f71@posting.google.com>
Source record: 45043

SEND EMAIL TO JCLMASTER@JUNO.COM OR JCLMASTER@HOTMAIL.COM

Atari Falcon Computer - 14 MG memory, 85MB hard drive version. Asking $400 for it.

Other stuff for sale: (Make me an offer on the stuff listed below!!)

HISOFT BASIC

VIP PROFESSIONAL

WORDUP

INTERLINK

TIMEWORKS DESKTOP PUBLISHER

TIMEWORKS WORD WRITER

SPEEDO-GDOS

SYQUEST 44 MB DRIVE - CONNECT TO ST/STE

3 44 MB CARTRIDGES FOR SYSQUEST

HAND SCANNER - WORKS ON A FALCON

1 88 MB FOR SYQUEST

NEODESK 3

ATARI SM-124 MONO MINITOR

LABEL MASTER ELITE

GFA DRAFT PLUS

EDHAK & EDITPLUS

TRACKER / ST - MAILING LIST \ LABELS

U.V.K. - ULTIMATE VIRUS KILLER (2 COPIES)

THE NAVIGATOR - MAPS

FLASH - II

DB MASTER ONE

GENEVA

THUNDER SPELL CHECKING

ST PROGRAMMER'S GUIDE BOOK

PHA$AR - FINANCE

DELUXE PAINT

TRAINS

ATARIWORKS

PAPA'S GRAFIX GUIDE TO ATAIWORKS WORD PROCESSOR

STARI ST LOGO USERS GUIDE

NICKELODEON FIVE - MUSIC

WARP 9

HARD DISK SENTRY

PAGESTREAM

CAB 2.5

XBOOT

DIAMOND EDGE

ATARI 800

600-XL

800-XL (2)

XF-551 DISKETTE DRIVES (2)

1010 PROGRAM RECORDER

TRACKBALLS (2)
BASIC-XL
SPARTADOS-X

LIGHT GUN & BUGHUNT & BARNYARD BLASTER (?)

NUMEROUS 8-BIT CARTRIDGES THAT I HAVEN'T HAD TIME TO LIST YET

========== ST / STE GAMES

MISSLE COMMAND

TEMPEST

STEEL

WEB OF TERROR

MAGIC POCKETS

DARK CENTURY

S.D.I.

CAPTAIN FIZZ

HELL RAIDEN

URIDIUM

ROAD WARS

RENEGADE

TEMPLE OF APSHAI (2 COPIES ONE WITH MANUAL)

CARRIER COMMAND

ROAD RAIDER

ACTION FIGHTER CYCLE

GEMINI WING

INFESTATION

TYPHOON THOMPSON - (2 COPIES)

TRACKER

THE BARD'S TALE

TASS TIMES IN THE TOWN

X-OUT

BAD COMPANY

16 NEW BLANK D/D DISKETTES

DISCOVERY CARTRIDGE (SUPPOSED TO BE ABLE TO COPY SOFTWARE)

BUNCH OF MAGAZINE DISKS & MAGAZINES

ICD P:R: CONNECTION W/CABLE - CONNECT PARALLEL PRINTER AND/OR MODEM - 8-BIT

473. Re: wtd atari falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:02:38 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106112102.75cafd92@posting.google.com>
Source record: 45044

Unknown User <Ataricoltr@dreamsoft.com> wrote in message
news:<bpo8itcpj8tc6hjf6b848d8t4gakksn6kp@4ax.com>...
> Anyone have an extra falcon computer for sale?

I have an ATARI FALCON 14 MB, 85MB hardrive.
Asking US $400 plus shipping.

Robert Trowbridge

I also have the following for sale:

SEND EMAIL TO JCLMASTER@JUNO.COM OR JCLMASTER@HOTMAIL.COM

Atari Falcon Computer - 14 MG memory, 85MB hard drive version. Asking $400 for it.

Other stuff for sale: (Make me an offer on the stuff listed below!!)

HISOFT BASIC

VIP PROFESSIONAL

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INTERLINK

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SPEEDO-GDOS

SYQUEST 44 MB DRIVE - CONNECT TO ST/STE

3 44 MB CARTRIDGES FOR SYSQUEST

HAND SCANNER - WORKS ON A FALCON

1 88 MB FOR SYQUEST

NEODESK 3

ATARI SM-124 MONO MINITOR

LABEL MASTER ELITE

GFA DRAFT PLUS

EDHAK & EDITPLUS

TRACKER / ST - MAILING LIST \ LABELS

U.V.K. - ULTIMATE VIRUS KILLER (2 COPIES)

THE NAVIGATOR - MAPS

FLASH - II

DB MASTER ONE

GENEVA

THUNDER SPELL CHECKING

ST PROGRAMMER'S GUIDE BOOK

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STARI ST LOGO USERS GUIDE

NICKELODEON FIVE - MUSIC

WARP 9

HARD DISK SENTRY

PAGESTREAM

CAB 2.5

XBOOT

DIAMOND EDGE

ATARI 800

600-XL

800-XL (2)

XF-551 DISKETTE DRIVES (2)

1010 PROGRAM RECORDER

TRACKBALLS (2)
BASIC-XL
SPARTADOS-X

LIGHT GUN & BUGHUNT & BARNYARD BLASTER (?)

NUMEROUS 8-BIT CARTRIDGES THAT I HAVEN'T HAD TIME TO LIST YET

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MISSLE COMMAND

TEMPEST

STEEL

WEB OF TERROR

MAGIC POCKETS

DARK CENTURY

S.D.I.

CAPTAIN FIZZ

HELL RAIDEN

URIDIUM

ROAD WARS

RENEGADE

TEMPLE OF APSHAI (2 COPIES ONE WITH MANUAL)

CARRIER COMMAND

ROAD RAIDER

ACTION FIGHTER CYCLE

GEMINI WING

INFESTATION

TYPHOON THOMPSON - (2 COPIES)

TRACKER

THE BARD'S TALE

TASS TIMES IN THE TOWN

X-OUT

BAD COMPANY

16 NEW BLANK D/D DISKETTES

DISCOVERY CARTRIDGE (SUPPOSED TO BE ABLE TO COPY SOFTWARE)

BUNCH OF MAGAZINE DISKS & MAGAZINES

ICD P:R: CONNECTION W/CABLE - CONNECT PARALLEL PRINTER AND/OR MODEM - 8-BIT

474. Re: I miss my Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:10:29 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106112110.413033c@posting.google.com>
Source record: 45045

For any one thqt might be regretting selling off their Atari computer:

SEND EMAIL TO JCLMASTER@JUNO.COM OR JCLMASTER@HOTMAIL.COM

Atari Falcon Computer - 14 MG memory, 85MB hard drive version.

Asking $400 for it.

I have a lot of other stuff for sale if interested!

Bob

475. Re: www.atarisales.com

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:12:04 UTC
From: "Angel C. Little" <angelhacker@qwest.net>
Message-ID: <1whV6.1521$347.492508@news.uswest.net>
Source record: 44946

"Tom Brady" <Tebrady@mediaone.net> wrote in message
news:3B194308.EDA852B6@mediaone.net...
> Lance Ringquist wrote:
>
> > please visit,
> > www.atarisales.com
> > we have over 600 titles in stock new in the box covering these atari
> > machines,
> > 2600, 5200, 7800, 400/800/xl/xe/xegm, lynx, and the jaguar. thanks
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
>
> Just ordered some stuff from them a week or two ago. Great place to
> deal with; great service!

I second with you on this Tom.

--
Angel C. Little
"Affirmative Dave, I read you." -HAL 9000
Planet Angel Network: www.live365.com/stations/33067
Goodwill/Easter Seals: www.goodwill.org
Wing Commander Revivial: www.wcrevival.de

476. Re: wtd atari falcon

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:19:34 UTC
From: Don <dons@qnet.com>
Message-ID: <3B25A666.7A4D272D@qnet.com>
Source record: 44947

DISCOVERY CARTRIDGE (SUPPOSED TO BE ABLE TO COPY SOFTWARE)

Ill offer $10 for the discovery cartridge. plus shipping

Don

477. Falcon Video problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:34:21 UTC
From: Don <dons@qnet.com>
Message-ID: <3B25A9DD.2496FA9E@qnet.com>
Source record: 44948

I have a Atari Falcon with 85 meg hard drive, 4megs of ram and the rest is stock. The problem is there is no video coming out of the Falcon. Ive tried a VGA ,SC1224 and SM124. None of them worked. The VGA didnt even get a signal from the Falcon. Is this a common problem and does anyone know how to fix this problem.

Thanks,

Don

478. Re: Falcon Video problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 05:43:37 UTC
From: Don <dons@qnet.com>
Message-ID: <3B25AC09.6DB468B4@qnet.com>
Source record: 44949

I also forgot to mention I have tried another PSU and that the Floppy drive doesnt seem to work either. It doesnt even light the drive light. The hard drive does spin up and the fan also seems to be working.

Don

479. save desktop in middle res.

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 06:28:10 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B25B67A.AE60B368@aem.com.pl>
Source record: 44950

My previous letter was:

Hi.
My problem is:
When I save desktop in middle resolution,
all informations (widnows position, background
colour) are saved ok, but my STE always
run in low resolution. I'm new STE
user, I had no problems like this with my
STFM. Is this any bug in STE TOS, or what?
What should I do?
I hope there are some little patches for it,
to put in "auto" folder...
Presently, I use text editor to modify
desktop.inf (12 (should be mid res) to 13 (this
should be high res, but works as mid res on colour
monitor).

I have problem with watching news,
so if there will be any answers, please
send to:

mailto:tmazur@aem.com.pl
mailto:tmazur@kielce.mtl.pl

thx
--
tmazur

http://www.aem.com.pl/tmazur/

480. For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 07:51:04 UTC
From: Frank Zimmerman <zimmerman@uniserve.com>
Message-ID: <tiblmslhed6sd2@corp.supernews.com>
Source record: 44951

4 MB TT RAM Card
Minimum bid: $19.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245850471

Magnum 128MB TT RAM Card
Minimum bid: $4.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245851158

Very Rare! Atari Computer Carrying Case
Minimum bid: $4.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245847647

ICD Link SCSI Cartridge
Minimum bid: $19.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848154

MicroTek 600Z legal Scanner plus MT-Scan Software
Minimum bid: $49.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849141

20x, SCSI CD-ROM drive in slim case.
Minimum bid: $19.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245843702

2-Bay SCSI Case with 2 Removable SCSI drives
Minimum bid: $49.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844009

2-Bay SCSI Case with 2 Removable SCSI drives
Minimum bid: $49.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844120

Address 1.6
Minimum bid: $3.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844695

EditPlus - edit anything!
Minimum bid: $3.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245847863

Genus 2 - Calamus Font Editor
Minimum bid: $4.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848024

Invision Elite graphics prg
Minimum bid: $9.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848415

Outline Art 3 - vector images
Minimum bid: $9.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848720

PixArt 4 graphics program
Minimum bid: $9.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848910

Electronic Spinster Graphics
Minimum bid: $3.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849349

STeno - handy text editor
Minimum bid: $3.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849565

STormTracker - MOD creater
Minimum bid: $9.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849787

Straight Fax 2.20
Minimum bid: $4.99
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245850101

481. Re: For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 11:58:07 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B26202B.8F2E2AD@chello.at>
Source record: 44952

Frank Zimmerman wrote (on ebay) :

> Here is an Aixit Magnum TT Ram Card with 128MB of TT Ram.ï¿½ If your TT030
> is still running with only 4 mb of memory,
> now is a perfect time to upgrade it!ï¿½ This ram card is easily installed
> and comes with complete instructions (in german, but the
> installation is quite easy). It will handle up to 256MB of memory. It
> has two slots that can take 16, 32, 64, or 128MB PS2 Simms
> (FPM or EDO). It currently has two 64MB Simms.

Hi Frank!

I'm german native speaking, so the manual will be no problem ;-)
My question:
Is this card only stuck onto the 'TT-RAM'-socket or do I have to make
some soldering? Do I need an installation program for the 'AUTO'-folder?
If it's really only 'plug-n-play' I'm very interested in this card...

Best Greetings from Vienna,

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://PeaSoft.Atari.org>

482. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 13:30:29 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106121324280.84-100000@Hades060>
Source record: 44957

On Tue, 12 Jun 2001 sinclap@nospam.net wrote:

> In article <Pine.MNT.4.10.10106101351580.103-100000@Hades060>, Lonny
> Pursell <fatal@SYNTAX.ERROR> wrote:
>
> > On Sun, 10 Jun 2001 sinclap@nospam.net wrote:
> >
> > > > MAC OS has had PDF integrated for what? A month if that?
> > > > Some of us do read news and until Apple tosses classic mode from
> > > > OS 10 you should shut your yap...
> > >
> > > No, three months to be precise...Every Mac has shipped with the PDF
> > > reader called acrobat. What does classic mode have to do with PDF?
> >
> > 3 months, geesh impressive. The truth is mac os got a complete
> > over haul and finally after several years catches up to MiNT.
> > If it was so great why replace it entirely... you are pathetic
> > and blind. If you knew anyting you'd know that there is a
> > PDF viewer for the Atari... not a great one but it works.
>
> Typical A-user in denial..

You are the one in denial... hense why you surf Atari usenet spewing
miss information. I know full well Atari is not going to regain the
market, however what we do have is still very usable in todays
environment. You are the one that does not grasp these simple ideas.
Also, PDF is a horrible format anyway.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

483. Re: emulators

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 15:03:09 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9g5avb$6v5$1@ins21.netins.net>
Source record: 44953

WinSTon. www.atarist.com
"Paul Ryan" <pryan_st@hotmail.com> wrote in message
news:JoYQ6.14374$WD.3699369@news2-win.server.ntlworld.com...
> Two things:
>
> What is the best ST emulator for the PC, and where can I download it?
>
> Where can I download emulators that run on an ST to emulate retro
machines?
> A PC emulator would also be fun!
>
> Paul
>
>

484. Re: Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 15:09:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992531352-133983AEicMi@gmx.net>
Source record: 44877

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sun, 10 Jun 2001 21:52:30 +0000

Hi Lonny,

>Does anyone know of an early attempt at a GEM based GFA-Basic
>Editor called Jedi?
Are you sure it's called Jedi ?

I have a program here called Jedi, written by Ralph Zimmerman, but this
program is some sort of assembler for GAL's....

<SNIP>
JEDI - Der *GAL-Assembler* von Ralf Zimmermann @ OF2
Der neue Assembler und ReAssembler fï¿½r die GAL-Bausteine
GAL16V8 und GAL20V8. Syntax kompatibel zu dem Maxon-GAL-Assembler.
Ausfï¿½hrliche Warnungen und Fehlermeldungen.
<SNAP>

Cheers from Belgium
Dennis
--
```
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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

485. FalconScreen reset

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 16:15:43 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0106120815.4acd9759@posting.google.com>
Source record: 44954

Hi,

I was messing around with FalconScreen the other day and now want to reset to the default 4bit resolution, but I can't seem to work out how to do this. My falcon now boots in the resolution that I saved with FalconScreen. Any idea how to reset this?

Cheer,

Alex.

486. Re: FalconScreen reset

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 16:31:52 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <clrV6.11568$vR1.35233@nntpserver.swip.net>
Source record: 44955

<alex.stepney@bluewave.com> wrote:

> I was messing around with FalconScreen the other day and now want to
> reset to the default 4bit resolution, but I can't seem to work out
> how to do this. My falcon now boots in the resolution that I saved
> with FalconScreen. Any idea how to reset this?

Hi,
You can create a bootdisk which will reset the NVRAM if it's in the drive
when you start up the Falcon with this program:
http://home.swipnet.se/holmerup/programs/f030free.zip
Then you'll get back all original settings - useful if your NVRAM gets it's
own ideas... ;)

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

487. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 16:55:07 UTC
From: vdjole@EUnet.yu
Message-ID: <9g5hh8pko1@news.eunet.yu>
Source record: 44959

On 11 Jun 2001 21:54:33 , Hallvard Tangeraas wrote:

>I assumed the program had copy-protection in form of a dongle, but
>unfortnately this is one of those pain in the ...eh, behind ...kind of
>programs where you need to insert the *original* floppy disk in the
>drive each time you use it, or you can *transfer* the "key" to the
>harddisk to avoid this.

>So I need to find a way to either hack the key out of the program, so I
>can treat it just like any program, or be able to make several backups
>of the original disk.

>I have absolutely no idea how the copy protection works and why I can
>*read* the disk, but not make a copy of it, but I suppose the data is
>read and analyzed by the ST somehow.

Are you sure that none of the disk-image-copy programs sush as FastcopyIII
or MSA can handle this?

cu.

488. new Atari Emulator user - forgot almost everything

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 17:23:00 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9g5j5h$b61$1@ins21.netins.net>
Source record: 44956

I just got WinSTon installed on my machine and have all the TOS images and a hardrive image.
I've forgotten everything. How do I make a boot directory where I load all my accessories and etc?

Is NeoDesk still around and if so, how do I get a copy cheap? I loved that desktop.

Thanks!!!

Lannie

PS had my 1040STf in the basement of a friends house for years. He did a complete remodel and the Atari was covered in 1-2 inches of dust, insulation, dirt, you name it. I had to take it apart and blow out everything. Had to take the floppy apart and clean it. We won't talk about how gross the monitor was. 1224 Color.

turned it on, bam, desktop!! Got to love those old machines!!!!!!!!!

489. Vision available in german

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 17:31:40 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <0msV6.1786$vc.2529323@nnrp4.proxad.net>
Source record: 44958

Hi !

I forgot to say that in the news for Vision 4.0d, the german translation is
donne thanks to Uli.Guenthner !

See you, Jean
http://vision.atari.org
jlusetti@free.fr

490. Re: Atari Music

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 17:48:01 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106121942580.11769-100000@newgem.atari.org>
Source record: 44960

On Mon, 11 Jun 2001, P-R-E wrote:

> I'm not a member of the Atari generation (born '86), but I've downloaded
> some ripping progs. for Atari Music, but I don't know which Atari tunes,
> game-tunes that are good....

Hello,

you can try these places for ST demo/game music:

http://sndplayer.atari.org/ - here you find synthetic music made for the
ym2149 synthesizer chip in the ST/TT/Falcon. Player for ST/TT/Falcon/Hades
avalable. Also player for windoze, even though it's a bit limited.

http://stsound.atari.org/ - syntentic music again, but more concentrating
against emulating the ym2149.

http://atarimods.dhs.nu/ - here you find digital music (mods, mpegs..).

For c64:
http://www.hvsc.c64.org/ - over 15000 files.

For Amiga:
http://exotica.fix.no/ masses and masses of music. Also very interesting
for ST users, as they have over a thousand scans of Amiga/ST-Games covers.

I hope this helps..

--
Anders Eriksson
ae@dhs.nu

491. Re: Falcon Video problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 18:45:35 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9g5o2peft1@news8.svr.pol.co.uk>
Source record: 44962

Hi,

Sounds a bit like mine was.

You didn't get it out of my bin did you?

Lol

No offence intended

Tim

Don wrote in message <3B25A9DD.2496FA9E@qnet.com>...
>I have a Atari Falcon with 85 meg hard drive, 4megs of ram and the rest
>is stock. The problem is there is no video coming out of the Falcon.
>Ive tried a VGA ,SC1224 and SM124. None of them worked. The VGA didnt
>even get a signal from the Falcon. Is this a common problem and does
>anyone know how to fix this problem.
>
>Thanks,
>
>Don
>

492. Re: Atari Music

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 19:16:22 UTC
From: P-R-E <philipre@online.no>
Message-ID: <eStV6.258$_96.12994@news3.oke.nextra.no>
Source record: 44963

> Hello,
>
> you can try these places for ST demo/game music:
>
> http://sndplayer.atari.org/ - here you find synthetic music made for the
> ym2149 synthesizer chip in the ST/TT/Falcon. Player for ST/TT/Falcon/Hades
> avalable. Also player for windoze, even though it's a bit limited.
>
> http://stsound.atari.org/ - syntentic music again, but more concentrating
> against emulating the ym2149.
>
> http://atarimods.dhs.nu/ - here you find digital music (mods, mpegs..).
>
>
> For c64:
> http://www.hvsc.c64.org/ - over 15000 files.
>
> For Amiga:
> http://exotica.fix.no/ masses and masses of music. Also very interesting
> for ST users, as they have over a thousand scans of Amiga/ST-Games covers.
>

Takker og bukker!

493. Re: www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 19:58:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106121956230.83-100000@Hades060>
Source record: 44973

On Tue, 12 Jun 2001, Lannie Schafroth wrote:

> I heard someone hacked the author of WinSTon's PC and he will no longer
> develop the emulator. Tell me this is not true?

What do you mean by hacked?

> Anyone else heard anything? This is the only Emulator I've used that works
> well.

You can download the full source code, feel free to maintain it
yourself or try one of the many emulators based on it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

494. Re: RE:REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 20:01:20 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992452978-89099AEicMi@lineone.net>
Source record: 44994

Hi John

>Iomega refused to check out if the drive was faulty unless I hooked it
>up to a PC first.

So why didnt you tell them that is /was/ connected to a PC!!.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

495. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 20:33:59 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3b267b92@post.newsfeeds.com>
Source record: 44964

*** post for FREE via your newsreader at post.newsfeeds.com ***

Jean-Fran&#65533;ois Lemaire <jflemaire@belgacom.net> escribi&#65533; en el mensaje de
noticias 3b157848209b900@belgacom.net...
> Hello,
>
> Le Tue 29-05-10 00:48, Carey Christenson tremblait d'&#65533;motion en &#65533;crivant:
>
> >Anyone,
> >Does anyone use a newer Hewlett Packard or EPSON printer????? If so
> >what model numbers!!!! Does not matter if it is HP or Epson either
> >one if you know if they work with the NVDI drivers!!!!!!
>
> I bought an Epson Stylus Color 460 about 6 months ago and it works fine
> with the driver for the ESC 440. It also works with the drivers for the
> 500 and the 400.
>
> J-F.

With which computer do you use this printer (Epson 460) ?? Falcon perhaps?
I also have this one that i use with a standard Falcon, works fine but very
slow.
Same with you?

D Galvez

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 90,000 Newsgroups - 16 Different Servers! =-----

496. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 20:59:03 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106122358070.5833-100000@hal.pp.fishpool.fi>
Source record: 44965

On 7 Jun 2001, Jo Even Skarstein wrote:

> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > I had some troubles on my old ISP.. Now iwe moved and Riebl is rock
> > solid.. Im a lot on internet, transfer not so little as well, and i this
>
> I have two Riebl-cards myself, but have never been able to
> get them working. The best I've managed is to ping my TT from
> my PC, but as soon as the TT receives a packet it crashes. I
> would be very interested in more details on your setup
> (kernel, driver etc.)...

Which is exactly what I described. Works well if the remote is
far enough, but crashes the sockets if the remote is near.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

497. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 21:01:28 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106122359260.5833-100000@hal.pp.fishpool.fi>
Source record: 44966

On Thu, 7 Jun 2001, SWE/YesCREW wrote:

> On Wed, 6 Jun 2001, [iso-8859-1] Martin-ï¿½ric Racine wrote:
>
> > The Riebl works okay, as long as the next machine is at least
> > 15ms away, but within this LAN all machines are closer and the
> > Riebl drivers regularly die. I can download impossibly huge
> > files form the Net but, if I try downloading the same file from a
> > machine within my LAN, it crashes the Reibl drivers and the only
> > cure is to reboot.
>
> Well to my other ethernet device (modem) is some half a meter...

Your cable-modem is not the next computer in the network, it's a
single-ended hub. Your ISP's gateway is over 50 meters from your
home. The pong is most likely over 15 miliseconds.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

498. Atari TT and a SCSI hard Disk

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 21:21:20 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tid1t3j4npjd81@corp.supernews.co.uk>
Source record: 44967

Can I adapted a SCSI Fast Wide II. It is a 4.3 GB and is from a Compaq (it may be a Segate).

Elliot...

499. Re: Word processor

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 21:27:05 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b26972815a9de0@tripnet.se>
Source record: 44969

On Mon 11-06-2001 12:19 (GMT) Andreas Wahlin wrote:

>I want a really basic word processor (no fancy stuff like signum) that is
>easy to use (no text interface for saving). I'd like to be able to save in
>.rtf so I can import the text in Word on my PC, and print it from there.
>Well, why not write it in word in the first place? Because my Atari ST is
>completely *silent* and I like that :)

[I suppose this post never got outside the telia.com domain...]

I think Edith plus or professional (can't remember the name right now)
will get the job done.

Another possibility would be to use any text editor like QED, Everst etc
on the Atari side and read/save the files as MSDOS .TXT in Windows.

All these programs can be downloaded from the Net.

If you want proper cross platform word processing maybe Papyrus is the
best, but you will need a harddisk on the for the ST.

.RTF is mostly overkill if you write simple text. I usually write
everything in QED on Atari or Pocket Word on WinCE without _any_ special
texteffects. If you need special layouts just add those at the very end
when your text is ready. Saves lots of time and you get the text proof-
read as well :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

500. Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 21:27:07 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b26972815a9de2@tripnet.se>
Source record: 44968

Just a short reminder that The Nordic Atari Show will take place this
weekend in Malmï¿½, Sweden.

Go to http://www.sak.nu/ for details.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

501. www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 21:46:55 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9g62kctmi1@ins21.netins.net>
Source record: 44970

I heard someone hacked the author of WinSTon's PC and he will no longer develop the emulator. Tell me this is not true?

Anyone else heard anything? This is the only Emulator I've used that works well.

Lannie

502. FA Ebay: 3 classic ST games - Wizkid, Kult, The Kristal

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 22:51:38 UTC
From: Scott Mackay <scottmac@clara.co.uk>
Message-ID: <992386449.332715@dionysos>
Source record: 44971

```
3 Classic Atari ST games for auction - Wizkid (follow up to Wizball), Kult &
The Kristal
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1246045119

regards,

Scott M.
```

503. VOTE!

Newsgroup: comp.sys.atari.st
Date: 2001-06-12 23:19:08 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B74BFF8A.F523%bengy@mac.com>
Source record: 44972

The Little Big Competition voting period ends tomorrow night (June 13th). Please take this time to vote for the contributions entered. To this point, there have been very few vote forms submitted. The forms are updated (no more long lines on Atari screens) and are waiting to be filled in. The programmers have dedicated their time to make these contributions, now it's your turn.

http://www.magical-sides.de/lbc/download/vote.LZH (German and English ASCII vote forms)

LBC homepage:

http://www.magical-sides.de/

On a related note: MagiC Online is being redone with Php4, if anyone has any requests on desired features of the new dynamic site please contact me with your ideas.

Take care,
B.

504. Re: TT keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 00:27:18 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <KnyV6.4600$IS6.64649@NewsReader>
Source record: 44974

"Steve Sweet" <stevesweet@bun.com> wrote in message
news:992025152-425031AEicMi@bun.com...
> Hi Dave,
>
> hows the hormone deficency today, you should try viagra.
>

So thats what the doctors put you on? They couldn't cure your
sleep disorder so they gave you something to do each night.

> >my Veloce 020 failed, would my machine be repaired and returned, or
> >would it be exchanged for something technically inferior?."
>
> >That it was based upon a story by lai, that he used in February against
> >Barrie.
>
> No it wasnt. What happened in february then, i missed that..
>

What? Memory lapses aswell? Has _all_ the blood rushed from your brain.

> >Once again a made up story.
>
> No it wasnt

Really! Would you like to phone a friend or just take it as read (gossip).

>
> >Come on Lai post your mail to the group.
>
> This seems to exist only in your mind!.
>
And once again, _Really_! Would lai the story teller care to comment?

> >You haven't been telling stories have you??????????

Why don't you just post to the group what you have spread. Any more custard?
BTW save a bowl for lai the gossip.

Dave

505. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 01:02:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <9g6e3b$20u$1@plutonium.compulink.co.uk>
Source record: 44975

On 2 Jun 2001 10:57:43 -, Lyndon Amsdon wrote:
>>> Cheers Derryck. I was hoping for this kind of answer from day
>>> one, as I always try to plonk everything in ttram if I can...
>> As long as you look out for software that specifies it should not
>> be used in TTRam, just about everything is good to go in it. It's
>> been a long time since I learnt the details, but IIRC NVDI for
>> graphics cards should not run in TTRam (is that right?) and I
>> think there was something about DMA sound.
>>
>> Can anyone else confirm this?
>
> DMA sound players should not be put in TT ram, IIRC from the
> Nedplayer docs. The DMA chip can't access TT ram and so this is
> why you need ST RAM when using the Atari Laser (which is driven by
> the DMA port).

Thanks for the confirmation, Lyndon.
I don't think the issue is too critical, though. If the programs don't work in TTRAM they will crash. Changing the program header back to running in STRAM with the utilities mentioned previously will resolve the problem immediately IIRC.

rgds
H

506. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 01:02:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <9g6e3f$20u$2@plutonium.compulink.co.uk>
Source record: 44976

On 4 Jun 2001 04:05:30 G, "Raymond Collins" wrote:
> Here is how to simply things a little.
>
> TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
> SIMMs. ^^^^^^^^^^^^^^^^^^
> The 8 means 8 chips on each memory card, NOT 9 or 3, they will not
> work.

Hi Raymond,
First, this information applies for use with the Atari TT-RAM boards,
doesn't it? I'm reasonably sure 9 chip SIMMs have been reported as ok,
but I won't contradict what you're saying if there's the possibility
of a problem.

Regarding Nibble mode chips, this is not essential but if this RAM can
be obtained then the board will work faster with them. Nibble mode are
4-bit, while page-mode are 1-bit according to my notes.

> I purchased my chips through Memory Supersource 1-800-457-6837.
> Item # WM4000870S 4MX8 70NS SIMMS
>
> The newer TT RAM boards it will have 6 jumpers labeled w101 to
> w106. The jumpers settings are as follows:
>
> w101 w102 w106
> 1M x 8 SIMMs (4MB) 2-3 2-3 2-3
> 4M x 8 SIMMs (16MB) 1-2 1-2 1-2
>
> jumpers w103 & w104 are for the start address remain the same 2-3
> jumper w105 is for burst mode ON 2-3 OFF 1-2

That matches my notes too. Also (from my notes):

If you have one of the 'older' atari boards which had only 3 jumpers:
set jumper dW3 to 1-2 (non burst, 2-3 is default)

> "Oracle" <NoSpam!@Getlost.com> wrote in message
> news:kpgS6.97354$ff.741429@news-server.bigpond.net.au...
>> its all too complicated... i think ill just stay with 4mb :)

HTH
rgds
H

507. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 01:23:55 UTC
From: swampfax@atlantic.net
Message-ID: <LgzV6.72$XG2.137248@news1.atlantic.net>
Source record: 44977

On 2 Jun 2001 00:24:03 G, "Raymond Collins" wrote:
>Thanks, for the tip. So far is seems there are only 3 ISP Atarians use.
>There could be more but the rest of the Atarians are staying silent.
>
>

Would'nt the ISP show up in posts and E-mail headers?
(E-mail addresses, paths, etc.).
Could be a good source! Although it does'nt show how good the ISPs are,
at least you know you can connect through them!.

John G.

508. Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 01:39:10 UTC
From: Billy Bob <billybob@wcoil.com>
Message-ID: <9g6g7u$36i$0@206.230.189.46>
Source record: 44978

I was wondering, if I were to buy another Falcon would I be able to somehow hook it up to my PC network? and if so would I be able to get internet through dhcp?

jonk

509. Re: Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 01:59:07 UTC
From: Billy Bob <billybob@wcoil.com>
Message-ID: <9g6hdb$5oo$0@206.230.189.46>
Source record: 44979

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10106102150140.102-100000@Hades060...
> Does anyone know of an early attempt at a GEM based GFA-Basic
> Editor called Jedi?
>
> I was told it was released in beta form around early 1997.
> I would like to find a copy of this if anynoe knows where to
> look. Thanks.
>

http://www2.wcoil.com/~atari/jedi.lzh

510. Re: Atari compatible ISPs

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 04:55:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106122055.6e135c2a@posting.google.com>
Source record: 44980

"Raymond Collins" <rcollins@voicenet.com> wrote in message
news:<DmWR6.142$AQ.1473@news3.voicenet.com>...
> Thanks, for the tip. So far is seems there are only 3 ISP Atarians use.
> There could be more but the rest of the Atarians are staying silent.
>
Not so. The post asked for "National" ISPs. UIA.NET is most definitely not national.

Galen

kay@uia.net (only it's "K", not "KAY")

511. Re: Atari TT and a SCSI hard Disk

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 04:58:55 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106122058.707e1b04@posting.google.com>
Source record: 44981

"Elliot" <esrs@u.genie.co.uk> wrote in message
news:<tid1t3j4npjd81@corp.supernews.co.uk>...
> Can I adapted a SCSI Fast Wide II. It is a 4.3 GB and is from a Compaq (it
> may be a Segate).
>
Yes. You will need an adapter and will have to make certain your
jumpers are set correctly, but there is no reason it shouldn't work.

Galen

512. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 05:12:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106122112.4387b233@posting.google.com>
Source record: 44982

Janka Gerhard <gerhard.janka@siemens.at> wrote in message news:<3B1F2B41.A384123B@siemens.at>...
> Galen wrote:
> > This is essentially true. Without an update, 600 dpi is about the
> > best we can hope for. Fortunately, many printers are backwards
> > compatible, so at least they work.
>
> Well. Isn't 600 (or 720 at Epson printers) enough ? At least I'm
> satisfied with the CD Covers I print with my Epson 760.
>
Well, no. The eye can make out the coarseness of less than 300 lines per inch. In black and white (such as text), there is very little difference between 300 and 600 dpi. Switch to a dithered 4x4 pixel gray, and 600 dpi = 150 lines per inch (lpi). Since the image is still monochrome, 150 lpi looks pretty good, but you can tell the difference between it and 1200 dpi = 300 lpi. For photos and complicated color graphics, 600 dpi is quite noticably inferior to 1200 dpi.

Thus to summarize, NVDI is fine for text and pretty good for grayscale, but you will not do better than "OK" for the printing of photos.

This said, Tigerdirect.com is selling the HP 610CL for $50. I have one, and it works quite nicely at 300 dpi color (using the HP660C driver) and at 600 dpi monochrome (using the HP5L laser printer driver). A great deal for a printer known to run under NVDI 4 (I haven't tried 5 yet). [No, I don't work for Tigerdirect -- I just buy from them]

Galen

513. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 08:32:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b27330a18214a0@tripnet.se>
Source record: 44983

On Wed 13-06-2001 01:39 (GMT) Billy Bob wrote:

>I was wondering, if I were to buy another Falcon would I be able to
>somehow hook it up to my PC network? and if so would I be able to get
>internet through dhcp?

Yes it's possible through any COM-port. You will be able to use ftp to
transfer files etc but none of the Windows (if this is what you are
using?) specific protocols will off course not work. With extra software
on the pc the Falcon can get full Internet access as well on your LAN.

You will most likely not be able to use DHCP. Simply assign static routes
and ip-addresses instead.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

514. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 09:19:22 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OqfJbIAaAzJ7Ewvc@atari.org.uk>
Source record: 44984

In article <3b27330a18214a0@tripnet.se>, Kenneth Medin
<kennethm@tripnet.se> writes
>Yes it's possible through any COM-port. You will be able to use ftp to
>transfer files etc but none of the Windows (if this is what you are
>using?) specific protocols will off course not work. With extra software
>on the pc the Falcon can get full Internet access as well on your LAN.
>
>You will most likely not be able to use DHCP. Simply assign static routes
>and ip-addresses instead.

Hi

And what about ethernet adaptors available for the Atari ST's and
Falcon?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

515. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 09:26:56 UTC
From: jflemaire@belgacom.net
Message-ID: <3b273ffa1a1c590@belgacom.net>
Source record: 44985

Hello,

>> I bought an Epson Stylus Color 460 about 6 months ago and it works fine
>> with the driver for the ESC 440. It also works with the drivers for the
>> 500 and the 400.

>With which computer do you use this printer (Epson 460) ?? Falcon perhaps?
>I also have this one that i use with a standard Falcon, works fine but very
>slow.
>Same with you?

Yes, it's rather slow on my TT030. But I suppose this is to be expected
from such a cheap printer. I'm more annoyed by the noise it sometimes
makes.

J-F.

516. Re: SCSI brands

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 09:38:42 UTC
From: bindon@madasafish.com
Message-ID: <tied52t8h3ss69@corp.supernews.com>
Source record: 44986

Hi

>very welcome if you have experience with other models also.
>
>I think you should add a note to such lists saying that drives not
>listed will most likely also work. Otherwise some users will think that
>only the drives in the list can be connected, which is definitely not
>the case.
>I have got a lot of feedback in the past with respect to whether drives
>work or not. Fact is that I cannot remember any SCSI drive that did not
>work. If something was wrong it was always due to wrong termination or
>bad cables.

Yes, I will be adding notes later like this.

517. Re: For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 10:06:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992531356-134568AEicMi@gmx.net>
Source record: 44876

From: Werner Romstorfer <werner.romstorfer@chello.at>
Date: Tue, 12 Jun 2001 11:58:07 GMT

Hi Werner,

>I'm german native speaking, so the manual will be no problem ;-)
The manual consists of a single sheet of paper... ;-)

>Is this card only stuck onto the 'TT-RAM'-socket or do I have to make
>some soldering? Do I need an installation program for the 'AUTO'-folder?
>If it's really only 'plug-n-play' I'm very interested in this card...
The card is really "plug and play", it doesn't need any drivers either. All
you might need to do is set the flags of some programs you use to run from
TT-RAM.

If you decide that the 128MB is not enough and want to upgrade to 256MB,
then make sure you buy SIMM's that are recommended for the Magnum, using
incompatible SIMM's may cause read and write errors...

Cheers from Belgium
Dennis
--
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

518. Re: www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 11:17:52 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9g7i2k$3te$07$1@news.t-online.com>
Source record: 44987

Lannie Schafroth <lschaf@netins.net> wrote in message
news:9g62kctmi1@ins21.netins.net...
> I heard someone hacked the author of WinSTon's PC and he will no longer
> develop the emulator. Tell me this is not true?
>

That's really old news. It's true and he developes other emulators now.

> Anyone else heard anything? This is the only Emulator I've used that
works
> well.

Someone else took over the source code for WinSTon. The new emulator is now
called "STew".

Greetings,
Matthias

519. scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 12:27:03 UTC
From: kopaczm@thrisc.if.uj.edu.pl
Message-ID: <8f47fa90.0106130427.22b34289@posting.google.com>
Source record: 44988

Hello.
I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
Regards
Marcin

520. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 13:18:57 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9g7p81$2qo$0@206.230.189.20>
Source record: 44989

One other question: does anyone have cable or dsl working on their Atari?

jonk

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3b27330a18214a0@tripnet.se...
> On Wed 13-06-2001 01:39 (GMT) Billy Bob wrote:
>
> >I was wondering, if I were to buy another Falcon would I be able to
> >somehow hook it up to my PC network? and if so would I be able to get
> >internet through dhcp?
>
> Yes it's possible through any COM-port. You will be able to use ftp to
> transfer files etc but none of the Windows (if this is what you are
> using?) specific protocols will off course not work. With extra software
> on the pc the Falcon can get full Internet access as well on your LAN.
>
> You will most likely not be able to use DHCP. Simply assign static routes
> and ip-addresses instead.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

521. FS: SM124 mono monitor $25

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 14:19:44 UTC
From: main@appstate.edu
Message-ID: <cbbf4eff.0106130619.7bc6cf8@posting.google.com>
Source record: 44990

I have a working SM124 monitor in good condition for sale for $25.00
plus shipping. Please e-mail me at main@appstate.edu if interested.
Will also consider trades for Atari 8-bit stuff. My zip is 28607.

--
Thomas Main
main@appstate.edu

522. Re: sloppy coding (was: Re: [Dallas,TX] Enough is enough!

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 16:34:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9g84m3$3km$1@snipp.uninett.no>
Source record: 44991

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

>> I have two Riebl-cards myself, but have never been able to
>> get them working. The best I've managed is to ping my TT from
>> my PC, but as soon as the TT receives a packet it crashes. I
>> would be very interested in more details on your setup
>> (kernel, driver etc.)...

> Which is exactly what I described. Works well if the remote is
> far enough, but crashes the sockets if the remote is near.

SWE sent me his driver and configuration-files, I'll try them when I get
some spare time.

Is the riebltt.xif-source available? It must be possible to work around
that 15ms-problem.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

523. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 16:38:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9g84u7$3km$2@snipp.uninett.no>
Source record: 44992

jonk <atari@wcoil.com> wrote:
> One other question: does anyone have cable or dsl working on their Atari?

I think there are a few, but most people use a Mac or PC as gateway.
There's a slight change that I get ADSL this summer, but I don't think I
would bother with PPPoE or DHCP on my Ataris. Instead I'll set up one of
my PCs to act as a firewall/router/web-server.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

524. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 16:41:56 UTC
From: vdjole@EUnet.yu
Message-ID: <9g854grru1@news.eunet.yu>
Source record: 44995

On 12 Jun 2001 13:30:29 , Lonny Pursell wrote:

>> > > > MAC OS has had PDF integrated for what? A month if that?
>>[...]
>> > there is a PDF viewer for the Atari...
[...]

>Also, PDF is a horrible format anyway.

Indeed- and its name seems highly misleading to me. The portability of this "Portable Document Format" is so "great" that on any computer platform there are just a couple of applications which can decipher it- or none at all. And if one gets a perverse desire to edit a PDF document, or extract a segment from it into some other format, even more problems await him.

About the only portable document format worthy of this attribute appears to me to be the "Rich Text Format" - or it would be so if it were not for the gigantic size of .RTF files.

cu.

525. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 17:01:27 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106131859200.11769-100000@newgem.atari.org>
Source record: 44993

On Wed, 13 Jun 2001, Steve Stupple wrote:

> >transfer files etc but none of the Windows (if this is what you are
> >using?) specific protocols will off course not work. With extra software

I am using samba on my Falcon to share my Atari drives to Windows
machines, and nfsd to share it to unix-compatibles. Both work fine.

> And what about ethernet adaptors available for the Atari ST's and
> Falcon?

I use this one, it works fine:
http://www.asamnet.de/~hilgarte/ether_e.htm

--
Anders Eriksson
ae@dhs.nu

526. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 17:57:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b27adb01652a80@pandora.be>
Source record: 44846

on Tue 12-06-2001 21:27 Kenneth Medin wrote:

>Just a short reminder that The Nordic Atari Show will take place this
>weekend in Malmï¿½, Sweden.

Unfortunately I can't come this year.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

527. Re: Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 18:34:55 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106131832080.92-100000@Hades060>
Source record: 44859

On 13 Jun 2001, Billy Bob wrote:

> > Does anyone know of an early attempt at a GEM based GFA-Basic
> > Editor called Jedi?
> >
> > I was told it was released in beta form around early 1997.
> > I would like to find a copy of this if anynoe knows where to
> > look. Thanks.
>
> http://www2.wcoil.com/~atari/jedi.lzh

Nice try Billy Bob.
However you obviously didn't examine this archive. It's that
darn GAL programmer which I found tons of links too.
That is not the program I seek. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

528. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 18:45:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b27c2ae1ced521@tripnet.se>
Source record: 44847

On Wed 13-06-2001 16:38 (GMT) Jo Even Skarstein wrote:

>jonk <atari@wcoil.com> wrote:
>> One other question: does anyone have cable or dsl working on their Atari?
>
>I think there are a few, but most people use a Mac or PC as gateway.

This is a must if you have no Ethernet connection on the Atari.

>There's a slight change that I get ADSL this summer, but I don't think I
>would bother with PPPoE or DHCP on my Ataris. Instead I'll set up one of
>my PCs to act as a firewall/router/web-server.

Using a pc webserver is to ask for trouble. Lots of security holes.
Instead join the club of Weblight servers online. 100% stable, and there
have been some who were trying to overload or hack into the server.

I am using a Netgear RT314 "Gateway Router" that acts as DHCP client on
the WAN side. It also provides NAT (ip masquerades) on the LAN side. I
have one of my Ataris connected to the router via the cartridge port
Ethernet adapter. The rest of my Atari LAN is connected with nullmodem
cables so all of them have full Internet access.

The Swedish isp Telia uses an unusual way to "log on" via a webpage that
uses javascipt. This is of no concern to as I 1. never "log out" 2. have
a Win-pc coonnected to the router.

If the isp uses ppoe the router can identify itself and the DHCP stuff is
also taken care off. In this case I see no reason why a single
Atari+Router could not be used.

It would also be possible to be without pc/Mac on my Telia ADSL if I had
taken the time to write an autologon program. It would require some
knowledge that I don't have at the moment so don't count on that. I have
managed to write a GFA Ping program for STinG so maye some time...

Maybe the Adamas browser would survive this simple javascript? Combined
with the announced DHCP client/server suite for Mint it could perhaps be
possible to do without the router as well. On the other hand a "Gateway
Router" also serves as firewall aginst the rest of the Net. There is
really a lot of portscannings etc, going on.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

529. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 19:40:02 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9g8fii$5ol$1@snipp.uninett.no>
Source record: 44848

Kenneth Medin <kennethm@tripnet.se> wrote:

> Using a pc webserver is to ask for trouble. Lots of security holes.

Linux/Apache seems to be a popular combination, so I'll go mainstream for
once ;-) Security doesn't bother me, please feel free to hack me.

> Instead join the club of Weblight servers online. 100% stable, and there
> have been some who were trying to overload or hack into the server.

I have never been able to get Weblight to work.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

530. Re: www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 20:08:40 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9g8h3j$3k0$1@uranium.btinternet.com>
Source record: 44849

Darren Birks is developing it to work on the STE. I have been assisting him
with the STE detection and border code.

Try the SainT emulator as well, it really does emulate the ST/STE well.
http://saint.atari.org/

Mark
Mac Sys Data of Persistence Of Vision

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:9g7i2k$3te$07$1@news.t-online.com...
>
> Lannie Schafroth <lschaf@netins.net> wrote in message
> news:9g62kctmi1@ins21.netins.net...
> > I heard someone hacked the author of WinSTon's PC and he will no longer
> > develop the emulator. Tell me this is not true?
> >
>
> That's really old news. It's true and he developes other emulators now.
>
>
> > Anyone else heard anything? This is the only Emulator I've used that
> works
> > well.
>
> Someone else took over the source code for WinSTon. The new emulator is
now
> called "STew".
>
> Greetings,
> Matthias
>
>
>

531. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 20:21:58 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1lg3oTBmt8J7Ew5D@atari.org.uk>
Source record: 44850

In article <3b27c2ae1ced521@tripnet.se>, Kenneth Medin
<kennethm@tripnet.se> writes
>Using a pc webserver is to ask for trouble. Lots of security holes.
>Instead join the club of Weblight servers online. 100% stable, and there
>have been some who were trying to overload or hack into the server.

Linux is a stable enough platform, and of course there are others QNX
for example.

So i'll be sticking to something a little more common.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

532. Re: FalconScreen reset

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 20:55:08 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0106131255.8a4a03e@posting.google.com>
Source record: 44851

Hi,

Okay tried this and appears to have reset the NVRAM (boots in low res), but
when the desktop comes up the resolution is still wrong.

Any ideas?

Cheers.

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:<clrV6.11568$vR1.35233@nntpserver.swip.net>...
> <alex.stepney@bluewave.com> wrote:
>
> > I was messing around with FalconScreen the other day and now want to
> > reset to the default 4bit resolution, but I can't seem to work out
> > how to do this. My falcon now boots in the resolution that I saved
> > with FalconScreen. Any idea how to reset this?
>
> Hi,
> You can create a bootdisk which will reset the NVRAM if it's in the drive
> when you start up the Falcon with this program:
> http://home.swipnet.se/holmerup/programs/f030free.zip
> Then you'll get back all original settings - useful if your NVRAM gets it's
> own ideas... ;)
>
> Best regards,
> Claes
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> e-mail: claes@holmerup.com
> swedish music on the Web: http://www.swebmusic.com

533. HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 21:06:07 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0106131306.41900171@posting.google.com>
Source record: 44852

Hi,

I recently had to do a re-install of everything on my Falcon. I'm now experiencing some problems with HDDriver. When I boot off floppy I can see all my SCSI devices fine, if I try to boot off disk I can only see the internal IDE drive even when I boot off an external SCSI device!!! I've also recently reset the NVRAM, is there a setting in here thats causing this behaviour?

Cheer,

Alex.

534. Re: www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 21:32:38 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9g8m5i$ar8$1@ins21.netins.net>
Source record: 44853

Thanks, guess I;ve been out of the loop too long! :)

"Mark Davies" <Pov@nospam.btinternet.com> wrote in message
news:9g8h3j$3k0$1@uranium.btinternet.com...
> Darren Birks is developing it to work on the STE. I have been assisting
him
> with the STE detection and border code.
>
> Try the SainT emulator as well, it really does emulate the ST/STE well.
> http://saint.atari.org/
>
> Mark
> Mac Sys Data of Persistence Of Vision
>
> "Matthias Jaap" <mjaap@t-online.de> wrote in message
> news:9g7i2k$3te$07$1@news.t-online.com...
> >
> > Lannie Schafroth <lschaf@netins.net> wrote in message
> > news:9g62kctmi1@ins21.netins.net...
> > > I heard someone hacked the author of WinSTon's PC and he will no
longer
> > > develop the emulator. Tell me this is not true?
> > >
> >
> > That's really old news. It's true and he developes other emulators now.
> >
> >
> > > Anyone else heard anything? This is the only Emulator I've used that
> > works
> > > well.
> >
> > Someone else took over the source code for WinSTon. The new emulator is
> now
> > called "STew".
> >
> > Greetings,
> > Matthias
> >
> >
> >
>
>

535. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 21:34:43 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b27ea403bd7f80@tripnet.se>
Source record: 44854

On Wed 13-06-2001 19:40 (GMT) Jo Even Skarstein wrote:

>Kenneth Medin <kennethm@tripnet.se> wrote:

>> Instead join the club of Weblight servers online. 100% stable, and there
>> have been some who were trying to overload or hack into the server.
>
>I have never been able to get Weblight to work.

Thats _very_ strange! I had never touched a webserver before I setup
Weblight. It's extremely simple as long as you do not involve cgi, Perl
etc. But the examples that comes with the program with counters and forms
do work with Magic. When I tried them with Geneva I got lock-ups because
of a bug within Geneva.

I now host my home-page at home but still without any fancy stuff that
could perhaps make the setup less reliable. Tomorrow I will revert to run
it via 57600bps nullmodem as I will bring the Ethernet adapter with me to
NAS in Malmï¿½.

I have had it online for 6 months now with about 20 hits/day webcrawlers
not counted for. Stats4All claims 2099 hits since 6/3-2001. By now I
think most search-engines have been here at least once. I have seen a
Russian guy who tried to take it down by downloading lots of files
simultaniously until Weblight got out of memory. At this point it will
revert to send a page stating it is temporarily off-line. When this
happend the guy stopped requsting files and after all open connections
timed out everything got normal again without any action from me.

Also someone from China tried to get root access thinking it was a
Windows IIS server. Fun to look at. Anyway it has sofar not bombed a
single time. All I have to do is reboot once every 5 days or so because
STinG develops some memory fragmentation over time.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

536. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 21:40:41 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b27ddd9$0$7283@news.zetnet.co.uk>
Source record: 44855

Hi Hallvard!

>> >an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs, tho.
>
>> TOS v2.06 being a later version contains the code for STE's and is able to
>> detect whether it was being run on an ST or an STE, so it could run on
>> either machine. Also therefore it won't run on a later machine like a TT
>> or Falcon.
>
>What do you mean "able to detect"? What kind of detection are you
>talking about? I thought it was just a matter of plugging in the ROM
>chips and it ran the TOS as before, regardless of it being an ST/F/M or
>STe.

AFAIR, TOS 2.06 (and the earlier 2.05) has a look up table in it so that TOS 2.0x could be used on any of the machines then existing. Therefore it was the only multi machine TOS that came out. TOS v3 and v4 were only for TTs and Falcons respectively and can't be mixed between machines.

To reply to Mark, TOS 1.4 COULDN'T work on an STE because the hardware support for the STE's extra hardware just wasn't there. However TOS 1.6 was very similar to 1.4 in all other respects (although it did bring in the medium res bug that then got fixed in TOS 1.62).

537. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 21:55:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b27ef623fdad10@tripnet.se>
Source record: 44856

On Wed 13-06-2001 17:57 (GMT) Martin "Nightowl" Byttebier wrote:

>on Tue 12-06-2001 21:27 Kenneth Medin wrote:
>
>>Just a short reminder that The Nordic Atari Show will take place this
>>weekend in Malmï¿½, Sweden.
>
>Unfortunately I can't come this year.

Sad, and you will miss my latest experiments in STinG networking. I now have my WinCE Cassiopeia handheld connected to the Atari serial port just using the original sync cable. Makes it possible to transfer files and mail, Surf the web and use Avantgo through the Atari network.

On the other hand there will be plenty of space for other visitors :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

538. Re: FalconScreen reset

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 22:16:10 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <VNRV6.11917$vR1.36059@nntpserver.swip.net>
Source record: 44857

<alex.stepney@bluewave.com> wrote:

> Okay tried this and appears to have reset the NVRAM (boots in low res),
but
> when the desktop comes up the resolution is still wrong.
>
> Any ideas?
>

Set the resolution you want in the preferences, then choose "Save desktop"
in one of the menus on the Desktop (don't remember which one - but I believe
it's the one furthest to the right...)?

Best regards,
Claes

> "Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:<clrV6.11568$vR1.35233@nntpserver.swip.net>...
> > <alex.stepney@bluewave.com> wrote:
> >
> > > I was messing around with FalconScreen the other day and now want to
> > > reset to the default 4bit resolution, but I can't seem to work out
> > > how to do this. My falcon now boots in the resolution that I saved
> > > with FalconScreen. Any idea how to reset this?
> >
> > Hi,
> > You can create a bootdisk which will reset the NVRAM if it's in the
drive
> > when you start up the Falcon with this program:
> > http://home.swipnet.se/holmerup/programs/f030free.zip
> > Then you'll get back all original settings - useful if your NVRAM gets
it's
> > own ideas... ;)
> >
> > Best regards,
> > Claes
> > website: http://www.holmerup.com - mirrored at
http://mirror.holmerup.com
> > e-mail: claes@holmerup.com
> > swedish music on the Web: http://www.swebmusic.com

539. Re: Falcon Video problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 22:25:59 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <WNRV6.11918$vR1.36059@nntpserver.swip.net>
Source record: 44858

> Don wrote in message <3B25A9DD.2496FA9E@qnet.com>...
> >I have a Atari Falcon with 85 meg hard drive, 4megs of ram and the rest
> >is stock. The problem is there is no video coming out of the Falcon.
> >Ive tried a VGA ,SC1224 and SM124. None of them worked. The VGA didnt
> >even get a signal from the Falcon. Is this a common problem and does
> >anyone know how to fix this problem.

Sometimes, the NVRAM causes this. You may have a bad battery in the
NVRAM-"chip", so it needs to be replaced (the chip that is - the battery
can't be replaced). If you have access to another Falcon that's in working
condition, you can create a boot-disk with this program:
http://home.swipnet.se/holmerup/programs/f030free.zip and start your Falcon
with the created disk inserted. If the machine works then, you've found the
problem... IF the battery backup in the NVRAM is bad, you'll notice the next
time you try to start the machine after leaving it off for some time... ;)
Sometimes the NVRAM gets it's own ideas and only needs to be reset to come
to grips with reality again, so if you're lucky it may be the solution.
For some other hints, take a look at my site - the Troubleshooting page.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

540. Re: Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-13 23:12:58 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9g8s1q$3m9$0@206.230.189.17>
Source record: 44860

SORRY! ;-)

> Nice try Billy Bob.
> However you obviously didn't examine this archive. It's that
> darn GAL programmer which I found tons of links too.
> That is not the program I seek. ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

541. MagicSLM source?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 00:56:17 UTC
From: jba4@po.cwru.edu
Message-ID: <3b280b0a.511073@news.cwru.edu>
Source record: 44926

I remember a couple of months ago there were some messages concerning the MagicSLM accessory and I had mentioned problems I was having with the Windows printer drivers. Someone had mentioned that the source could be made available. Well, as of late, I was feeling up to the challenge of messing aruond with it. Is there any chance that someone with the source could make it available? I 'd like to see if I could messa round with it to try and get it runnning with Windows drivers. Let me know! Thanks!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

542. Re: RE:REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 01:35:51 UTC
From: swampfax@atlantic.net
Message-ID: <XxUV6.117$XG2.204378@news1.atlantic.net>
Source record: 44861

On 12 Jun 2001 19:01:20 , Steve Sweet wrote:
>Hi John
>
>>Iomega refused to check out if the drive was faulty unless I hooked it
>>up to a PC first.
>
>So why didnt you tell them that is /was/ connected to a PC!!.
>
>eMail: steve-sweet@lineone.net
>
Because they want me to run a test from the PC! That was too hard for me
to fake! (never saw one. What is it???) :)))
John G.

543. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 03:17:01 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B282CAC.4D622E3B@sprint.ca>
Source record: 44862

I can't remember the web address but if you go to a search engine and try searching for Link96 or link97, those are both recent, and quite good scsi hoste adaptors. I have an ADSCSI+ that I got in 1994 with my STe, it works well but I think its harder to find now.

Marcin Kopacz wrote:

> Hello.
> I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
> Regards
> Marcin

544. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 03:37:24 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <UjWV6.98$1_6.2090@news3.voicenet.com>
Source record: 44863

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9g6e3f$20u$2@plutonium.compulink.co.uk...
> On 4 Jun 2001 04:05:30 G, "Raymond Collins" wrote:
> > Here is how to simply things a little.
> >
> > TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
> > SIMMs. ^^^^^^^^^^^^^^^^^^
> > The 8 means 8 chips on each memory card, NOT 9 or 3, they will not
> > work.
>
> Hi Raymond,
> First, this information applies for use with the Atari TT-RAM boards,
> doesn't it? I'm reasonably sure 9 chip SIMMs have been reported as ok,
> but I won't contradict what you're saying if there's the possibility
> of a problem.

My understanding indicates that the Atari RAM boards could only use the 8
chip set 30 pin SIMMs due to non-parity, 9 chip SIMMs have parity.

>
> Regarding Nibble mode chips, this is not essential but if this RAM can
> be obtained then the board will work faster with them. Nibble mode are
> 4-bit, while page-mode are 1-bit according to my notes.

To quibble a little about nybble (nibble) it is needed for a functional
burst mode
on a TT030. Thus if using non-niybble SIMMs you must set jumper w105 to
OFF.
Combine burst mode with a Cattamaran and you can get very fast machine.

> > I purchased my chips through Memory Supersource 1-800-457-6837.
> > Item # WM4000870S 4MX8 70NS SIMMS
> >
> > The newer TT RAM boards it will have 6 jumpers labeled w101 to
> > w106. The jumpers settings are as follows:
> >
> > w101 w102 w106
> > 1M x 8 SIMMs (4MB) 2-3 2-3 2-3
> > 4M x 8 SIMMs (16MB) 1-2 1-2 1-2
> >
> > jumpers w103 & w104 are for the start address remain the same 2-3
> > jumper w105 is for burst mode ON 2-3 OFF 1-2
>
> That matches my notes too. Also (from my notes):
>

> If you have one of the 'older' atari boards which had only 3 jumpers:
> set jumper dW3 to 1-2 (non burst, 2-3 is default)
>

I did not know that. Good hear this information, thanks!

> > "Oracle" <NoSpam!@Getlost.com> wrote in message
> > news:kpgS6.97354$ff.741429@news-server.bigpond.net.au...
> >> its all too complicated... i think ill just stay with 4mb :)
>
> HTH
> rgds
> H

545. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 03:42:54 UTC
From: Raymond Collins <rcollins@voicenet.com>
Message-ID: <2pWV6.99$1_6.2125@news3.voicenet.com>
Source record: 44864

```
" Don Wolfe" <dwolfe@netcentraltv.com> wrote in message
news:9g1b89$568$1@news.chatlink.com...
> On 10 Jun 2001 03:17:26 , "Raymond Collins" wrote:
>
> >> >> >TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
> >SIMMs.
> >> >> > ^^^^^^^^^^^^^^^^^^
> >> >> >The 8 means 8 chips on each memory card, NOT 9 or 3, they will not
> >work.
> >> >> >I purchased my chips through Memory Supersource 1-800-457-6837.
> >> >> >Item # WM4000870S 4MX8 70NS SIMMS
> >> >> >
> >> >> >
> >> >> >The newer TT RAM boards it will have 6 jumpers labeled w101 to
w106.
> >> >> >The jumpers settings are as follows:
> >> >> >
> >> >> > w101 w102 w106
> >> >> >1M x 8 SIMMs (4MB) 2-3 2-3 2-3
> >> >> >4M x 8 SIMMs (16MB) 1-2 1-2 1-2
> >>
> >> The last time I had one of my TT's open, I think the TT ram BD had 4
> >> SIMM Cards, are you saying to put 8-4M chips on 4 separete SIMM
> >> Cards ??
> >>
> >> Thanks for the Help, Donner......
> >>
> >
> >
> >There are 4 slots. You can only use 4 cards. They must be 1MB cards or
4MB
> >memory cards.
>
> I think I got-it :) In other words if there are 8 chips on a SIMM card I
> would install 8 500K chips = 4MG, and I would need 32 500K chips to
> bring the TT30 up to 16MG of fast Ram ??
>
> Thanks, Donner......

Nope!

There are only 4 slots. The 30 pin SIMM are bought with the chips on them
you
do not create them as on the older STs buy swaping on the chip.
```

For the Atari TT RAM board you can only use the 1MB SIMMS with 8 chips,
NOT 9, 3, and or use the 4MB SIMMS with 8 chips.

--
Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a. Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card
collinrm@umdnj.edu | Die Hard, Serious Atarian since 1983

546. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 07:39:43 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9g9pk6gku1@pegasus.csx.cam.ac.uk>
Source record: 44867

Marcin Kopacz wrote in message
<8f47fa90.0106130427.22b34289@posting.google.com>...
>Hello.
>I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to
get it?
>Regards
>Marcin

Atari Workshop should have some Link97 cables, point your browser to
www.atari-workshop.co.uk

Stephen Moss

547. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:08:23 UTC
From: doitarchive@doitarchive.de
Message-ID: <1euzc2n.p1rzoxbouw3uN%doitarchive@doitarchive.de>
Source record: 44866

James Alexander <jamesalexander@sprint.ca> wrote:

> I can't remember the web address but if you go to a search engine and try
> searching for Link96 or link97, those are both recent, and quite good scsi
> hoste adaptors. I have an ADSCSI+ that I got in 1994 with my STe, it
> works well but I think its harder to find now.

> Marcin Kopacz wrote:
>
> > Hello. I'm looking for scsi adapter for my 1040STE. How much is it? Is
> > it easy to get it? Regards Marcin

http://www.wbsystemtechnik.de/atari/in_ho_e.htm

Link source: http://www.doitarchive.de/link.htm
--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

548. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:14:44 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <m$XTeOG0JHK7EwTn@atari.org.uk>
Source record: 44868

In article <Pine.MNT.4.21.0106140847140.192-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> writes
> I do.. I posted few LONG messages how, etc here, about 2 weeks ago
>btw..
>
>
>
> Janez

Hiya

Can I trouble you for a copy if you have one, I can them keep it by and
use it for reference for users:))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

549. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:20:40 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106141118290.20316-100000@hal.pp.fishpool.fi>
Source record: 44869

On Wed, 13 Jun 2001, Martin "Nightowl" Byttebier wrote:

> Unfortunately I can't come this year.

Even though I had scheduled and prepared a presentation, I cannot
come this year. However, if it is possible to arrange for an IRC
session, I might be able to upload my slides to a website and do
the presentation speach and question period via IRC.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

550. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:48:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106140847140.192-100000@localhost>
Source record: 44865

On 13 Jun 2001, jonk wrote:

> One other question: does anyone have cable or dsl working on their Atari?
>
> jonk

I do.. I posted few LONG messages how, etc here, about 2 weeks ago
btw..

Janez

551. For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:51:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001d3d93@fmlynet.org>
Source record: 44879

FamilyNet Newsgate

Some really cool stuff here!

I was flipping through some of these. The carrying case looks really
cool, but I saw one thing I couldn't live without...

> STormTracker - MOD creater
> Minimum bid: $9.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849787

That sucker I bought! Hehehe.... I've been playing with Protracker, but
this looks like it has a awesome interface for making MODS. Alright... guess
I'll have to prolong packing away my ST for another month so I can play with
this. (grin)
I love creating MOD files for Newton users to listen to, and I have found
that the most compatible MOD files were created on... a ST. (grin)

Hmmm... wonder if I could get a ImageWriter II to work with a ST using
Spectre. (Since I'm having no luck getting the SLM 605 and the Spectre to talk
to each other....)

This platform has piqued my interest yet again. :)

Doctor Clu

Now if I can only get my $*&%#*@ 800XLDJ and SIO2ST cable working again.
And that friggin $&*^%$ internet connection....

gripe gripe.... Hehehehe....

> From: "Frank Zimmerman" <zimmerman@uniserve.com>
> 4 MB TT RAM Card
> Minimum bid: $19.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245850471
> Magnum 128MB TT RAM Card
> Minimum bid: $4.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245851158
> Very Rare! Atari Computer Carrying Case
> Minimum bid: $4.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245847647
> ICD Link SCSI Cartridge
> Minimum bid: $19.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848154
> MicroTek 600Z legal Scanner plus MT-Scan Software
> Minimum bid: $49.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849141

> 20x, SCSI CD-ROM drive in slim case.
> Minimum bid: $19.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245843702
> 2-Bay SCSI Case with 2 Removable SCSI drives
> Minimum bid: $49.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844009
> 2-Bay SCSI Case with 2 Removable SCSI drives
> Minimum bid: $49.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844120
> Address 1.6
> Minimum bid: $3.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245844695
> EditPlus - edit anything!
> Minimum bid: $3.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245847863
> Genus 2 - Calamus Font Editor
> Minimum bid: $4.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848024
> Invision Elite graphics prg
> Minimum bid: $9.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848415
> Outline Art 3 - vector images
> Minimum bid: $9.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848720
> PixArt 4 graphics program
> Minimum bid: $9.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245848910
> Electronic Spinster Graphics
> Minimum bid: $3.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849349
> STeno - handy text editor
> Minimum bid: $3.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849565
> STormTracker - MOD creater
> Minimum bid: $9.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245849787
> Straight Fax 2.20
> Minimum bid: $4.99
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245850101

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

552. [Epyx Shrine] Summer Games

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 08:57:04 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3B287C60.824C46DB@nexgo.de>
Source record: 44870

Hi there!

The Epyx Shrine (http://home.nexgo.de/cybergoth) now features an additional page about Summer Games with three interviews and there's more interviews about the game in the pipe...

The Atari ST version of Summer Games might be new to some too :-)

I'm searching some friendly guy with both a scanner and and Epyx catalogues from Fall 1985 or from 1986. Can someone provide complete+readable scans of such treasured items?

Greetings,
Manuel

553. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 10:37:46 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <0u0W6.1458$fi2.42456@news.cpqcorp.net>
Source record: 44871

Do you really want a SCSI adaptor. There are now IDE adaptors which are cheaper....

"Marcin Kopacz" <kopaczm@thrisc.if.uj.edu.pl> wrote in message news:8f47fa90.0106130427.22b34289@posting.google.com...
> Hello.
> I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
> Regards
> Marcin

554. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 11:14:16 UTC
From: D Galvez <maraka@atari.net>
Message-ID: <3b289b67@post.newsfeeds.com>
Source record: 44873

*** post for FREE via your newsreader at post.newsfeeds.com ***

Jean-Fran&#65533;ois Lemaire <jflemaire@belgacom.net> escribi&#65533; en el mensaje de noticias 3b273ffa1a1c590@belgacom.net...
> Hello,
>
>
> >> I bought an Epson Stylus Color 460 about 6 months ago and it works fine
> >> with the driver for the ESC 440. It also works with the drivers for the
> >> 500 and the 400.
>
>
> >With which computer do you use this printer (Epson 460) ?? Falcon perhaps?
> >I also have this one that i use with a standard Falcon, works fine but very
> >slow.
> >Same with you?
>
> Yes, it's rather slow on my TT030. But I suppose this is to be expected
> from such a cheap printer. I'm more annoyed by the noise it sometimes
> makes.
>
> J-F.

But do you think the slowness is a printer or computer problem?
Can you give an idea of how much time spend your printer to print for example a papyrus doc or something similar. Just to have a reference. I find my printer very very slow almost unusable, there is a big diference of speed when it works with a Pentium III PC.

D Galvez

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 90,000 Newsgroups - 16 Different Servers! =-----

555. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 11:16:28 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b28a033@dnews.tpgi.com.au>
Source record: 44872

James Haslam <jfhaslam@zetnet.co.uk> wrote in message
news:3b27ddd9$0$7283@news.zetnet.co.uk...
> Hi Hallvard!
>
> >> >an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs,
tho.
> >
> >> TOS v2.06 being a later version contains the code for STE's and is able
to
> >> detect whether it was being run on an ST or an STE, so it could run on
> >> either machine. Also therefore it won't run on a later machine like a
TT
> >> or Falcon.
> >
> >What do you mean "able to detect"? What kind of detection are you
> >talking about? I thought it was just a matter of plugging in the ROM
> >chips and it ran the TOS as before, regardless of it being an ST/F/M or
> >STe.
>
> AFAIR, TOS 2.06 (and the earlier 2.05) has a look up table in it so that
> TOS 2.0x could be used on any of the machines then existing. Therefore it
> was the only multi machine TOS that came out. TOS v3 and v4 were only for
> TTs and Falcons respectively and can't be mixed between machines.
>
> To reply to Mark, TOS 1.4 COULDN'T work on an STE because the hardware
> support for the STE's extra hardware just wasn't there. However TOS 1.6
> was very similar to 1.4 in all other respects (although it did bring in
> the medium res bug that then got fixed in TOS 1.62).

Hmmmmm, did it have the scrolling rainbow and come in 256k roms or 128s?

Mark

556. FA: eBay, Monitor Master for ST, ends June 6th

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 11:21:25 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B289E35.B29767B6@suscom.net>
Source record: 44874

```
All information is current as of Jun-14-01 01:37:42 PDT
Please visit eBay for the latest information.

I have the following auctions underway:
1245139602: HotSync Cradle PC for Palm III & VII - NEW
Current bid: $13.00
Auction ends on: Jun-16-01 16:41:20 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245139602

1245143406: Monitor Master for the Atari ST
Current bid: $10.00
Auction ends on: Jun-16-01 16:58:47 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1245143406

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

557. Looking for Doug White

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 11:36:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001d4770@fmlynet.org>
Source record: 44882

FamilyNet Newsgate

> From: clc5q@cobra.cs.Virginia.EDU (Clark L. Coleman)
> I am looking for an old friend and co-worker, Doug White. He published
> a few articles in old Atari magazines back in the late 1980s. My last
> Christmas card to his Arlington, TX, address came back, and there was
> no forwarding address. Originally from Duncan, OK, I believe, before
> he moved to Dallas.
> Any info is appreciated.
> Clark Coleman

Hmmm... any idea where in Dallas? Well, being a Dallasite myself I'd love
to met a current or former Atari user.

Laters,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

558. Re: RE:REMOVABLE HD-DISKS

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 12:16:58 UTC
From: bindon@madasafish.com
Message-ID: <tihapqmao4cl86@corp.supernews.com>
Source record: 44875

On 12 Jun 2001 19:01:20 , Steve Sweet wrote:

Hi Steve

>>Iomega refused to check out if the drive was faulty unless I hooked it
>>up to a PC first.
>
>So why didnt you tell them that is /was/ connected to a PC!!.

Yeah, that one works for me :)

559. Looking for Doug White

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 14:16:47 UTC
From: clc5q@cobra.cs.Virginia.EDU
Message-ID: <9gah0f$8i$1@murdoch.acc.Virginia.EDU>
Source record: 44878

I am looking for an old friend and co-worker, Doug White. He published a few articles in old Atari magazines back in the late 1980s. My last Christmas card to his Arlington, TX, address came back, and there was no forwarding address. Originally from Duncan, OK, I believe, before he moved to Dallas.

Any info is appreciated.

Clark Coleman

560. Re: Searching for a program

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 16:52:11 UTC
From: vdjole@EUnet.yu
Message-ID: <9gaq3q$192$1@news.eunet.yu>
Source record: 44880

```
On 13 Jun 2001 01:59:07 , "Billy Bob" wrote:
>> Does anyone know of an early attempt at a GEM based GFA-Basic
>> Editor called Jedi?
>>
>> I was told it was released in beta form around early 1997.
>> I would like to find a copy of this if anynoe knows where to
>> look. Thanks.
>>
>
>http://www2.wcoil.com/~atari/jedi.lzh

Err... this is a wrong Jedi: a GAL-chip programming tool.
```

561. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 17:38:16 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9gasq8$59o$1@news.chatlink.com>
Source record: 44881

On 14 Jun 2001 03:42:54 , "Raymond Collins" wrote:

>> I think I got-it :) In other words if there are 8 chips on a SIMM card I
>> would install 8 500K chips = 4MG, and I would need 32 500K chips to
>> bring the TT30 up to 16MG of fast Ram ??

>Nope!
>
>There are only 4 slots. The 30 pin SIMM are bought with the chips on them
>you
>do not create them as on the older STs buy swaping on the chip.
>
>For the Atari TT RAM board you can only use the 1MB SIMMS with 8 chips,
>NOT 9, 3, and or use the 4MB SIMMS with 8 chips.

OK!! This time I really "HAVE GOT IT" :^))

Thanks Again, Donner.......

562. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 17:49:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106141949.a24388@su2.maus.de>
Source record: 44937

Hi Alex,

A>When I boot off floppy I can see all my SCSI devices fine, if I try to
A>boot off disk I can only see the internal IDE drive even when I boot
A>off an external SCSI device!!!
do not 'hide' any SCSI device to your HDDRIVER. Start HDDRUTIL and
switch on all your devices (at least your hard disks) and be sure the
copy of HDDRIVER.SYS on the floppy disk is identical to that one on
the boot drive!

Und TTschï¿½
ps

563. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 19:11:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gb28n$o0v$1@snipp.uninett.no>
Source record: 44883

Kenneth Medin <kennethm@tripnet.se> wrote:

>>I have never been able to get Weblight to work.

> Thats _very_ strange! I had never touched a webserver before I setup

Perhaps I haven't read the docs close enough, but when I installed it on my TT (MagiC and STiNG), I couldn't get any response from any of the machines on my LAN. Absolutely no response whatsoever. IIRC I spent a couple of hours on this.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

564. Re: For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 19:14:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gb2f2$o0v$2@snipp.uninett.no>
Source record: 44884

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> If you decide that the 128MB is not enough and want to upgrade to 256MB,
> then make sure you buy SIMM's that are recommended for the Magnum, using
> incompatible SIMM's may cause read and write errors...

I've used both FPM and EDO SIMMS on my aixTT, and have never had any
problems except this: The aixTT use the size detection pins on the SIMM to
determine the size of each SIMM. Many SIMMs doesn't implement this
correctly. I had to solder jumpers on all my SIMMs to get them working.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

565. Re: www.atarist.com GONE? WinSTon gone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 20:16:09 UTC
From: Russ Magee <rmageeSPAM@BEGONEhome.com>
Message-ID: <3B291B89.70400@BEGONEhome.com>
Source record: 44885

Lannie Schafroth wrote:

> I heard someone hacked the author of WinSTon's PC and he will no longer
> develop the emulator. Tell me this is not true?
>
> Anyone else heard anything? This is the only Emulator I've used that works
> well.
>
> Lannie

Nobody seems to have mentioned 'STeeM' yet. Great emulator -- it emulates
the ST at the chip-register level better than any emu I've tried so far.
RS-232 support is lacking at this point, but being worked on:

http://www.pyridine.co.uk/steem/index.htm

566. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 22:10:17 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9gbco9$no4$0@206.230.189.42>
Source record: 44886

I missed that post I guess... could you possibly email it to me?
atari@wcoil.com

thanks!
jonk

"SWE/YesCREW" <jvalant@m42.cx> wrote in message
news:Pine.MNT.4.21.0106140847140.192-100000@localhost...
> On 13 Jun 2001, jonk wrote:
>
> > One other question: does anyone have cable or dsl working on their
Atari?
> >
> > jonk
>
> I do.. I posted few LONG messages how, etc here, about 2 weeks ago
> btw..
>
>
>
> Janez
>
>
>

567. Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 23:21:43 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B294707.42B774E4@boeing.com>
Source record: 44890

When printing a web page from CAB, I get a line of garbage characters
about 1/4 to 1/2 way through the second page of output if it goes over
one page. About a 1 cm strip of the bit image is missing at this
point, and then the rest of the web page prints normally.
This happens when I'm running under MiNT on my Milan040, but never
happened when running under Magic 6 on my 1040ST (ET4000 equipped).
CAB version is 2.7, and NVDI version is 5 in both cases.
Printer is an HP DeskJet 560C.

Anybody have an idea on how to fix this?

Milton Horst
Seattle, WA USA

568. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 23:31:43 UTC
From: ebaiz@skyenet.net
Message-ID: <zPbW6.9779$e21.5916@newsfeed.slurp.net>
Source record: 44887

On 13 Jun 2001 05:27:03 , Marcin Kopacz wrote:
>Hello.
>I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
>Regards
>Marcin

I use the Link II with my 1040STe. It works great and costs about $100.
Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

569. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 23:32:08 UTC
From: ebaiz@skyenet.net
Message-ID: <YPbW6.9780$e21.6168@newsfeed.slurp.net>
Source record: 44888

On 13 Jun 2001 05:27:03 , Marcin Kopacz wrote:
>Hello.
>I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
>Regards
>Marcin

I use the Link II with my 1040STe. It works great and costs about $100.
Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

570. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-14 23:33:51 UTC
From: ebaiz@skyenet.net
Message-ID: <zRbW6.9782$e21.5315@newsfeed.slurp.net>
Source record: 44889

On 13 Jun 2001 05:27:03 , Marcin Kopacz wrote:
>Hello.
>I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
>Regards
>Marcin

I use the Link II with my 1040STe. It works great and costs about $100.
Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

571. NEW PULSAR Beta Version Available

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 03:52:25 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106141952.7b004f90@posting.google.com>
Source record: 44891

NEW PULSAR Beta Version Available

Neil Wakeling (see article in this months issue of My Atari at http://www.myatari.net : Imagination Music)has released his beta version of PULSAR, the Analog Sequencer Simulator. It is now available on my site. Main new feature is the addition of a Control Row to add continous controller messages such as Panning, modulation, ect. Please read about it (and it's limitations) on the PULSAR page (below)This is a great app worth exploring.

Link: http://sites.netscape.net/timconrardy/pulsar.htm

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardy/index.htm

572. wtd mega2 cable

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 04:38:30 UTC
From: Unknown User <Ataricoltr@dreamsoft.com>
Message-ID: <o84jitoj9lvjj41vodj3klugbj2gs6fd1c@4ax.com>
Source record: 44892

I need a mega2 to atari 1435 monitor cable. Anyone have one for sale?

573. Things left undone [Dallas,TX]

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 04:58:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001d71ee@fmlynet.org>
Source record: 44929

FamilyNet Newsgate

In recent times I said how I was ready to take my ST and
cram it into a closet. Well, while this idea is still tempting from time to
time, I realize that there are still some things I have left undone.

I realized this recently when I saw in a auction
advertised around here the program "StormTracker". I saw the picture of that,
and while I have played with ProTracker, this one had a interface to simply
add notes like on a music sheet. I knew there were midi programs for the ST,
but when I saw this in tracker form I lowered the sledge hammer that I was
about to smash my ST with and started to look at some of the connections and
bring it back up to speed again.

So those that wrote suggesting that I hang in there
and maybe even try a Hades or Milan someday, who knows. I think I would like to
stick with a boosted TT eventually (since the TT can still run the Spectre),
but all and all, who knows? It actually seems promising.

To all of those that asked me about the STE, thanks
gents, I guess I'll kept the STE for backup afteral. Besides, if I find myself
someday exploring midi and music development I might need that DMA chip.

Of course if someone wants to trade a working TT for
my working STE and a bit of cash thrown in, let me know. And to that guy that
was hedging on trading that Falcon for a Jaguar... got that Jag and CD unit
right here buddy. ;)

Anyway, the ST had piqued my interest for a little longer.
Still don't know what to think about ST's and internet, but I've been told
there is some interesting browsers coming out later this year? Believe it when
I see it.

Take care folks and talk soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

574. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 05:39:08 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B299F7C.4261637C@seimet.de>
Source record: 44893

"alex.stepney@bluewave.com" wrote:
>
> Hi,
>
> I recently had to do a re-install of everything on my Falcon. I'm
> now experiencing some problems with HDDriver. When I boot off floppy
> I can see all my SCSI devices fine, if I try to boot off disk I can
> only see the internal IDE drive even when I boot off an external
> SCSI device!!! I've also recently reset the NVRAM, is there a
> setting in here thats causing this behaviour?

Yes, there is. Please check the device configuration of HDDRIVER.SYS, as explained in the manual. Most likely you forgot to activate some of your devices.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

575. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 05:40:52 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B299FE4.8DFFAB73@seimet.de>
Source record: 44894

James Alexander wrote:
>
> I can't remember the web address but if you go to a search engine and try searching
> for Link96 or link97, those are both recent, and quite good scsi hoste adaptors. I
> have an ADSCSI+ that I got in 1994 with my STe, it works well but I think its harder
> to find now.

Actually LINK96 and LINK97 are the best because these are the only
adapters that support initiator identification, which is required by
some devices. Some Quantum Fireball drives, for example, only work with
these adapters.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

576. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 06:06:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gc8lq$3e6$1@snipp.uninett.no>
Source record: 44895

Milton Horst <milton.a.horst@boeing.com> wrote:

> Anybody have an idea on how to fix this?

I'm afraid that NVDI can only print properly under MagiC :-(This is the
main reason why I sold my printer last year.

Printing will work most of the time, but under TOS and MiNT it will hog
the CPU completely, and quite often it will output garbage (looks like
some writes are missed) or simply crash. Very frustrating...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

577. FS : ATARI ST ITEMS

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 10:21:32 UTC
From: Optik@btinternet.com
Message-ID: <3b29e1aa.10042470@news.btinternet.com>
Source record: 44896
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

Offers on any of the following.
UK ONLY PLEASE

SOFTWARE

Box of Cover Disks , PD/Shareware etc
Multi TOS
Speedo GDOS
Fontkit Plus 4
Protext
Supercard 2
View II
Fontkit Plus
Mag! X
Overscan
Neodisk CLI
Imagecopy Colour
Ease

HARDWARE

Quickshot Footpedal
Quickshot Joystick
Xeron Joystick
Forget Me Clock II
Ultimate Ripper

578. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 11:20:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b29f27f@dnews.tpgi.com.au>
Source record: 44897

```
Mark Bedingfield <atari@tpg.com.au> wrote in message
news:3b28a033@dnews.tpgi.com.au...
>
> James Haslam <jfhaslam@zetnet.co.uk> wrote in message
> news:3b27ddd9$0$7283@news.zetnet.co.uk...
> > Hi Hallvard!
> >
> > >> >an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in STEs,
> tho.
> > >
> > >> TOS v2.06 being a later version contains the code for STE's and is
able
> to
> > >> detect whether it was being run on an ST or an STE, so it could run
on
> > >> either machine. Also therefore it won't run on a later machine like a
> TT
> > >> or Falcon.
> > >
> > >What do you mean "able to detect"? What kind of detection are you
> > >talking about? I thought it was just a matter of plugging in the ROM
> > >chips and it ran the TOS as before, regardless of it being an ST/F/M or
> > >STe.
> >
> > AFAIR, TOS 2.06 (and the earlier 2.05) has a look up table in it so that
> > TOS 2.0x could be used on any of the machines then existing. Therefore
it
> > was the only multi machine TOS that came out. TOS v3 and v4 were only
for
> > TTs and Falcons respectively and can't be mixed between machines.
> >
> > To reply to Mark, TOS 1.4 COULDN'T work on an STE because the hardware
> > support for the STE's extra hardware just wasn't there. However TOS 1.6
> > was very similar to 1.4 in all other respects (although it did bring in
> > the medium res bug that then got fixed in TOS 1.62).
>
> Hmmmmm, did it have the scrolling rainbow and come in 256k roms or 128s?

I answewred my own question, yes. I was reading about it in an old issue of
ST world last night, seems it was. There you go, and I thought I was right.
Oh well the world hates a smart arse, eh;-)

Mark
```

579. FS: Steinberg Synthworks Ed/Libs SY77, M1, DX7

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 14:43:16 UTC
From: richard_whitehouse@cbc.ca
Message-ID: <9gd6uc$20jt$1@news.passport.ca>
Source record: 44898
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,ont.forsale,ca.forsale

```
For Sale:

Steinberg Synthworks SY77 editor for Atari ST $50 CDN (Canadian)
Steinberg Synthworks M1 editor for Atari ST $50 CDN
Steinberg Synthworks DX7 editor for Atari ST $50 CDN

- Very high quality graphic synth editor/librarians for DX7, M1, or SY77
- Each comes with its own dongle, manual, etc.

richard_whitehouse@cbc.ca
```

580. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 15:41:24 UTC
From: sinclap@nospam.net
Message-ID: <150620011041339868%sinclap@nospam.net>
Source record: 44899
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010609092624.29526.00000163@ng-mb1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >The rest of the computer world uses the PDF standard. Newsletters and
> >reports are done on PDF now. Mac OSX has the PDF integrated
> >were as
> >one can convert work into PDF with a click. Don't you want your
> >readers to get ahead? Makes me question the seriousness and
> >credibility of Atari Online News
>
> A-ONE is not a newsletter or report. It has nothing to do with standards or
> getting ahead. TEXT is a format that anyone can use without the need to do
> anything to get it. Question all you want; you have no credibility and
> fortunately not someone to be taken seriously.

So what is A-ONE? If its not a newsletter or report...is it toilet
paper? Most of the content in the toilet paper is old news and have
been reported elsewere. Why do you miss use the Atari name when
greater than 90% is non Atari related?

> >> I wouldn't know - _I_ don't watch Fox News. My previous statement stands.
> >
> >Which is?
>
> Obviously you don't keep track of your own comments.

Pot Kettle Black!

>
>
> -Dana @ A-ONE

sinclap!
somewere in mn

581. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 15:47:20 UTC
From: sinclap@nospam.net
Message-ID: <150620011047291274%sinclap@nospam.net>
Source record: 44900

In article <Pine.MNT.4.10.10106121324280.84-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Tue, 12 Jun 2001 sinclap@nospam.net wrote:
>
> > In article <Pine.MNT.4.10.10106101351580.103-100000@Hades060>, Lonny
> > Pursell <fatal@SYNTAX.ERROR> wrote:
> >
> > > On Sun, 10 Jun 2001 sinclap@nospam.net wrote:
> > >
> > > > > MAC OS has had PDF integrated for what? A month if that?
> > > > > Some of us do read news and until Apple tosses classic mode from
> > > > > OS 10 you should shut your yap...
> > > >
> > > > No, three months to be precise...Every Mac has shipped with the PDF
> > > > reader called acrobat. What does classic mode have to do with PDF?
> > >
> > > 3 months, geesh impressive. The truth is mac os got a complete
> > > over haul and finally after several years catches up to MiNT.
> > > If it was so great why replace it entirely... you are pathetic
> > > and blind. If you knew anyting you'd know that there is a
> > > PDF viewer for the Atari... not a great one but it works.
> >
> > Typical A-user in denial..
>
> You are the one in denial... hense why you surf Atari usenet spewing
> miss information. I know full well Atari is not going to regain the
> market, however what we do have is still very usable in todays
> environment. You are the one that does not grasp these simple ideas.
> Also, PDF is a horrible format anyway.

Sounds like sour grapes...Like saying 'Who needs PDF...thats why I love
my A-!"

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in soggy mn

582. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 15:52:08 UTC
From: sinclap@nospam.net
Message-ID: <150620011052108220%sinclap@nospam.net>
Source record: 44901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <9g854grru1@news.eunet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> wrote:

> On 12 Jun 2001 13:30:29 , Lonny Pursell wrote:
>
> >> > > > MAC OS has had PDF integrated for what? A month if that?
> >>[...]
> >> > there is a PDF viewer for the Atari...
> [...]
>
>
> >Also, PDF is a horrible format anyway.
>
> Indeed- and its name seems highly misleading to me. The portability of
> this "Portable Document Format" is so "great" that on any computer
> platform there are just a couple of applications which can decipher it-
> or none at all. And if one gets a perverse desire to edit a PDF document,
> or extract a segment from it into some other format, even more problems
> await him.

Most computers(Mac/Win) ship with the Adobe PDF reader. So what is the
problem? Your box is not compatible? Sounds like sour grapes..

> About the only portable document format worthy of this attribute appears
> to me to be the "Rich Text Format" - or it would be so if it were not
> for the gigantic size of .RTF files.

PDF is here.. Email apps will incorporate with the recipient recieveing
an open PDF in the email..Sounds like progress..But you would not know
since your stuck in 16 bits..

> cu.
>

sinclap!
somewere in mn

583. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 16:28:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2a457c36d2470@pandora.be>
Source record: 44902

on Thu 14-06-2001 23:21 Milton Horst wrote:

>When printing a web page from CAB, I get a line of garbage characters
>about 1/4 to 1/2 way through the second page of output if it goes over
>one page. About a 1 cm strip of the bit image is missing at this
>point, and then the rest of the web page prints normally.
>This happens when I'm running under MiNT on my Milan040, but never
>happened when running under Magic 6 on my 1040ST (ET4000 equipped).
>CAB version is 2.7, and NVDI version is 5 in both cases.
>Printer is an HP DeskJet 560C.

I also use MiNT but with NVDI 5.03. I don't have any probs to print out
docs from Cab 2.8, even without w_dialog. I only use w_dialog when I
want to change the printer settings.
Maybe you should try it out with w_dialog (this isn't needed with MagiC
6 as w_dialog is implemented in MagiC).

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

584. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 17:44:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992633784-94383AEicMi@gmx.net>
Source record: 44905

From: Steve Sweet <steve-sweet@lineone.net>
Date: Tue, 12 Jun 2001 00:54:18 -0100

Hi Steve,

>It appears not, i stand alone,
Not really, make that two...
For some reason I never got to see your posting, so couldn't react to it. I suppose I'm not the only one that hasn't received your posting.

>2 lines or so would also please me, but i'd still prefer not to see it
>at all, but since the masses have spoken, or not in this case.
I prefer not to see any advertisements in here either, be it informative or spam. If all Atari dealers start advertising here, or even only react to postings from individual posters searching for a certain item...

We shouldn't always blame the dealers of course, people sometimes can be very lazy. Instead of searching on the www for a dealer that sells the particular item, they prefer the easy way and ask here...
A bit like people who prefer asking questions here instead of reading the Atari FAQ first...

Cheers from Belgium
Dennis

585. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 17:45:18 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2a5292410bc22@pandora.be>
Source record: 44903
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/vision40d.zip (697.681 bytes)
(Powerful graphical packages. French/German/English/Swedish version)

ftp://chapelie.rma.ac.be/atari/graph-tools/gg210.lzh (319.332 bytes)
(GEMGraph version 2 is a powerfull chart software for ATARI computers)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-118.zip (196.005 bytes)
(IRC client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/mymail-140.zip (960.966 bytes)
(Nice Mail client for STik/STing/Gluestik)

ftp://chapelie.rma.ac.be/atari/internet/utilities/maps132.zip (184.583 bytes)
(Mymail utility to send massmail mit variable mailtext.
German/English version)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

586. Re: Ethernet on ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 18:09:30 UTC
From: John Oyler <jojo4@mediaone.net>
Message-ID: <ubsW6.6487$ID2.1572973@typhoon.jacksonville.mediaone.net>
Source record: 44904

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tha5e38mk99h6b@corp.supernews.com...

> I was going to do a layout, remember if you get them done you can send
> them to Thomas and he'llinclude them in the archive. You won't find the
> DB19 easily, Farnell don't stock em so not many will. You could try an
> IDC crimp on DB25 cut down to 19.

www.mainelectronics.com stocks "right angle male db19" plugs. I assume this
is pcb mount style...
Trying to decide on the ideal enclosure. Short of building my own die and
stamping out custom metal cases, dunno that we'll get one to fit exactly. Of
course, I'd have to get a hydraulic press and other machining tools first.

Thanks,
John

587. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 20:16:28 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992687260-165906AEicMi@lineone.net>
Source record: 44919

Hi SinClap

>Pot Kettle Black!

Dross, boring, Sinclap.
Rectum, vomit, sinclap.
Arsehead. wanker, sinclap.

I'm getting the hang of this now.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

588. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 21:00:18 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b2a5b42.0@energise.enta.net>
Source record: 44906

On 29 May 2001 18:08:05 , Peter Slegg wrote:
>
>I got the GEM dialer by Jo Even but it doesn't do any setting up
>so it is still down to hacking the scripts. There isn't much
>guidance here in the PPP Kit. At the moment it doesn't even
>manage to find my Modem. Also, my isp uses a pure PPP login,
>with STiNG I don't have a script that waits for "login" and
>sends a reply so I have no idea what to put in the MintNet
>script files.
>

I am still not able to get Mint-Net to talk to my modem.
Does anyone know how to persuade it to do so ?

regards,

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---

589. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 21:38:29 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B2A8055.6542CF59@boeing.com>
Source record: 44909

I'll have to check which fractional version of NVDI I have.
I tried to download an upgrade for it once, but it was corrupted.
I *am* using w_dialog, maybe I should try without it.
BTW, the printer settings cpx wouldn't work with the w_dialog
replacement that came with N_AES 2.0.
It would be nice to find a way to use the printmon program, too.

Milton Horst
Seattle, WA USA

Martin \"Nightowl\" Byttebier wrote:
>
> on Thu 14-06-2001 23:21 Milton Horst wrote:
>
> >When printing a web page from CAB, I get a line of garbage characters
> >about 1/4 to 1/2 way through the second page of output if it goes over
> >one page. About a 1 cm strip of the bit image is missing at this
> >point, and then the rest of the web page prints normally.
> >This happens when I'm running under MiNT on my Milan040, but never
> >happened when running under Magic 6 on my 1040ST (ET4000 equipped).
> >CAB version is 2.7, and NVDI version is 5 in both cases.
> >Printer is an HP DeskJet 560C.
>
> I also use MiNT but with NVDI 5.03. I don't have any probs to print out
> docs from Cab 2.8, even without w_dialog. I only use w_dialog when I
> want to change the printer settings.
> Maybe you should try it out with w_dialog (this isn't needed with MagiC
> 6 as w_dialog is implemented in MagiC).
>
> HTH,
> Martin
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

590. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 22:09:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ge12sqdr1@plutonium.compulink.co.uk>
Source record: 44910

In message <9g854grru1@news.eunet.yu>, vdjole@EUnet.yu said:

>>Also, PDF is a horrible format anyway.
>
>Indeed- and its name seems highly misleading to me. The portability of
>this "Portable Document Format" is so "great" that on any computer
>platform there are just a couple of applications which can decipher it-
>or none at all. And if one gets a perverse desire to edit a PDF document,
>or extract a segment from it into some other format, even more problems
>await him.

In some cases that is the point of using PDF - i.e. that you can read it but not alter it. I serve on some standards committees, and all its files are in PDF format for that reason. I can read them (slowly) with GEMGS but of course not edit them. Problem with GEMGS is that it insists on loading all the fonts anew for each page of a mutli-page document. Why it can't hold them in memory and only load in any that were not there previously I don't know.

>About the only portable document format worthy of this attribute appears
>to me to be the "Rich Text Format" - or it would be so if it were not
>for the gigantic size of .RTF files.

I agree, but suspect a lot of this is due to unnecessary repeated tags. As an aside, I received a PDF file that was some 65 kB. I had problems reading more than the first 6 pages in the version of GEMGS I was using then, so I asked the originator to send me a copy in RTF. He did, but said as it was rather large he'd zip it. The ZIP came to a little over 500 kB, but when unzipped was just over 14 MB! Too much to fit in the Falcon's 14 MB memory :-(That is a compression ratio of 95%!!! (Luckily Derryck printed it out from the PDF on his PC for me.) But it shows that PDF is a very efficient format, even when including graphics.

Regards, /Peter/

591. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 22:09:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ge12tqds1@plutonium.compulink.co.uk>
Source record: 44911

In message <Pine.MNT.4.21.0106140847140.192-100000@localhost>, jvalant@m42.cx said:
>On 13 Jun 2001, jonk wrote:
>
>> One other question: does anyone have cable or dsl working on their Atari?
>>
>> jonk
>
> I do.. I posted few LONG messages how, etc here, about 2 weeks ago
>btw..

Janez, what kind of interface does your cable modem have? AFAIK
the one's available here require Ethernet (and ADSL requires USB)
which are not currently available for the Atari I believe.

Regards, /Peter/

592. Re: SSL

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 22:53:48 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106152253040.191-100000@localhost>
Source record: 44907

On 15 Jun 2001, Peter Slegg wrote:

> On 29 May 2001 18:08:05 , Peter Slegg wrote:
> >
> >I got the GEM dialer by Jo Even but it doesn't do any setting up
> >so it is still down to hacking the scripts. There isn't much
> >guidance here in the PPP Kit. At the moment it doesn't even
> >manage to find my Modem. Also, my isp uses a pure PPP login,
> >with STiNG I don't have a script that waits for "login" and
> >sends a reply so I have no idea what to put in the MintNet
> >script files.
> >
>
> I am still not able to get Mint-Net to talk to my modem.
> Does anyone know how to persuade it to do so ?

Are u talking about real Mint with MiNTNet or some "i dont wana
mint" solution?

Janez

593. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-15 22:54:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106152254120.191-100000@localhost>
Source record: 44908
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> PDF is here.. Email apps will incorporate with the recipient recieveing
> an open PDF in the email..Sounds like progress..But you would not know
> since your stuck in 16 bits..

And u are idiot...

594. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 00:30:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106160026060.85-100000@Hades060>
Source record: 44912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

On Fri, 15 Jun 2001 sinclap@nospam.net wrote:

> Most computers(Mac/Win) ship with the Adobe PDF reader. So what is the
> problem? Your box is not compatible? Sounds like sour grapes..

...free doesn't make something good.

> > About the only portable document format worthy of this attribute appears
> > to me to be the "Rich Text Format" - or it would be so if it were not
> > for the gigantic size of .RTF files.
>
> PDF is here.. Email apps will incorporate with the recipient recieveing
> an open PDF in the email..Sounds like progress..But you would not know
> since your stuck in 16 bits..

There you go with the miss-information again... it's 32-bit.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

595. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 04:44:43 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_992666683@macdonal.cfc.dnd.ca>
Source record: 44913

On Fri, 15 Jun 2001 07:40:52 +0200, in comp.sys.atari.st you wrote:
> James Alexander wrote:
> >
> > I can't remember the web address but if you go to a search engine and try searching
> > for Link96 or link97, those are both recent, and quite good scsi hoste adaptors. I
> > have an ADSCSI+ that I got in 1994 with my STe, it works well but I think its harder
> > to find now.
>
> Actually LINK96 and LINK97 are the best because these are the only
> adapters that support initiator identification, which is required by
> some devices. Some Quantum Fireball drives, for example, only work with
> these adapters.
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

Uwe
Would having a Falcon make a difference?
I Have a Quantum Fireball SCSI drive (id 0) on my Falcon,
but I boot from a Quantum Fireball IDE drive(seen as drive 0 by HDdriver8.03)
I don't know if I can boot from the Fireball SCSI, never tried.
Is it booting that is the problem, or also accesing a Quantum Fireball SCSI?
ken

596. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 06:10:08 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B2AF840.8FCC9D0F@seimet.de>
Source record: 44914

Ken Macdonald wrote:

> Would having a Falcon make a difference?
> I Have a Quantum Fireball SCSI drive (id 0) on my Falcon,
> but I boot from a Quantum Fireball IDE drive(seen as drive 0 by HDdriver8.03)
> I don't know if I can boot from the Fireball SCSI, never tried.
> Is it booting that is the problem, or also accesing a Quantum Fireball SCSI?
> ken

Booting is the problem because TOS does not support initiator
identification for SCSI and thus cannot find the drive when searching
for boot drives.
With the LINK96/97, which does initiator identification by hardware, TOS
will find the drive. But this will not help for Falcon or TT, because
the LINK can only be used with the ACSI port, not with the SCSI port.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

597. CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 06:45:32 UTC
From: "t.lenard" <t.lenard@3web.net>
Message-ID: <3B2B0089.F1FC34C7@3web.net>
Source record: 44915

I just purchased an old JVC CD writer and was wondering how to set it up for use on a Mega ST4. I have an Adscsi+ adaptor and external case for it. Do I just set up chbd in addition to ahdi that I have set up for my Megafile 44? Is CD Lab the only useable shareware for burning cd's and can it copy cd to cd? Thanks in advance!

Tom

598. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 07:53:54 UTC
From: jflemaire@belgacom.net
Message-ID: <3b2b2df086b5c60@belgacom.net>
Source record: 44916

Hello,

>on Thu 14-06-2001 23:21 Milton Horst wrote:
>
>>When printing a web page from CAB, I get a line of garbage characters
>>about 1/4 to 1/2 way through the second page of output if it goes over
>>one page. About a 1 cm strip of the bit image is missing at this
>>point, and then the rest of the web page prints normally.
>>This happens when I'm running under MiNT on my Milan040, but never
>>happened when running under Magic 6 on my 1040ST (ET4000 equipped).
>>CAB version is 2.7, and NVDI version is 5 in both cases.
>>Printer is an HP DeskJet 560C.
>
>I also use MiNT but with NVDI 5.03. I don't have any probs to print out
>docs from Cab 2.8, even without w_dialog.

Same here, no problem whatsoever, and Wdialog is always activated (from
the AUTO folder.

J-F.

599. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 08:57:52 UTC
From: jflemaire@belgacom.net
Message-ID: <3b2b2df086b5c62@belgacom.net>
Source record: 44917

Hello,

Le jeudi 14-06-10 13:14, D Galvez ï¿½crivait:

>> Yes, it's rather slow on my TT030. But I suppose this is to be expected
>> from such a cheap printer.

>But do you think the slowness is a printer or computer problem?
>Can you give an idea of how much time spend your printer to print for
>example a papyrus doc or something similar.

About 40 Seconds to print sys-tips.pap in Best 360 dpi B/W.

>I find my printer very very slow almost unusable, there is a big
>diference of speed when it works with a Pentium III PC.

Well, I suppose the slowness of the computer is for something in the
slowness of the printing process. But NVDI doesn't have a reputation for
speed (at least for colour printing). If the printer is fast on a PIII,
you've got your answer, haven't you? Better driver, faster machine, you
name it...

J-F.

600. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 10:20:34 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106161219430.11769-100000@newgem.atari.org>
Source record: 44918

On 15 Jun 2001 xlator@cix.compulink.co.uk wrote:

> >> One other question: does anyone have cable or dsl working on their Atari?
> >>
> >> jonk
> >
> > I do.. I posted few LONG messages how, etc here, about 2 weeks ago
> >btw..
>
> Janez, what kind of interface does your cable modem have? AFAIK
> the one's available here require Ethernet (and ADSL requires USB)
> which are not currently available for the Atari I believe.

In the beginning of this thread I gave url to where you can buy Ethernet
card for any Atari. Most ADSL modems have ethernet.

--
Anders Eriksson
ae@dhs.nu

601. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 12:37:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992777242-162999AEicMi@lineone.net>
Source record: 44801

Hi Dennis

>A bit like people who prefer asking questions here instead of reading
>the Atari FAQ first...

Except they get jumped on from a huge height.

Dave sends his love BTW. He's finaly got his crabs under control now
he's changed creams, cant think where he caught them.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

602. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 12:41:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992777250-164266AEicMi@lineone.net>
Source record: 44802

Hi Lonny

>>So what is the problem? Your box is not compatible? Sounds like sour
>?grapes..

>...free doesn't make something good.

Seeing this sentence used in a reply to Sinclap reminds me we have a
prostitute around here that answers that comparison.

:-) :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

603. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 13:31:07 UTC
From: ebaiz@skyenet.net
Message-ID: <vcJW6.7049$xT2.1471@newsfeed.slurp.net>
Source record: 44920

On 13 Jun 2001 05:27:03 , Marcin Kopacz wrote:
>Hello.
>I'm looking for scsi adapter for my 1040STE. How much is it? Is it easy to get it?
>Regards
>Marcin

I use the Link II with my 1040STe. It works great and costs about $100.
Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
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Edward S. Baiz Jr.
(Gamer)

```
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

604. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 14:30:47 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2b7b60539a260@pandora.be>
Source record: 44921

on Fri 15-06-2001 21:38 Milton Horst wrote:

>I'll have to check which fractional version of NVDI I have.
>I tried to download an upgrade for it once, but it was corrupted.
>I *am* using w_dialog, maybe I should try without it.
>BTW, the printer settings cpx wouldn't work with the w_dialog
>replacement that came with N_AES 2.0.
>It would be nice to find a way to use the printmon program, too.

I'm a little bit confused now. What are you using w_dialog or n_dlg?
Furthermore a cpx to alter the printer settings? I thought on could this
from inside Cab (if w_dialog is loaded)
Personaly I use w_dialog (started from desktop) but only when strictly
needed. Programs that requires w_dialog to start up goes usualy directly
to the dustbin.
I can't say anything about printmon as I don't use it at all. What's the
problem with it?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

605. AtarICQ 0.151 is released

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 15:02:43 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106160702.3a80afb9@posting.google.com>
Source record: 44922

Time once again for a new release of AtarICQ, today celebrating its first anniversary ;)

Most noticeable is that AtarICQ is now available in 5 languages (soon 6, I expect to release Italian version any day now) thanks to great efforts by Pascal Ricard, AltF4 & Paranoid, Rafal Kawecki, Jï¿½rgen Nyberg.

There have also been lots and lots of improvements in the code structure and many glitches have been cured in this version. Add to that some more ways to customize the way aICQ works and looks. Shareware reminders are also added in this release. List of changes is pretty long so please check out UPDATE.TXT in the full package of aICQ.

For people that can have their dialer performing disconnection scripts there is now the possibility to let aicqload (which is also updated) automatically terminate aicq when you close ISP-connection.

Related to aICQ, my colour selector (colsel) has also been updated today. You can now use it in background mode, resize the palette and wm_bottomed is also supported.

606. Re: Problem: TT030, SLM 804, and DynaC

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 15:08:42 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B2B7679.63046021@ctos.com>
Source record: 44923

Hi, Don,

Don Wolfe wrote:

> On 7 Jun 2001 17:01:34 -, Ken Springer wrote:
>
> Ken,
>
> I used the SLM with DynaCaDD for a long time till the unit started to
> ghost print, so we know that combination works. Are you sure at
> boot-up you are loading the correct ASSIGN.SYS file?? As I used a
> different file for each printer. The only drawback with the SLM804 &
> DynaCaDD was the drawing wouldn't be in Scale. But a effective work
> around for that was to print a low rez IMAG file out of DC and load it
> into GhostScript which would it print it out on the SLM in perfect Scale.

As it turns out, I wasn't loading any ASSIGN.SYS file when booting. Now I am, and it still doesn't work. I suspect that's because GDOS isn't being loaded. Why isn't it being loaded? Because it hangs my TT. ::sigh:: It's GDOS 1.1 which came with LDW Power.

I've never successfully printed from LDW Power with NVDI installed on this particular system setup, either. :-(Nor with any of my text editors, either.

Were you using a TT when printing with the SLM?

Ken

607. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 15:11:02 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B2B7705.F97B3027@ctos.com>
Source record: 44924

Derryck Croker wrote:

> From: Ken Springer <wordworks@greeleynet.com>
> Date: Mon, 28 May 2001 20:40:00 -0600
>
> >> XBoot has a Y2K bug, which is the cause of this particular problem AIUI.
> >There
> >> have been some patches for it around, perhaps someone here can help you
>
> >Thanks for the info. If no one offers, I'll post a question about it.
>
> Look in the DDP section of my web site - I can't offer any support for it
> though.

Thanks, Derryck,

I downloaded the patch and tried it this morning, no go as you commented in
your readme file. You mentioned a "naughty" unpacker, but I don't know what
you are referring to, unfortunately.

Ken

608. Has anyone ever...?

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 15:16:18 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B2B7842.B7387C80@ctos.com>
Source record: 44925

Has anyone ever successfully run the SLM804 laser printer from the TT030 under single TOS?

The printer works fine under Geneva/Neodesk and NVDI when using Papyrus. But under this setup, I can't print from my text editors, LDW Power, or DynaCADD.

I'm open to suggestions. Do not send email replies to this email address, this is being posted via a friend's computer. Email to Kspringer3@excite.com if you wish.

Thanks,

Ken

609. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 17:21:48 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106161714320.191-100000@localhost>
Source record: 44927

> Janez, what kind of interface does your cable modem have? AFAIK
> the one's available here require Ethernet (and ADSL requires USB)
> which are not currently available for the Atari I believe.

Hi Peter,

I have Ethernet interface. There are Ethernet adapters for Atari.. Im using Riebl VME Ethernet card, available for TT and MSTE, there is also MST version of Riebl card, u can get Hilgart's ROM port adapter (using Pocket Ethernet Adapter) for all Atari models, BioNET adapters, PAM's adapters altough those are harder to build, there is ACSI to ISA adapter for ne2000 card, etc.. Just for info: Riebl cards are dated 1991 ;)

janez

610. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 17:42:54 UTC
From: vdjole@EUnet.yu
Message-ID: <9gg5qrejs1@news.eunet.yu>
Source record: 44928

On 15 Jun 2001 15:52:08 , <sinclap@nospam.net> wrote:

>> Indeed- and its name seems highly misleading to me. The portability of
>> this "Portable Document Format" is so "great" that on any computer
>> platform there are just a couple of applications which can decipher it-
>> or none at all. And if one gets a perverse desire to edit a PDF document,
>> or extract a segment from it into some other format, even more problems
>> await him.
>
>Most computers(Mac/Win) ship with the Adobe PDF reader. So what is the
>problem? Your box is not compatible?

Tifkas indeed you are. I can read PDF on my computer very well, thank you-
which does not mean I have to like it. And you have in fact confirmed what
I said- you must have ONE specific application in order to read something
which is called "portable". Imagine for a moment that Adobe reader
do not exist... how many would be able to read PDF comfortably?

>PDF is here.. Email apps will incorporate with the recipient recieveing
>an open PDF in the email..Sounds like progress..

I don't remember anyone mentioning widespread applications which directly
edit PDF documents (you know, read, modify, cut, paste, write PDF)-
which would be required for such "progress".

cu

611. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 19:51:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106162151.a24890@su2.maus.de>
Source record: 44806

Hi Tom,

T>I have an Adscsi+ adaptor and external case for it.
I'm not sure if writing via ACSI may be possible.

T>Do I just set up chbd in addition to ahdi that I have set up for my
T>Megafile 44?
To use the writer as a reader you'll need METADOS.PRG, CONFIG.SYS and
.BOS and .DOS files.

T>Is CD Lab the only useable shareware for burning cd's
I'm afraid it's commercial. But there is at least CD Recorder.

Und TTschï¿½
ps

612. WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 20:29:17 UTC
From: des <dest@edmc.net>
Message-ID: <Pine.WNT.4.33.0106161426200.-299187@dragonfood.edbd1.ab.wave.home.com>
Source record: 44930

I have a Discovery cartridge in unknown condition and no software.

Is software needed and is it available for download somewhere?

TIA,
--
des
dest(at)edmc.net http://dest.get.to

613. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 21:15:33 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b2bcc75$0$7280@news.zetnet.co.uk>
Source record: 44932

On 14 Jun 2001 18:01:28 , Hallvard Tangeraas wrote:
>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>> On 11 Jun 2001 21:54:33 , Hallvard Tangeraas wrote:
>
>SNIP
>>
>> Are you sure that none of the disk-image-copy programs sush as FastcopyIII
>> or MSA can handle this?
>
>Already tried FastCopy III and a bunch of other copiers, but although it
>seemingly copies the disk properly I'm still asked to insert the
>original disk near the end of loading the program.
>Seems like there's something with track 11 as some copiers have problems
>with this, reporting read errors. That's probably where the disk
>protection is or something.

It's years since I used a plain ST, but may I ask: can you not simply
drag floppy icon A on to icon B to recreate a whole-disk image copy?
The second floppy must of course be of identical format to the source.

Charles.

614. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 21:15:35 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b2bcc77$0$7280@news.zetnet.co.uk>
Source record: 44931

On 12 Jun 2001 21:27:07 , "Kenneth Medin" wrote:
>Just a short reminder that The Nordic Atari Show will take place this
>weekend in Malm&#65533;, Sweden.
>
>Go to http://www.sak.nu/ for details.

Any chance of setting up a live link for us unabletoattendmortals?

Please?

Charles.

615. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 21:48:27 UTC
From: kock@kockens.pp.se
Message-ID: <3b2bd40b.22435986@nntpserver.swip.net>
Source record: 44933

On 16 Jun 2001 21:15:35 GMT, cstanley@zetnet.co.uk (Charles Stanley) wrote:

>On 12 Jun 2001 21:27:07 , "Kenneth Medin" wrote:
>>Just a short reminder that The Nordic Atari Show will take place this
>>weekend in Malm&#65533;, Sweden.
>>
>>Go to http://www.sak.nu/ for details.
>
>Any chance of setting up a live link for us unabletoattendmortals?
>
>Please?

Live webcam 10:00 to 20:00
http://www2.tripnet.se/~erikhall/webcam/index.htm

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - info@kockenswebdesign.com
\ www.kockenswebdesign.com - come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

616. For sale stock 520ST and 1040ST with monitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 22:43:15 UTC
From: Sue McCartin <suemccartin@mindspring.com>
Message-ID: <9ggnmd$at4$1@slb3.atl.mindspring.net>
Source record: 44934

I have a 520St and a 1040ST for sale (both stock) 520 in original box, 1040 kept covered. 2 color monitors one black and white monitor. Taking offers. Tampa Bay area of Florida. You pay shipping or I meet you locally to pick it up. Best offer takes it all. Also will include software for machines, many games. Contact Sue.

617. Re: Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 22:46:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992847370-171691AEicMi@cwcom.net>
Source record: 44830

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Mon, 11 Jun 2001 21:21:50 GMT

>On 10 Jun 2001 16:18:29 , Mac wrote:
>>Hi,
>>
>>I have created a new community for Atari on MSN, it is called Atari

>Well my wife has a PC and MSN. I would not mind joining, but I am not
>sure how often I would drop in. Too bad CaB cannot login. When you have
>everything up and running, leave a post here and I will stop by.

I wouldn't bother myself, if it can't be accessed by the very programs that run
on the system that this site is supposed to support TBH.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

618. Re: For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:09:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992744190-71528AEicMi@gmx.net>
Source record: 44938

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 14 Jun 2001 19:14:42 GMT

Hi Jo Even,

>The aixTT use the size detection pins on the SIMM to determine the size
>of each SIMM. Many SIMMs doesn't implement this correctly. I had to
>solder jumpers on all my SIMMs to get them working.
Agree, but this solution isn't everyones cup of tea... in case one fits
SIMMs that need this alteration, the Aixit card only detects the first
bank (8MB). So unless you start soldering and know exactly what you're
doing it's better to buy the recommended types of SIMMs for the Aixit
card...

>>If you decide that the 128MB is not enough and want to upgrade to
>>256MB, then make sure you buy SIMM's that are recommended for the
>>Magnum, using incompatible SIMM's may cause read and write errors...
The SIMMs size were recognised correctly, but when transferring files
(especially big ones), the files sometimes got corrupted.
Switching back to 128MB cured this.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

619. RE: Printers with NVDI?????

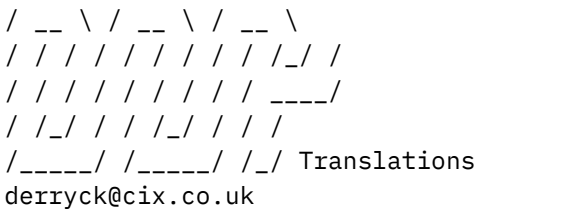
Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:14:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992744194-72167AEicMi@gmx.net>
Source record: 44939

From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
Date: Sat, 16 Jun 2001 10:57:52 +0200 (MET DST)

Hi Jean-Franï¿½ois,

>Well, I suppose the slowness of the computer is for something in the
>slowness of the printing process. But NVDI doesn't have a reputation
>for speed (at least for colour printing).
NVDI is page oriented, meaning that it needs a lot of time to calculate
a page, especially in colour... besides "eating up" memory this method
is time consuming as well, just place a small thumbnail in the middle
of a page and print it... :-(

CHeers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

620. Re: WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:23:15 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <n3CTMLAjp+K7EwDG@atari.org.uk>
Source record: 44935

In article <Pine.WNT.4.33.0106161426200.-299187@dragonfood.edbd1.ab.wave
.home.com>, des <dest@edmc.net> writes
>I have a Discovery cartridge in unknown condition and no software.
>
>Is software needed and is it available for download somewhere?

Hiya

Which model of cartridge do you have?

There are 2 versions, a small one and a big one.

They both need software to use them, I do have the software for the big
one that uses options.

This one has the ability to have other drives, through port and ROMS
inside.

I have the software to drive them and some parameters files etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

621. atari falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:29:18 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b2beb8c.15999385@news.freeserve.net>
Source record: 44942

hi,

i have an atari falcon 030 for sale

4mb ram
300ide hard drive
cubase 3.1 + dongle

offers please to mac@atari.org

622. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:29:30 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mncToUAav+K7EwCg@atari.org.uk>
Source record: 44936

In article <3b2bcc75$0$7280@news.zetnet.co.uk>, Charles Stanley
<cstanley@zetnet.co.uk> writes
>It's years since I used a plain ST, but may I ask: can you not simply
>drag floppy icon A on to icon B to recreate a whole-disk image copy?
>The second floppy must of course be of identical format to the source.

Dragging a floppy icon onto the other floppy icon, copies the contents
from one disk to the other it doesn't format it AND it only copies 9
sectors per track and 80 tracks (single or double sided depending on
disk).

If you try and copy most commercial disks, which are 10 sectors per
track and 81 tracks, it may look like it's been copied but it wont be.
The contents of the sectors will have been copied along with the fat
tables etc. but the 10th sector on every track wont have been, and this
will be missing (including it's data).

You must also make sure the disk is formatted before you perform this
type of copy AND even if you format 10 sectors per track it will still
only copy 9, it will leave the 10 th sector alone.

I have seen this mistake time and time and time again.

And there is nothing that can be done with data that is actually
missing.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

623. atari falcon for sale

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:33:24 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b2bec86.16249943@news.freeserve.net>
Source record: 44944

Hi,

I have an atari falcon 030 for sale in the UK

4mb Ram
300 IDE HD
Cubase 3.1 + dongle

Offers please to mac@atari.org

thanks

624. atari falcon for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:35:16 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b2bed0c.16383518@news.freeserve.net>
Source record: 44943

```
Hi

Atari falcon for sale

4mb Ram
300IDE HD
Cubase 3.1 + dongle

email mac@atari.org

thanks
```

625. Re: atari falcon for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-06-16 23:44:18 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b2bef3d.16944373@news.freeserve.net>
Source record: 44945

On Sat, 16 Jun 2001 23:35:16 GMT, paul_mc@atariste.freeserve.co.uk
(Mac) wrote:

sorry, email address is wrong , please email wophead@hotmail.com

>Hi
>
>Atari falcon for sale
>
>4mb Ram
>300IDE HD
>Cubase 3.1 + dongle
>
>email mac@atari.org
>
>thanks

626. FA: Falcon030 4/80Meg

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 02:00:27 UTC
From: norway@interlog.com
Message-ID: <1bUW6.5303$rD3.1268732@news.total.net>
Source record: 44940

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1246095501

627. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 04:48:55 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ev3pk8.1ka3ycyjw5cs0N%doitarchive@doitarchive.de>
Source record: 44941

t.lenard <t.lenard@3web.net> wrote:

> I just purchased an old JVC CD writer and was wondering how to set it up
> for use on a Mega ST4. I have an Adscsi+ adaptor and external case for
> it. Do I just set up chbd in addition to ahdi that I have set up for my
> Megafile 44? Is CD Lab the only useable shareware for burning cd's and
> can it copy cd to cd? Thanks in advance!

An hd driver had nothing to do with an cd unit.

Extendos 3.3 is a an exellent driver for cd rom and cd writers.
CD-Recorder is another software to write cds.
SPIN is ok for cd roms

Writer modell must supported by writer software.

Regards, Robert (CDRW 4260 with extendos on falcon)

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

628. FS: Supra HD Host ADapter

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 04:50:06 UTC
From: jamesbrey@aol.com
Message-ID: <20010617005006.29544.00001379@ng-mb1.aol.com>
Source record: 44796

Supra DMA to SCSI host adapter. Has two DMA ports for DMA throughput and the other end has a 50 pin SCSI connector on it.

Bare board includes power cable but is not in a case. For use in an existing shoebox drive or whatever.

Offers in cash or trade!

Email anyinterest JamesBRey@aol.com

629. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 06:52:28 UTC
From: jflemaire@belgacom.net
Message-ID: <3b2c621c941390@belgacom.net>
Source record: 44797

Hi Dennis,

Le dimanche 17-06-10 01:14, Dennis Vermeire ï¿½crivait:

>NVDI is page oriented, meaning that it needs a lot of time to calculate
>a page, especially in colour... besides "eating up" memory this method
>is time consuming as well, just place a small thumbnail in the middle
>of a page and print it... :-(

Is SpeedoGDOS working in the same way? I don't remember that it was so
slow.

J-F.

630. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 08:35:44 UTC
From: vdjole@EUnet.yu
Message-ID: <9ghq4t$3ro$1@news.eunet.yu>
Source record: 44799

On 15 Jun 2001 22:09:32 , xlator@cix.compulink.co.uk wrote:
>>And if one gets a perverse desire to edit a PDF document,
>>or extract a segment from it into some other format, even more problems
>>await him.
>
>In some cases that is the point of using PDF - i.e. that you can
>read it but not alter it.

Ok, I'll grant that there may be a need for such read-only format,
but I would not call that "portable".

>>About the only portable document format worthy of this attribute appears
>>to me to be the "Rich Text Format" - or it would be so if it were not
>>for the gigantic size of .RTF files.
>
>I agree, but suspect a lot of this is due to unnecessary repeated
>tags.

Obviously the whole concept was borrowed from TeX which, in my opinion,
formally defined all there is to know about text processing. Control
sequences, groups, stack pushing and popping, etc; all look very much like
TeX, but with a lot of (probably unneeded ?) complications. And TeX source
documents have quite agreeable sizes, contrary to RTF.

Now when I think of it, TeX is (or was?) quite a portable document format
(both as source and as DVI) and in its prime time widely accepted by many
scientific magazines, etc. It lacked just a couple of things for complete
usefulness: a) ability to set text at arbitrary angle, b) ability to
directly handle vector (bitmap can be handled) graphics- just simple line
drawing, and c) use of more standard font files, such as TTF (though this
can be circumvented in a way).

In fact, with a good WYSIWYG GUI which would convert user input to TeX
and v.v. in "real time", TeX could still be on equal terms with any other
document format.

Btw. for a while I have been contemplating to adapt a DVI-driver for
graphic VT terminals which I coded some years back, and to make it
translate DVI to RTF...

Cu.

631. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 09:07:14 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <992773882-641820AEicMi@xs4all.nl>
Source record: 44798

Hi Lonny,

>If you knew anyting you'd know that there is a
>PDF viewer for the Atari... not a great one but
>it works.
Is there? Can you tell me what program that is?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

632. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 10:50:05 UTC
From: jba4@po.cwru.edu
Message-ID: <3b2c898e.2094940@192.168.0.1>
Source record: 44597

On Thu, 21 Jun 2001 23:25:00 +0000, SWE/YesCREW <jvalant@m42.cx>
wrote:

>
>
>> With more CPU and RAM one could write or port better apps. What about The
>> Gimp under GEM/X? Or Netscape (a crap web-browser, but better than our
>> alternatives)? There's a lot you can do with more power...
>
> Superb! Add Word and few other apps and u dont need Atari anymore! I do
>NOT wana run Netscape, or Gimp, or Word or Photoshop etc on my Atari!

I would like to run Netscape, actually. And any spreadsheet in
English with some decent abilities would be nice too. Maybe if GEM/X
were operating on a fast machine and someone felt like it, they could
port over StarOffice so I could have a damned spreadsheet that can
make a decent graph. And a faster Atari would also improve Calamus,
which I love.

I need speed in my work, and until my Atari TT gets faster, it'll play
second fiddle to my ultra-fast PC in almost every regard. And there
isn't any 68k chip that'll satisfy my needs. Not desires, needs.

Just my thoughts ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

633. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 10:57:22 UTC
From: bindon@madasafish.com
Message-ID: <tip38ip6ad97ea@corp.supernews.com>
Source record: 44800

On 17 Jun 2001 11:07:14 , Raoul Teulings wrote:

Hi Raoul,

>>If you knew anyting you'd know that there is a
>>PDF viewer for the Atari... not a great one but
>>it works.
>Is there? Can you tell me what program that is?

Ghostscript I think is the name and is available on Chapelie server.

634. RE: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 12:09:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <992803830-99607AEicMi@gmx.net>
Source record: 44814

From: jflemaire@belgacom.net (Jean-Franï¿½ois Lemaire)
Date: Sun, 17 Jun 2001 08:52:28 +0200 (MET DST)

Hi Jean-Franï¿½ois,

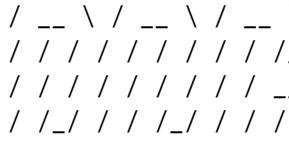
>>NVDI is page oriented, meaning that it needs a lot of time to calculate
>>a page, especially in colour... besides "eating up" memory this method
>>is time consuming as well, just place a small thumbnail in the middle
>>of a page and print it... :-(
>
>Is SpeedoGDOS working in the same way? I don't remember that it was so
>slow.
Yes, IIRC even good old GDOS is page oriented. The difference between Speedo
and NVDI is that the latter dithers/rasters the images which is very time
consuming and can also output in true color, which is not only very time
consuming but also *eats* memory.
A line oriented printing program will need time to calculate the image
also, but it doesn't need a lot of memory to do it in.
As for speed: printing an image in A4 format will take roughly the same
time, but when only a small part of the page needs to be printed (ie. a
letterhead) then line oriented printing is much faster.

A program needing 85Mb RAM to produce a true colour A4 page, is not really
acceptable on our platform. The programmers offered a possible solution in
the form of a spooler and the famous "background printing". They didn't
mention that the spooler needs at least a partition with 100MB free space,
and that the "background printing" can only be achieved under MagiC...

I like NVDI as a screen accelerator but as a printer driver it's not
really all that good... the output which after all is *what* matters is
"acceptable", while acceptable may be good enough for some, it's plain
lousy to others. If you want to see "photoquality" prints produced on a
Atari then stay away as far as you can from NVDI. ImageCopy does it much
better, and it's line oriented....

IMO NVDI is very well suited to print text, gray scale and b/w images, but
when it comes to colour.... :-(

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

635. Re: Supra HD Host ADapter

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 12:17:31 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b2ca2df@dnews.tpgi.com.au>
Source record: 44803

JamesBRey <jamesbrey@aol.com> wrote in message
news:20010617005006.29544.00001379@ng-mb1.aol.com...
>
> Supra DMA to SCSI host adapter. Has two DMA ports for DMA throughput
and
> the other end has a 50 pin SCSI connector on it.
>
> Bare board includes power cable but is not in a case. For use in an
existing
> shoebox drive or whatever.
>
> Offers in cash or trade!

Trade for what? Where are you, US?

Mark

636. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 13:45:20 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992886388-940061AEicMi@lineone.net>
Source record: 44845

Hi Hallvard

>Is it your human kindness and understanding? I think not.
>...or do you just not have anything better to do than piss the rest of
>the world off?

>I'm sure you have a lot of really good friends.

You really didnt think before you posted this did you??. :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

637. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 14:12:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2cc84e4c515c0@pandora.be>
Source record: 44804

on Sun 17-06-2001 11:07 Raoul Teulings wrote:

>Hi Lonny,
>
>>If you knew anyting you'd know that there is a
>>PDF viewer for the Atari... not a great one but
>>it works.
>Is there? Can you tell me what program that is?

Ghostscript. It works good but rather slow. I use it to print out all
the pdf docs I retrieve from the Net. BTW, there is a new online Calamus
magazine (German only) It comes in pdf format and guess what?
Invers have make a link toward the Atari pdf reader. That's service.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

638. Re: AtarICQ 0.151 is released

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 14:14:44 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106170614.42d467ce@posting.google.com>
Source record: 44805

Hi again,

Just a quick note to all users from Italy, there is now an all Italian version of AtarICQ up for download.

http://gokmase.atari.org

/Joakim

639. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 15:32:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9giiho$59p$1@plutonium.compulink.co.uk>
Source record: 44807

In message <Pine.MNT.4.21.0106161714320.191-100000@localhost>, jvalant@m42.cx said:

> I have Ethernet interface. There are Ethernet adapters for Atari.. Im
>using Riebl VME Ethernet card, available for TT and MSTE, there is also
>MST version of Riebl card, u can get Hilgart's ROM port adapter (using
>Pocket Ethernet Adapter) for all Atari models, BioNET adapters, PAM's
>adapters altough those are harder to build, there is ACSI to ISA adapter
>for ne2000 card, etc.. Just for info: Riebl cards are dated 1991 ;)

Hi Janez!

Thanks for the reply. It seems there isn't a Riebl card that works
with the Falcon. Does Hilgart's ROM port adapter, do you know (I
believe the Falcon ROM port is different from the ST/STE/TT one)?
What about the BuiNET and PAM? And do any of them need MiNT, or will
they work with Magic/NVDI?

Regards, /Peter/

640. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 15:32:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9giiho$59o$1@plutonium.compulink.co.uk>
Source record: 44808

In message <Pine.LNX.4.21.0106161219430.11769-100000@newgem.atari.org>, ae@dhs.nu said:
>
>> Janez, what kind of interface does your cable modem have? AFAIK
>> the one's available here require Ethernet (and ADSL requires USB)
>> which are not currently available for the Atari I believe.
>
>In the beginning of this thread I gave url to where you can buy Ethernet
>card for any Atari. Most ADSL modems have ethernet.

AFAIK in the UK the BT ADSL hardware only has a USB port. But in
any case my interest would be for cable modems, as my cable
supplier is just introducing the service in my neighbourhood.
Haven't seen his hardware yet and won't order until I have (and
can be sure it will work with my Falcon!).

Regards, /Peter/

641. Re: AtarICQ 0.151 is released

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 15:50:07 UTC
From: ebaiz@skyenet.net
Message-ID: <Pk4X6.6674$tD3.4058@newsfeed.slurp.net>
Source record: 44809

On 16 Jun 2001 08:02:43 , =?ISO-8859-1?Q?Joakim_H=F6gberg?= wrote:
>Time once again for a new release of AtarICQ, today celebrating its first
>anniversary ;)

Thanks much for the newer version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

642. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 15:50:09 UTC
From: ebaiz@skyenet.net
Message-ID: <Rk4X6.6676$tD3.4058@newsfeed.slurp.net>
Source record: 44810

On 17 Jun 2001 11:07:14 , Raoul Teulings wrote:
>Hi Lonny,
>
>>If you knew anyting you'd know that there is a
>>PDF viewer for the Atari... not a great one but
>>it works.
>Is there? Can you tell me what program that is?

It is called Ghostscript. It needs to be ran in 256 colors. Anything more than that will result in a blank screen. It works great on my Hades and brings up the PDF file with the graphics. The big thing is downloading all the files (especially the font files). You must have all the necessary files before the program will run. Try the sites below:

http://godel.ph.utexas.edu/Members/timg/gs/gs.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

643. Magic on Apple Mac/PCs

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 17:40:50 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9giq32god1@news6.svr.pol.co.uk>
Source record: 44813

Hi All

Can anyone tell me what are the minimum systems for running MagicMac and MagicPC on?

I have seen quite a number of PowerPC based Macs available secondhand here in the UK but I am uncertain as to which CPUs are best both for Magic and any current Apple Operating Systems. Is there an official site somewhere which records which Apples can use System X (if that's the newest?). What about Notebooks?

I am thinking about a PC Notebook as well, probably for Net access with Javascript(boo-hiss!!) enabled Web Browser - again what's the minimum CPU people would recommend here (+ for MagicPC)? Looking at a refurbished one at the moment.

Any comments would be appreciated!

Thanks

Neil :-)

644. FS: Synth Sounds in ATari Format and MORE!

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 18:27:44 UTC
From: jamesbrey@aol.com
Message-ID: <20010617142744.24572.00000568@ng-fm1.aol.com>
Source record: 44815

All disks and cards are BEST OFFER!

ROLAND:

SN-U110-10 Rock Drums ROM card for U-110, MV-30, etc.
Foundations Club 50 Sample CD for S-770/S-750 and SP-700 ($550 list)
D-50/Sound Source Unlimited -- Country/Acoustic folk -- Atari ST format floppy
D-50/Sound Source Unlimited -- Atmospheric textures and FX -- Atari ST format floppy
D-110/Sound Source Unlimited -- Digital Synths -- Atari ST format floppy
D-110/Sound Source Unlimited -- Dance Mix -- Atari ST format floppy
D-110/Sound Source Unlimited -- New Age -- Atari ST format floppy
SC-55/Sound Source Unlimited -- Film/New Age -- Roland MC-500 format floppy
SC-55/Sound Source Unlimited -- Stage & Studio -- Roland MC-500 format floppy

YAMAHA:

SY99/Sound Source Unlimited -- Vector Emulations -- Atari ST format floppy
SY99/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
SY99/Sound Source Unlimited -- Rock, Pop, and Roll -- Atari ST format floppy
SY99/Sound Source Unlimited -- Killer B3's -- Atari ST format floppy
SY99/Sound Source Unlimited -- Radical Film textures -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Ultimate Top 40 -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- SY77 Impressions -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Proteus Impressions -- Atari ST format floppy
TG33/Sound Source Unlimited -- New Age/Orchestral -- Atari ST format floppy
TG33/Sound Source Unlimited -- R&B/Industrial -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Soundtrack II -- Atari ST format floppy
DX7II/Sound Source Unlimited -- New Age Collection -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
TG500/Sound Source Unlimited -- Radical Film Textures -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Country/Acoustic Folk -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Hybrid Textures -- MacIntosh format floppy
SY55/TG55 Funk Set floppy for SY55 format disk drive
Standard Collection 1 -- Euro Ballads for PSR-6700 floppy with jewel case, docs
Standard Collection 3 -- Evening Dance for PSR-6700 floppy with jewel case, docs
Standard Collection 5 -- Sweet Sixteen for PSR-6700 floppy with jewel case, docs
Modern Collection 1 -- Dance House for PSR-6700 floppy with jewel case, docs
Latin Collection 3 -- Cocktail for PSR-6700 floppy with jewel case, docs

KORG:

Wavestation AD/Pro Rec -- FilmTexture -- Atari ST format floppy
Wavestation/Pro Rec -- Filmscape -- Atari ST format floppy
M3R/Sound Source Unlimited -- Multi-Timbral, Vol.1 -- Macintosh format floppy
M3R/Sound Source Unlimited -- Pop/Rock Collection -- Macintosh format floppy
M3R/Sound Source Unlimited -- Radical Film Textures -- Macintosh format floppy

ENSONIQ:

MC-32 RAM card -- Ensoniq brand 160 voice locations
Voice Crystal 1 160 voice RAM card for SQ1/SQR (80 patches, 80
blank $129 list)
SD-1 Sequencer OS Disk 4.00 includes preset files and demos

EMU:

Proteus/1/XR Sound Source Unlimited -- Library Pack (3 banks) -- Atari ST
format

KURZWEIL:

Atari Object Mover for K1000 series (includes disk and docs)

PEAVEY:

64k RAM Expander for DPM3
Profex II -- Ed. 1 -- Industrogrungedelica ROM card for ProFEX II FX unit

CAKEWALK SEQUENCER:

DNA Groove Templates Volume 1: R&B Collection

645. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 19:28:22 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106171922340.245-100000@localhost>
Source record: 44811

On 17 Jun 2001 xlator@cix.compulink.co.uk wrote:

Hi Peter,

> Thanks for the reply. It seems there isn't a Riebl card that works
> with the Falcon. Does Hilgart's ROM port adapter, do you know (I
> believe the Falcon ROM port is different from the ST/STE/TT one)?
> What about the BuiNET and PAM? And do any of them need MiNT, or will
> they work with Magic/NVDI?

ROM port from Hilgart works on Falcon too.. MiNT and STiNG, altough i think with MiNT performs better... Anders has it, so he will know best, but i think its preety good. PAM's and BioNET are DMA driven adaptors (i think). I dont know how they work, if at all, with Falcon. I use TT as server and have Falcon connected to it via PLIP.. Since TT runs IP masquarading, i can acces net from Falcon normaly, as from TT...

Riebl require MiNT.. Hilgarts ROM port adapter is happy with STiNG as well.

Janez

646. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 19:33:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106171932580.245-100000@localhost>
Source record: 44812

On Sun, 17 Jun 2001, Edward S. Baiz Jr. wrote:

> It is called Ghostscript. It needs to be ran in 256 colors. Anything
> more than that will result in a blank screen. It works great on my
> Hades and brings up the PDF file with the graphics. The big thing is
> downloading all the files (especially the font files). You must have
> all the necessary files before the program will run. Try the sites below:

Hi

Hm, i c an run it easily in 16 colors... Maybe cause i have Atari
machine :)) Anyway, it feels happy in 16 colors...

Janez

647. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 20:49:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9gj555itr1@plutonium.compulink.co.uk>
Source record: 44816

In message <3b2bcc75$0$7280@news.zetnet.co.uk>, cstanley@zetnet.co.uk said:

>On 14 Jun 2001 18:01:28 , Hallvard Tangeraas wrote:
>>Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>
>>> On 11 Jun 2001 21:54:33 , Hallvard Tangeraas wrote:
>>
>>SNIP
>>>
>>> Are you sure that none of the disk-image-copy programs sush as FastcopyIII
>>> or MSA can handle this?
>>
>>Already tried FastCopy III and a bunch of other copiers, but although it
>>seemingly copies the disk properly I'm still asked to insert the
>>original disk near the end of loading the program.
>>Seems like there's something with track 11 as some copiers have problems
>>with this, reporting read errors. That's probably where the disk
>>protection is or something.
>
>It's years since I used a plain ST, but may I ask: can you not simply
>drag floppy icon A on to icon B to recreate a whole-disk image copy?
>The second floppy must of course be of identical format to the source.

I doubt if this would work if FastCopy III didn't. That has facilities to
write an Image Copy - I wonder if he tried that? BTW, I find that this
function in FastCopy Pro won't work with MagiC loaded - but it's OK
without it. It seems to write an extra 32 bytes at the start as compared
to what is visible in Harlekin's monitor when looking at the floppy in
hex, though this might be dropped again when the file is restored from
the image to another floppy - haven't tried that.

The old Michtron Utilities as well as KnifeST allow you to
establish the BIOS parameter block, which gives info about sectors
and tracks on the disk. These might show any unusual formats.

But I have heard of protection schemes that relied on a small hole
burned in the disk with the laser at a certain position outside
the used area. When checking, the program tries a write at that
position, and if it can it knows the disk is not an original. I
have no idea how it does that if write protection is on!

There are other schemes that don't put some info in the FAT or perhaps
wrong details in the boot sector, and others that have a small
executable program in the boot sector. But I would have thought
that an image copy would get over that.

Anyone know more about protection?

Regards, /Peter/

648. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 20:49:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9gj555its1@plutonium.compulink.co.uk>
Source record: 44817

In message <200106141949.a24388@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>A>When I boot off floppy I can see all my SCSI devices fine, if I try to
>A>boot off disk I can only see the internal IDE drive even when I boot
>A>off an external SCSI device!!!
>do not 'hide' any SCSI device to your HDDRIVER. Start HDDRUTIL and
>switch on all your devices (at least your hard disks) and be sure the
>copy of HDDRIVER.SYS on the floppy disk is identical to that one on
>the boot drive!

Might be even better if he used 'Auto Configuring' in HDDRUTIL, as
this should activate all connected drives.

Regards, /Peter/

649. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 20:49:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9gj556itt1@plutonium.compulink.co.uk>
Source record: 44818

In message <Pine.MNT.4.21.0106171922340.245-100000@localhost>, jvalant@m42.cx said:

> ROM port from Hilgart works on Falcon too.. MiNT and STiNG, altough i
>think with MiNT performs better... Anders has it, so he will know best,
>but i think its preety good. PAM's and BioNET are DMA driven adaptors (i
>think). I dont know how they work, if at all, with Falcon. I use TT as
>server and have Falcon connected to it via PLIP.. Since TT runs IP
>masquarading, i can acces net from Falcon normaly, as from TT...
>
> Riebl require MiNT.. Hilgarts ROM port adapter is happy with STiNG as
>well.

Thanks Janez!

Now where can I get further details of Hilgart's ROMport adapter?
And is it available commercially or is it a do it yourself job?

Anyone with any experience of it, please contact me or post here.

Regards, /Peter/

650. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 21:15:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gj6lignn1@snipp.uninett.no>
Source record: 44819

xlator@cix.compulink.co.uk wrote:

> Thanks for the reply. It seems there isn't a Riebl card that works
> with the Falcon. Does Hilgart's ROM port adapter, do you know (I
> believe the Falcon ROM port is different from the ST/STE/TT one)?

It works fine on the Falcon. It will work with both MiNT-Net and STiNG, although MiNT-Net seems to perform better than MagiC+STiNG. It seems to hog the CPU during high loads under MagiC+STiNG, I've never experienced this under MiNT-Net. Stability is very good in all cases though.

> What about the BuiNET and PAM? And do any of them need MiNT, or will
> they work with Magic/NVDI?

I have two Riebl-cards, one BioNET and one PAM's, these are all VME-cards. The BioNET-card is useless to me, the driver (MiNT-Net only AFAIK) only works on a Mega STE. If anybody's interested in this card, please contact me.

One of the Riebl-cards is definitely broken, the other one seems to work fine except that the TT crash when it receives a packet... This applies to both the MiNT-Net and STiNG-drivers. The MiNT-Net driver for the PAM's-card crash when it loads, the STiNG-driver seems OK but I haven't been able to get a stable connection with it yet.

To sum it up: I have never been able to use any of these VME-cards on my TT, and I was just about to give up the entire ethernet-project when Elmar Hilgart's ROM-port solution appeared. I have two of these cards, one in my Falcon and on in my TT, and they both work extremely well. Performance isn't that great (~200kB/s), but it's very reliable and stable. Don't think I've had a lost packet yet :-)

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

651. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 21:16:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gj6nqgnn2@snipp.uninett.no>
Source record: 44820

SWE/YesCREW <jvalant@m42.cx> wrote:

> Riebl require MiNT.. Hilgarts ROM port adapter is happy with STiNG as
> well.

There is a Riebl-driver for STiNG as well. I've never been able to use it
(see my other message about this) so I can't tell how well it works.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

652. Atari Online News, Etc. #03-24

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 22:24:43 UTC
From: danap8@aol.com
Message-ID: <20010617182443.24712.00002165@ng-fy1.aol.com>
Source record: 44821

```
A-ONE #0324 06/15/01

~ JagFest 2K1 Updates! ~ People Are Talking! ~ PageMaker 7.0 Soon!
~ Atari To Rule Again?! ~ Resource Master News! ~ SpamCop Stops Spam!
~ Gallop Racer 2001! ~ Broadband Bill News! ~ Need Game Secrets?
~ Game Boy Advance Here! ~ Analog Unveils New DSP ~ Infogrames Update!

-* Mac Prepares Mac OS 9 Update *-
-* Microsoft Settles To Keep Xbox Name *-
-* Web's Longest Running Daily Column Closes! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

653. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 22:29:30 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <zLJWzJAK9SL7EwKu@atari.org.uk>
Source record: 44822

In article <9gj555itr1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>The old Michtron Utilities as well as KnifeST allow you to
>establish the BIOS parameter block, which gives info about sectors
>and tracks on the disk. These might show any unusual formats.

These can only show what info the BPB has been told to hold or is
registered there.

>
>But I have heard of protection schemes that relied on a small hole
>burned in the disk with the laser at a certain position outside
>the used area. When checking, the program tries a write at that
>position, and if it can it knows the disk is not an original. I
>have no idea how it does that if write protection is on!

In the early days, mainly 5.25" floppy things (mini frizbies), they ysed
to stick a pin at randon to create a protection system.

I've not come across a modern system that would do that on DD 3.5"
floppies!!

>
>There are other schemes that don't put some info in the FAT or perhaps
>wrong details in the boot sector, and others that have a small
>executable program in the boot sector. But I would have thought
>that an image copy would get over that.

There are lots of ways to format a floppy disk. You can have mixed sized
sectors, even raw data. And you don't even need a file system.

In fact early copies of Taipan can only be played on early TOS machines.
It doesn't have a standard 512 byte boot sector, which TOS 1.2 and
greater can't boot from!!!!

>
>Anyone know more about protection?

Some common form of protection, which can use the standard file system,
are as follows.

Copylock: rob northern comp. several versions all depend on the timing
on the machine. They can fool the computer into thinking it has a 12 or
13 sector formatted track. It's written via a custom track.

The jist of copylock is that the program is encrypted with a figure
derived from a checksum and timing (that's why some STE's won't run
these disks). The data is then decoded and treated as a normal program.

Another method is to have lots of sectors on track 79:) although when viewed via a sector editor you'll get lots of track sync marks etc... but viewed via sector id, they will all have a crc error!!!!

Some protections are very well hidden, and if you don't know what you are looking for, will never find it in a month of Sundays.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

654. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 23:15:44 UTC
From: jba4@po.cwru.edu
Message-ID: <3b2d39d9.5455404@192.168.0.1>
Source record: 44628

On 22 Jun 2001 16:10:28 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:
>Under Windows or Linux? Blargh... If I had a really fast Atari running
>MinT/N.AES (or MagiC, if that's the only alternative) and
>DreamWeaver/Fireworks was ported, I wouldn't *need* a PC.
>

Exactly my point. Thank you for saying that a bit more clearly.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

655. Re: Free ST520 + manuals + software + 2 printers!

Newsgroup: comp.sys.atari.st
Date: 2001-06-17 23:20:57 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <tXaX6.271765$K5.28782510@news1.rdc1.nj.home.com>
Source record: 44823

"LadyBugLady" <katmajid@hotmail.com> wrote in message
news:2864f92a.0106091048.1f49722d@posting.google.com...
> I have a pristine Atari 520ST with all the original boxes and manuals
> from when I bought it in the 1980s.
>
> - The floppy drive is not working.
> - My cat chewed the mouse cord, so it has trackball.
>
> Otherwise everything is in like new condition, clean & working (to the
> extent that I can check without a good floppy drive).
>
> Anyone willing to come to my place in Queens, NY and collect ALL is
> welcome to take it. I loved this beautiful little machine, but I've
> moved on and I have a space problem. I'd rather give it to someone who
> will appreciate it than dump it out.
>
> Besides the computer, here are the additional goodies:
>
> - Epson 24-pin printer
> - Daisy-wheel printer - Epson DX-10 (like new, in original box)
> - Box of ST magazines
> - Software (all purchased/acquired legally):
> word processors: Regent Word II, ST Writer
> DB Master One
> Degas Elite
> Aegis Animator
> Maps & Legengs
> King's Quest II
> The Guild of Thieves
> The Pawn
> Rings of Zilfin
> Land of the Lounge Lizards
> a bunch of public domain & ST Magazine disks
>
> Please note: I will NOT pack & ship; you must come here and collect
> it. Also, whoever wants it must take everything -- I won't give it out
> piecemeal. But anyone is welcome to come and see it before deciding.
> It's first come, first serve.
>
> Email me directly if you're interested: katmajid@hotmail.com

Thanks a lot Kathryn. This stuff looks great. Good luck and keep smiling
:)

Ralph

656. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 00:22:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <9gjhjhqcl1@plutonium.compulink.co.uk>
Source record: 44824

On 11 Jun 2001 21:55:07 , "Mark Bedingfield" wrote:
> James Haslam <jfhaslam@zetnet.co.uk> wrote in message
> news:3b23d070$0$7284@news.zetnet.co.uk...
>> Hi Mark!
>> On 8 Jun 2001 16:15:24 +, "Mark Bedingfield" wrote:
>>>> I've got yet another question (actually 2)!! I'm planning to get
>>>> TOS 2.06 soon since I can't get sysinfo.prg to figure out what
>>>> version I've got.
>>> an STE could mean either tos 1.4, 1.6 or 1.62. 1.4 is rare in
>>> STEs, tho.
>> Actually STE's never had TOS v1.4, that was only found on ST's.
>> TOS v1.6 & v1.62 only contained the operating system necessary for
>> the STE's extra hardware, therefore TOS V1.4 wouldn't work on an
>> STE.

That sounds right to me too.
The other part I don't understand is why Sysinfo doesn't report the
right TOS version. I don't use this program, but I do remember that
some utilities had difficulty with TOS version numbers around ths
time. Even though it was known as v1.4 or v1.6 they should really have
been numbered 1.04 and 1.06. As such, TOS 1.62 often got reported
erroneously as TOS 1.98. If you're getting this, it's really 1.62

>> TOS v2.06 being a later version contains the code for STE's and is
>> able to detect whether it was being run on an ST or an STE, so it
>> could run on either machine. Also therefore it won't run on a
>> later machine like a TT or Falcon.

Pereversely, TOS 2.06 came out after TOS v3.06. It made some features
of the TT's TOS available to ST's after the event.

> From what I understand the very very very early STEs had 1.4 as did
> the first development machines. I have seen a STE with 1.4 in it
> tho. One that MACE here in melbourne had me fix. Unless there are
> other versions of Rainbow TOS. I have been known to wrong, very
> rarely tho, James;-)

If you've seen this for yourself then I'm hardly in a position to
contradict you, but ut would be the first time I ever heard of this...

rgds
H

657. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 00:22:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <9gjhjmqcl2@plutonium.compulink.co.uk>
Source record: 44825

On 9 Jun 2001 00:26:52 -, Steve Sweet wrote:
>Hi Dennis
>>> That's what ive got here, except my 6.1 is in English. :-)
>> How, what and who did you bribe/intimidate to get an English
>> version? AFAIK an English version (offically) doesn't exist...
> I translated the magic.ram myself.

I tried this once, to remove some remaining German, and Magic failed
to run completely. I must've done something wrong... B^<

rgds
H

658. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 01:06:01 UTC
From: Don <dons@qnet.com>
Message-ID: <3B2D53F8.6DD61993@qnet.com>
Source record: 44826

Harry Sideras wrote:

>
>
> > From what I understand the very very very early STEs had 1.4 as did
> > the first development machines. I have seen a STE with 1.4 in it
> > tho. One that MACE here in melbourne had me fix. Unless there are
> > other versions of Rainbow TOS. I have been known to wrong, very
> > rarely tho, James;-)
>
> If you've seen this for yourself then I'm hardly in a position to
> contradict you, but ut would be the first time I ever heard of this...
>
> rgds
> H

The ealry versions of the STE came with 1.62 which also has the Rainbow Fuji logo. So the STE with 1.4 you thought you were looking at may have been 1.62.

Don

659. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 02:28:52 UTC
From: jba4@po.cwru.edu
Message-ID: <3b2d643f.552852@192.168.0.1>
Source record: 44677

On Fri, 22 Jun 2001 22:25:14 +0000, SWE/YesCREW <jvalant@m42.cx>
wrote:

> Simple question for u:
>
> Why i have to defend myself and apologize just cause i like real
>machines, even with some drawbacks? I own ZX machines, CMD machines,
>Acorns, etc, and not their emulators... and i never regreted cause i cant
>run ZX at 100mhz.

I don't think anyone wanted you to have to defend this position. I
agree with you whole-heartedly here. The actual thing is much better.

I have to defend this position constantly because of another computer
I use allthe time, a DEC Rainbow 100. There are probably ten users of
this machine left in the world. It runs MS-DOS and CP/M. But it's not
IBM compatible. I always have to answer to people as to why I would
use a slow, old DOS machine. Well, I love it because it's different.
That's all.

And original Atari's are sweet. I would totally buy an accelerator
for my TT if I could get one. But another faster Atari would be good
too. And UNIX apps are kinda neat to have ported. People always say,
"Your Atari runs what!?!" And there are no replacements for some
Atari apps. Calamus is the best example I have. Calmaus PC is a
little odd since it is running in an emulator. I prefer it on my TT.
I've yet to see a program that matches even Calamus SL2000 Lite in
functionality. But a new webbrowser would be nice, although Lynx is
usually fine for me.

I do understand your viewpoint, but I think some people would like a
faster computer for runnning larger GEM apps and some ported Linux
software. But I don't think anyone wants it to be a "PC clone", just
maybe use some of the hardware.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

660. What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 04:13:20 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tiqv93d8qlh2d3@corp.supernews.com>
Source record: 44827

```
The current Atari-Users.Net poll ask..

What CPU would you like to see used in an Atari clone?

PPC - 51.61 % (32)
Coldfire - 35.48 % (22)
X86 - 9.68 % (6)
Other - 3.23 % (2)
total - 62
If you haven't.. stop by and cast your vote today!!

http://www.atari-users.net

Rob
webmaster@atari-users.net
```

661. More Atari-Midi Freeware: MidiGen

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 04:56:10 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106172056.691e69b@posting.google.com>
Source record: 44828

Hello All:

Petra Wolf and Joker finally decided to release MidiGen, an
Algorithmic Midi Generator with some very cool graphics as well.There
is
no Manual ..YET...but he is planning on it for sometime in the near
Future. In the meantime, this description (below)is ALL THERE IS! But
by
clicking on things, you can figure things out.

Go here:

http://groups.yahoo.com/group/atari-midi/files/Jokermidi/

Look for MidiGen.zip

Sometime soon, I will be adding it to the KLANG PIRATEN page on TAMW
where there are other Petra Wolf and Joker Atari-Midi apps made
available. (Zues and Prophy)But in the meantime: check out this very
unique app. You won't find it on any other platform but ATARI! (
YEAH!! :-)

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardy/index.htm

MidiGen General Description
Q & A session between Tim Conrardy and Joker
==========

Tim Said:
>It sounds like M , tunesmith and Schoenberg composer all
>rolled into one.

Joker responds:
Thanks, Iï¿½ll tell Petra!

>1. What is it? a general description.

Planed to be a "simple" MIDI event generator for (mostly Note
on/off and
Controllers), to overcome the poorness of the user-interfaces of
those
early 90th synths, it grew bigger and bigger . . .
It was designed for use in my live-setup, that I do improvised
music with

and I used it intensely for about 4 years.

>2.What is the basic outline :

21 generators, ect.
Up to six sets (to be used alternately) of 21 independent
generators each.

Lets take a look at a generator:
It can send data on 4 MIDI channels, up to six controllers are
availiable.
MIDI and controllers have basically the same generation algoï¿½s:
random within range
intervallic within range (ascending-, descending-, asc/desc-,
permutational-order)
random+intervalic within range (see above)

For generation of MIDI notes there are additional features:
12-Ton - apliying the 12-tone rule: has to go through all notes
of scale,
before a note repeats
Ton Intervall - sets the interval to half, quarter, 8th or 16th
of a note
(using pitch-bend)
Dauer - lenght of generated note (the polyphony is 5 notes per
channel)
Mono - for monophonic synths, sends a note fo before playing the
next note
controller only - switches of note generation for that generator
(mostly
to preserve computational speed)
Timer T - adds a random timing-interval from a range (i.e.: Time
is set
to 5, Timer T is set to 10, range from 20 to 80 means: at every
tenth
generated note, a number between 20 and 80 is added to the
timing)
Timer P - the same for generating prg-changes
etc, etc. . . .

>3. Can it send Midi clock?

No, the timing is based on "system ticks", a very unstable
timing-base
(you may have noticed, that it runs faster if you move the
mouse). Also,
with a growing amount of data to be computed with lots of
generators
runnig, it slows down. I never needed any timing stability or
sync-possibilities, as I use it for abstract sound-sculptures,
not as any
sequencer source (the interactive-phrase-synthesizer built into

Cubase is
a much better tool for this)
>
>BTW, looks like it was designed with TT-HI in mind: excellent
to use at this
>res.!
We never had a TT or high-res Monitor (just Overscan, which
worked fine),
thats just a benefit of trying to provide the highest possible
compatability.
all the best,

Joker

---
www.klangbureau.de
---

662. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 07:27:39 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B2DAD6B.44432884@seimet.de>
Source record: 44831

Peter Schneider wrote:
>
> Hi Tom,
>
> T>I have an Adscsi+ adaptor and external case for it.
> I'm not sure if writing via ACSI may be possible.

Yes, that is possible, at least with the software by Anodyne and with
the built-in SCSI driver of HDDRIVER.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

663. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 07:52:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010618075206.193A-100000@localhost>
Source record: 44829

```
On Mon, 18 Jun 2001, RobM wrote:

> The current Atari-Users.Net poll ask..
>
> What CPU would you like to see used in an Atari clone?
>
> PPC - 51.61 % (32)
> Coldfire - 35.48 % (22)
> X86 - 9.68 % (6)
> Other - 3.23 % (2)
> total - 62
> If you haven't.. stop by and cast your vote today!!
>
> http://www.atari-users.net
>
> Rob
> webmaster@atari-users.net

How come that M68K is suddenly classified as Other?

Janez
```

664. Re: Printers with NVDI?????

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 08:16:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B2DB8D3.5AA50CB8@siemens.at>
Source record: 44832

Dennis Vermeire wrote:
> In my experience when it comes to printing pictures at photo quality
> nothing beats ImageCopy, but even this program is very mediocre when
> compared to what can be achieved on a Mac or PC...

Okay, I admit that for printing pictures I always use ImageCopy, and
NVDI only when I print something from Papyrus.

Gerhard

665. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 10:44:23 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0106180244.5b361d94@posting.google.com>
Source record: 44833

SWE/YesCREW <jvalant@m42.cx> wrote in message
news:<Pine.MNT.3.96-MiNT.1010618075206.193A-100000@localhost>...
> On Mon, 18 Jun 2001, RobM wrote:

> > What CPU would you like to see used in an Atari clone?
> >
> > PPC - 51.61 % (32)
> > Coldfire - 35.48 % (22)
> > X86 - 9.68 % (6)
> > Other - 3.23 % (2)
> > total - 62
>
> How come that M68K is suddenly classified as Other?

Well we already have clones based on these (Hades, Milan) and as the
680x0 CPUï¿½s are
not going to be developed any further (Motorola wants to replace these
with Coldfire)
it would IMO not make too much sense to develop (yet) another clone
based on that technology.

/Joakim

666. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 11:43:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106181441160.18518-100000@hal.pp.fishpool.fi>
Source record: 44834

On 18 Jun 2001, Joakim Hï¿½gberg wrote:

> Well we already have clones based on these (Hades, Milan) and
> as the 680x0 CPUï¿½s are not going to be developed any further
> (Motorola wants to replace these with Coldfire) it would IMO
> not make too much sense to develop (yet) another clone based
> on that technology.

Developping clones using a new architercture for a platform
already as limitted as ours would kill it, even though Coldfire
is supposed to be 90% compatible with the 68k instruction set.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

667. Re: MagicSLM source?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 12:23:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992933550-171844AEicMi@cwcom.net>
Source record: 44775

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Thu, 14 Jun 2001 00:56:17 GMT

> remember a couple of months ago there were some messages concerning
>the MagicSLM accessory and I had mentioned problems I was having with
>the Windows printer drivers. Someone had mentioned that the source
>could be made available. Well, as of late, I was feeling up to the

Please examine your inbox, I've sent you the source code. Good luck with it :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

668. Re: XBoot (was Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 12:51:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992933552-172316AEicMi@cwcom.net>
Source record: 44776

From: Veronica Coats <rccola@ctos.com>
Date: Sat, 16 Jun 2001 09:11:02 -0600

>I downloaded the patch and tried it this morning, no go as you commented in
>your readme file. You mentioned a "naughty" unpacker, but I don't know what
>you are referring to, unfortunately.

Ken, if you drop me an email to derryck @ cwcom . net (take out the spaces)
from the address that you'd like to use, I'll send you a copy of this unpacker.

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

669. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 13:03:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992933554-172837AEicMi@cwcom.net>
Source record: 44777

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sun, 17 Jun 2001 15:50:09 GMT

>>>PDF viewer for the Atari... not a great one but
>>>it works.
>>Is there? Can you tell me what program that is?
>
>It is called Ghostscript. It needs to be ran in 256 colors. Anything
>more than that will result in a blank screen. It works great on my
>Hades and brings up the PDF file with the graphics. The big thing is

That must be a function of your Hades and/or graphics card, for it (GS) runs perfectly well in 16 colours on my Falcon (OK, so sometimes it changes the desktop palette whilst it's running).

I wouldn't say that it is capable of showing or printing every PS or PDF file out there, but then again there are some that even Adobe's reader barfs on.
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

670. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 13:05:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992933558-173308AEicMi@cwcom.net>
Source record: 44778

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sun, 17 Jun 2001 19:28:22 +0000

>> Thanks for the reply. It seems there isn't a Riebl card that works
>> with the Falcon. Does Hilgart's ROM port adapter, do you know (I

> ROM port from Hilgart works on Falcon too.. MiNT and STiNG, altough i
>think with MiNT performs better... Anders has it, so he will know best,

I think the biggest problem is actually getting one, every time I've checked on
the web site they have been unavailable :-(
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

671. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 13:09:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <992933560-173760AEicMi@cwcom.net>
Source record: 44779

From: xlator@cix.compulink.co.uk
Date: 17 Jun 2001 20:49:42 GMT

>Now where can I get further details of Hilgart's ROMport adapter?
>And is it available commercially or is it a do it yourself job?

Shiuming brought one of those adapters to the Club a while back, you must have
missed seeing it.

There's a write-up on it in one of the earlier MyAtari magazines I think.
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

672. Re: Magic on Apple Mac/PCs

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 13:51:26 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-EB37DD.09512518062001@news.bellglobal.com>
Source record: 44835
Cross-posted to: comp.sys.atari.st,comp.sys.mac.advocacy

In article <9giq32god1@news6.svr.pol.co.uk>,
neil@adel6.freeserve.co.uk (Neil Chester) wrote:

> Can anyone tell me what are the minimum systems for running MagicMac and
> MagicPC on?

> I have seen quite a number of PowerPC based Macs available secondhand here
> in the UK but I am uncertain as to which CPUs are best both for Magic and
> any current Apple Operating Systems.

last I heard, MagiCMac was designed to run on and to work with as
little as a 68030 processor Mac. Of course, faster processors will make
MagiCMac scream.

There was a report that MagiCMac falls over under OS 9.1, but that
may have been fixed recently. I know that last year ASH announced that
they were working on an OS X version.

> Is there an official site somewhere which records which Apples can use System X
> (if that's the newest?). What about Notebooks?

Apple's site certainly does. Just about any G3-based computer built
by them (except for the first G3 Powerbook) should be able to run OS X,
as long as you've also got at least 128MB of RAM and a huge hard drive
(in gigabytes) to install it on (oink, oink!)

Do note, though, that a number of clever clogs have been able to get
OS X to run on machines that Apple doesn't want you to run it on (as
they'd rather you bought a shiny new Mac). I've read of some success of
9500 and UMAX J700/S900 users to get it to run on their machines - some
without the benefit of G3 upgrades! And G3/G4 card upgrade companies
like Sonnet and Powerlogix are now offering (or will be offering)
support for OS X to run on their card upgrades

673. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 14:00:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001e4bd6@fmlynet.org>
Source record: 44753

FamilyNet Newsgate

Hey not bad... I have...

Atari 800
Rana 1000 drive
850 Interface
SIO2ST cable connected to....

1040STf (4 meg ram with adspeed chip for 16 mhz) 1 gig drive
Spectre GCR

> From: Terry B <terryb@kirkwood.hoosier.net>
> <clip>
> Lucky Falcon n TT owners :-(
> just have 1040ST (4meg) - 330 meg HD
> Spectre GCR (lot of HD formatted for Mac)
> Golden Image Scanner
> Discovery Cartridge
> VIDI ST
> Video Key
> Monitor Master
> PC-Ditto
> IB copy
> ------------
> 130XE (1 meg)
> 800XL
> 810 interface
> US enhanced 1050 disk drive
> Rana drive
> TRAK drive
> not much - but been cruising the
> web through my ISP (Lynx) for about
> 3 years on both of them <smile>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

674. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 14:36:49 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0106180636.15de2fea@posting.google.com>
Source record: 44836

Next time I booted up it all seems fine.... Hmmmmm strange. Its
working now and thats the main thing;-)

Cheers,

Alex.

xlator@cix.compulink.co.uk wrote in message
news:<9gj555its1@plutonium.compulink.co.uk>...
> In message <200106141949.a24388@su2.maus.de>, Peter_Schneider@su2.maus.de said:
>
> >A>When I boot off floppy I can see all my SCSI devices fine, if I try to
> >A>boot off disk I can only see the internal IDE drive even when I boot
> >A>off an external SCSI device!!!
> >do not 'hide' any SCSI device to your HDDRIVER. Start HDDRUTIL and
> >switch on all your devices (at least your hard disks) and be sure the
> >copy of HDDRIVER.SYS on the floppy disk is identical to that one on
> >the boot drive!
>
> Might be even better if he used 'Auto Configuring' in HDDRUTIL, as
> this should activate all connected drives.
>
> Regards, /Peter/

675. Re: FalconScreen reset

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 14:44:33 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0106180644.67a703e1@posting.google.com>
Source record: 44837

Hi,

no I mean the resolution is still the one I saved in FalconScreen and not
one of the std Atari settings. As a result I have big white borders around
the edge of the desktop.....

Cheers,

Alex.

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:<VNRV6.11917$vR1.36059@nntpserver.swip.net>...
> <alex.stepney@bluewave.com> wrote:
>
> > Okay tried this and appears to have reset the NVRAM (boots in low res),
> but
> > when the desktop comes up the resolution is still wrong.
> >
> > Any ideas?
> >
>
> Set the resolution you want in the preferences, then choose "Save desktop"
> in one of the menus on the Desktop (don't remember which one - but I believe
> it's the one furthest to the right...)?
>
> Best regards,
> Claes
>
>
> > "Claes Holmerup" <newsgroups@holmerup.com> wrote in message
> news:<clrV6.11568$vR1.35233@nntpserver.swip.net>...
> > > <alex.stepney@bluewave.com> wrote:
> > >
> > > > I was messing around with FalconScreen the other day and now want to
> > > > reset to the default 4bit resolution, but I can't seem to work out
> > > > how to do this. My falcon now boots in the resolution that I saved
> > > > with FalconScreen. Any idea how to reset this?
> > >
> > > Hi,
> > > You can create a bootdisk which will reset the NVRAM if it's in the
> drive
> > > when you start up the Falcon with this program:
> > > http://home.swipnet.se/holmerup/programs/f030free.zip
> > > Then you'll get back all original settings - useful if your NVRAM gets
> it's

> > > own ideas... ;)
> > >
> > > Best regards,
> > > Claes
> > > website: http://www.holmerup.com - mirrored at
> http://mirror.holmerup.com
> > > e-mail: claes@holmerup.com
> > > swedish music on the Web: http://www.swebmusic.com

676. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 16:42:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7537DBB.15AEC%nameerf@flash.net>
Source record: 44838

in article Pine.MNT.3.96-MiNT.1010618075206.193A-100000@localhost,
SWE/YesCREW at jvalant@m42.cx wrote on 6/17/01 11:52 PM:

> On Mon, 18 Jun 2001, RobM wrote:
>
>> The current Atari-Users.Net poll ask..
>>
>> What CPU would you like to see used in an Atari clone?
>>
>> PPC - 51.61 % (32)
>> Coldfire - 35.48 % (22)
>> X86 - 9.68 % (6)
>> Other - 3.23 % (2)
>> total - 62
>> If you haven't.. stop by and cast your vote today!!
>>
>> http://www.atari-users.net
>>
>> Rob
>> webmaster@atari-users.net
>
>
> How come that M68K is suddenly classified as Other?

Probably because the M68K is no longer made or supported. Any new computer
based on this wouldn't be able to get any better with the same CPU family.
And as the 68060 is starting to show its age, one would be able to get a
faster machine by using a newer CPU and good 68K emulation.

Mike Freeman
nameerf@flash.net

677. Wanna trade your Falcon for my PC?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 16:46:49 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9glb9picl0@206.230.189.39>
Source record: 44839

I want to get my hands on a Falcon w/ 14MB and FPU & mouse and don't have
any money to buy one. I am willing to trade the following:

DFI K6XV3 motherboard (2 usb, 4 pci, and 3 isa slots)
450Mhz AMD K6-2 /w heatsink/fan
atx case and power suppy
128 MB PC-100 ram
Voodoo 3 2000 pci video card
Soundblaster 64 ISA sound card
10gb hard drive
1.44 floppy
40x IBM CD-Rom Drive

USA only -

jonk

678. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 16:48:22 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <qhqX6.944$Tt6.365499@monger.newsread.com>
Source record: 44840

<clip>

Lucky Falcon n TT owners :-(

just have 1040ST (4meg) - 330 meg HD
Spectre GCR (lot of HD formatted for Mac)
Golden Image Scanner
Discovery Cartridge
VIDI ST
Video Key
Monitor Master
PC-Ditto
IB copy

130XE (1 meg)
800XL
810 interface
US enhanced 1050 disk drive
Rana drive
TRAK drive

not much - but been cruising the
web through my ISP (Lynx) for about
3 years on both of them <smile>

679. Re: Wanna trade your Falcon for my PC?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 16:55:11 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106181654240.94-100000@Hades060>
Source record: 44754

On 18 Jun 2001, jonk wrote:

> I want to get my hands on a Falcon w/ 14MB and FPU & mouse and don't have
> any money to buy one. I am willing to trade the following:
>
> DFI K6XV3 motherboard (2 usb, 4 pci, and 3 isa slots)
> 450Mhz AMD K6-2 /w heatsink/fan
> atx case and power suppy
> 128 MB PC-100 ram
> Voodoo 3 2000 pci video card
> Soundblaster 64 ISA sound card
> 10gb hard drive
> 1.44 floppy
> 40x IBM CD-Rom Drive

I got spare TT's or must you have a Falcon?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

680. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:01:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106181658150.94-100000@Hades060>
Source record: 44756

On 18 Jun 2001, Joakim Hï¿½gberg wrote:

> Well we already have clones based on these (Hades, Milan) and as the
> 680x0 CPUï¿½s are
> not going to be developed any further (Motorola wants to replace these
> with Coldfire)
> it would IMO not make too much sense to develop (yet) another clone
> based on that technology.

Speaking of which, I looked at the Wizztronic page and that clone
that never came to be is still there and spec'd with an 030.
Seems like it would be cheaper to buy a used TT or Falcon. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

681. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:02:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106181701420.94-100000@Hades060>
Source record: 44757

On Mon, 18 Jun 2001, Mr. X wrote:

> http://www.transmeta.com/crusoe/technology.html
>
> It's a RISC CPU designed from the start to emulate other CPUs.

But there is no 68k support to speak of...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

682. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:05:06 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B2E34C2.A15DD1A0@boeing.com>
Source record: 44843

I managed to upgrade my NVDI to version 5.03.
Regardless of whether I use w_dialog, n_dlg or neither one,
I get the line of garbage and missing 1cm of print.
The NVDI printer cpx runs with w_dialog, but does not run with n_dlg.
When I boot without either one, I get a message telling me to start
w_dialog manually (which I ignore).

I tried printing (from CAB) to .IMG files and to a GEM Metafile.
Both of these do not show the error when displayed, and can be
printed with GEMVIEW although not full page size (only the first
page of the GEM file prints). I also tried printing the .IMG files
with SMURF, but got sections of the image repeated on the page
(very strange).

I'm guessing there is something about the mint environment that the
HP DeskJet driver doesn't like. Is anybody out there using an HP
printer without problems? I could also try printing the GEM Metafile
with the GEM Output program if I can find a copy of the Atari version.

Milton

Martin \"Nightowl\" Byttebier wrote:
>
> on Fri 15-06-2001 21:38 Milton Horst wrote:
>
> >I'll have to check which fractional version of NVDI I have.
> >I tried to download an upgrade for it once, but it was corrupted.
> >I *am* using w_dialog, maybe I should try without it.
> >BTW, the printer settings cpx wouldn't work with the w_dialog
> >replacement that came with N_AES 2.0.
> >It would be nice to find a way to use the printmon program, too.
>
> I'm a little bit confused now. What are you using w_dialog or n_dlg?
> Furthermore a cpx to alter the printer settings? I thought on could this
> from inside Cab (if w_dialog is loaded)
> Personaly I use w_dialog (started from desktop) but only when strictly
> needed. Programs that requires w_dialog to start up goes usualy directly
> to the dustbin.
> I can't say anything about printmon as I don't use it at all. What's the
> problem with it?
>
> CU
> Martin

683. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:09:07 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <TAqX6.948$Tt6.367506@monger.newsread.com>
Source record: 44841

Mark Bedingfield <atari@tpg.com.au> wrote:

Lucky me - My GF loves computers and Star Trek
And VCR's, Guitar, n Stereos (LOL)

: Steve Sweet <steve_sweet@madasafish.com> wrote in message
: news:985729096-89324AEicMi@madasafish.com...
:> Hi Mark
:>
:> >> Your falc sound like my ex-wife, doesnt mind whats plugged in it!!.
:>
:> >I have got 2 Falcons:-), couldn't handle two wives tho;-)
:>
:> I almost had a Falc, but couldnt handle one wife even, so i ditched it.
:> Boy did she hate puters, and anything else i was interested in for that
:> matter!!!!!!!

: Thats not a wife thing, its a women thing;-). They don't understand we NEED
: lots of Ataris and fast cars and HIFI VCRs in order for our lives to be
: complete. All my hobbies are expensive, Guitar, shooting, Star trek,
: electronics.......... the missus hates most of it of course. Get of that
: bloody computer and talk to me? Whats that about anyway?

: Mark

: PS the good lady is going to allow me a DVD player if I get a job, but I
: really need NVDI 5.

684. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:22:14 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <aNqX6.954$Tt6.367917@monger.newsread.com>
Source record: 44842

Revolver - not MultiTOS or Magic but......

dolan morrison <dolan.morrison@ntlworld.com> wrote:
: I have a 4mb STe and i want to run two programmes at the same time.Will
: Multitos allow me to do this and where will i find a copy?
: Thank you.

685. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:37:52 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9gle9gttg0@206.230.189.39>
Source record: 44844

"Terry B" <terryb@kirkwood.hoosier.net> wrote in message
news:TAqX6.948$Tt6.367506@monger.newsread.com...
> Mark Bedingfield <atari@tpg.com.au> wrote:
>
> Lucky me - My GF loves computers and Star Trek
> And VCR's, Guitar, n Stereos (LOL)

HA!! Just wait, you'll get married and that will all change ;-)

Have a wonderful life!!

jonk

686. Re: where is everyone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 17:55:06 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <_frX6.961$Tt6.369388@monger.newsread.com>
Source record: 44746

Mark <mark@recycledsteel.co.uk> wrote:

Just think - If someone is selling
Someone is buying! The Atari Legacy Lives On!!!

:> I bought my first Falcon only in January this year!
:>
:> Lyndon Amsdon

: Me too, in the last 5 months I have only just got hold of a MSTE, TT and
: Falcon (plus a number of STEs and FMs) before that I only had an STE and FM.

: In the last 1 month I have also spent more money on Atari software than on
: any software in the last 8 years.

: 5 Months ago I knew nothing of Magic, CAB, Sting, Papyrus, Aniplay, etc,
: etc, etc

: For some reason I just stopped using the machine and moved to other stuff
: for some time, I can't remember why I had lots of projects on the go at the
: time.

: The last big thing I remember doing (8 years ago) was a Dune clone for the
: STE (STune I think), we had a map and sprite editor for it, 4 channel mixer
: for sample FX (not MOD, single sample rate of 12.5 I think), a really
: crappie pathfinding routine (basically it did not work, tanks would just
: stop every now and then). We also had the main engine which would display
: and scroll maps, mouse routine, rasters for the control pannel at the bottom
: and removed top/bottom boarder it would also play background chip music, the
: mixer and path finder had not been added and there was no AI (we planed to
: make it 2 player on 2 STs). We also had a title screen, it was really a
: demo I was doing that we thought we could adapt, it used the Blitter but
: played chip music as we thought we could have it run on any ST as long as it
: had a Blitter (i.e. Megas and upgraded FMs), the sample stuff could be
: turned off in the game (although we did have a few MOD songs for it which
: were for high score and credit screens), I was about to buy MusicMon to do
: more chip music (but had no money).

: Today things are more exciting but I am finding it hard to get back into the
: program as so much has changed since then.

: Mark.

687. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 18:20:48 UTC
From: guido@lehwalder.de
Message-ID: <1ev7sdw.1e8zqza16797ybN@lehwalder.de>
Source record: 44747

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> jonk <atari@wcoil.com> wrote:
> I think there are a few, but most people use a Mac or PC as gateway.

Hi,

could you please tell me how a Falcon can be connected to a Mac and use
it as Gateway ? Which Software is to be used ?

I got a Mac (with INet) and a Falcon without it :-((

How could I setup the Mac as Gateway ?

THANX

Bye
Guido.

688. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 18:20:48 UTC
From: guido@lehwalder.de
Message-ID: <1ev7sah.b8z4541nd0d1hN@lehwalder.de>
Source record: 44748

Kenneth Medin <kennethm@tripnet.se> wrote:

> using?) specific protocols will off course not work. With extra software
> on the pc the Falcon can get full Internet access as well on your LAN.

which extra Software ?

Bye
Guido.

689. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 18:44:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106182044.a28481@su2.maus.de>
Source record: 44549

Hello Peter!

X>Might be even better if he used 'Auto Configuring' in HDDRUTIL, as this
X>should activate all connected drives.
Yes, indeed. But as I never used that feature, I do not know how
HDDRUTIL (mine is 7.8) will handle 'unknown' devices, e.g. non disk
drives.

Und TTschï¿½
ps

690. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 19:12:51 UTC
From: "Mr. X" <fake@free.net>
Message-ID: <3B2E52B3.427747C@free.net>
Source record: 44749

RobM wrote:
> What CPU would you like to see used in an Atari clone?
>
> PPC - 51.61 % (32)
> Coldfire - 35.48 % (22)
> X86 - 9.68 % (6)
> Other - 3.23 % (2)
> total - 62
> If you haven't.. stop by and cast your vote today!!

http://www.transmeta.com/crusoe/technology.html

It's a RISC CPU designed from the start to emulate other CPUs.

X

691. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 20:08:34 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992971514-631703AEicMi@lineone.net>
Source record: 44790

Hi Harry baby

> > I translated the magic.ram myself.

>I tried this once, to remove some remaining German, and Magic failed
>to run completely. I must've done something wrong... B^<

Youve not eMailed me for some while dude... :-)

I thought you'd got the hump with me over the bazzer affair.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

692. new site - ST Graveyard

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 20:26:03 UTC
From: Maarten Martens <maarten.martens@freebel.net>
Message-ID: <3jpsitolaqu8dou1fjpgki22e1cevjsuk0@4ax.com>
Source record: 44751

Hello,

I just wanted to let you know I've created a new Atari fan page..."The Atari Graveyard"...I've written 2 reviews for ST Games...If you feel like reading some...go check it out and let me know what you think

Greetz,
Maarten

693. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 20:29:13 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <twtX6.973$Tt6.375098@monger.newsread.com>
Source record: 44752

well, The Discovery Cartridge MAY work
it seems to copy everything

Steve Stupple <Steve@atari.org> wrote:
: In article <9gj555itr1@plutonium.compulink.co.uk>,
: xlator@cix.compulink.co.uk writes
:>The old Michtron Utilities as well as KnifeST allow you to
:>establish the BIOS parameter block, which gives info about sectors
:>and tracks on the disk. These might show any unusual formats.

: These can only show what info the BPB has been told to hold or is
: registered there.

:>
:>But I have heard of protection schemes that relied on a small hole
:>burned in the disk with the laser at a certain position outside
:>the used area. When checking, the program tries a write at that
:>position, and if it can it knows the disk is not an original. I
:>have no idea how it does that if write protection is on!

: In the early days, mainly 5.25" floppy things (mini frizbies), they ysed
: to stick a pin at randon to create a protection system.

: I've not come across a modern system that would do that on DD 3.5"
: floppies!!

:>
:>There are other schemes that don't put some info in the FAT or perhaps
:>wrong details in the boot sector, and others that have a small
:>executable program in the boot sector. But I would have thought
:>that an image copy would get over that.

: There are lots of ways to format a floppy disk. You can have mixed sized
: sectors, even raw data. And you don't even need a file system.

: In fact early copies of Taipan can only be played on early TOS machines.
: It doesn't have a standard 512 byte boot sector, which TOS 1.2 and
: greater can't boot from!!!!

:>
:>Anyone know more about protection?

: Some common form of protection, which can use the standard file system,
: are as follows.

: Copylock: rob northern comp. several versions all depend on the timing
: on the machine. They can fool the computer into thinking it has a 12 or
: 13 sector formatted track. It's written via a custom track.

: The jist of copylock is that the program is encrypted with a figure
: derived from a checksum and timing (that's why some STE's won't run
: these disks). The data is then decoded and treated as a normal program.

: Another method is to have lots of sectors on track 79:) although when
: viewed via a sector editor you'll get lots of track sync marks etc...
: but viewed via sector id, they will all have a crc error!!!!

: Some protections are very well hidden, and if you don't know what you
: are looking for, will never find it in a month of Sundays.

: -- Cheers! For Now
: Steve <>< * * *
: Email: steve@atari.org.uk * * *
: Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
: ICQ: 18116827 * Nick: MocknBird on IRC * * *
: Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

694. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 20:33:19 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tisombgtbj3o94@corp.supernews.com>
Source record: 44750

"SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.3.96-
>
>
> How come that M68K is suddenly classified as Other?
>
>
> Janez
>

If I remember.. Motorola is replacing the M68k line with the Coldfire line.
That's why I didn't include it.

Rob
webmaster@atari-users.net

695. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 20:47:26 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992971516-632183AEicMi@lineone.net>
Source record: 44791

Hi Milton

>Regardless of whether I use w_dialog, n_dlg or neither one, I get the
>line of garbage and missing 1cm of print.

Have you allocated enough disk-space to the print manager. you need
quite a large amount of space for a page especially if its in colour.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

696. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 21:26:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9glrmi$4nk$1@snipp.uninett.no>
Source record: 44755

Guido Lehwalder <guido@lehwalder.de> wrote:

> could you please tell me how a Falcon can be connected to a Mac and use
> it as Gateway ? Which Software is to be used ?

On the Falcon you'll need STiNG or MiNT+MiNT-Net, I don't have a clue
about the Mac (don't own one).

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

697. Re: Atari users

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 21:34:15 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <3b2e73a9.1804107@news.freeserve.net>
Source record: 44761

On Sat, 16 Jun 2001 22:46:36 -0000, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Mon, 11 Jun 2001 21:21:50 GMT
>
>>On 10 Jun 2001 16:18:29 , Mac wrote:
>>>Hi,
>>>
>>>I have created a new community for Atari on MSN, it is called Atari
>
>>Well my wife has a PC and MSN. I would not mind joining, but I am not
>>sure how often I would drop in. Too bad CaB cannot login. When you have
>>everything up and running, leave a post here and I will stop by.
>
>I wouldn't bother myself, if it can't be accessed by the very programs that run
>on the system that this site is supposed to support TBH.

Only a matter of time

>
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

698. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 21:51:09 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106182350320.11769-100000@newgem.atari.org>
Source record: 44758

On 17 Jun 2001 xlator@cix.compulink.co.uk wrote:

> Now where can I get further details of Hilgart's ROMport adapter?
> And is it available commercially or is it a do it yourself job?

Third time I post the URL in this very thread :)

http://www.asamnet.de/~hilgarte/ether_e.htm

--
Anders Eriksson
ae@dhs.nu

699. Re: Wanna trade your Falcon for my PC?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 22:36:04 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9glvoftrl1@ins21.netins.net>
Source record: 44760

How much for one of your TT's?

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10106181654240.94-100000@Hades060...
> On 18 Jun 2001, jonk wrote:
>
> > I want to get my hands on a Falcon w/ 14MB and FPU & mouse and don't
have
> > any money to buy one. I am willing to trade the following:
> >
> > DFI K6XV3 motherboard (2 usb, 4 pci, and 3 isa slots)
> > 450Mhz AMD K6-2 /w heatsink/fan
> > atx case and power suppy
> > 128 MB PC-100 ram
> > Voodoo 3 2000 pci video card
> > Soundblaster 64 ISA sound card
> > 10gb hard drive
> > 1.44 floppy
> > 40x IBM CD-Rom Drive
>
> I got spare TT's or must you have a Falcon?
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

700. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 23:01:12 UTC
From: dennis.scp@multiweb.nl
Message-ID: <1ev83ct.1xngod3kiofqmN%dennis.scp@multiweb.nl>
Source record: 44762

Falcon 030 first shipment to Europe upgraded TOS - original in box.
Drives may be buggy. +VGA block. What would this bring up in London?

Not for sale:
Jaguar, 5 games, 2 pads

Lynx 2, 17 games, and extra's.

Atari 2600 latest model, 37 games. (My first computer:-)

Apple Powerbook G3 233MHz.
--
Dennis SCP [nl,en,(de)]

The Apple G4 Cube.
The coolest toaster on the planet.

701. Re: new site - ST Graveyard

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 23:37:31 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <%gwX6.141161$ff.1077064@news-server.bigpond.net.au>
Source record: 44763

a URL would be handy

702. Re: new site - ST Graveyard

Newsgroup: comp.sys.atari.st
Date: 2001-06-18 23:52:31 UTC
From: Maarten Martens <maarten.martens@freebel.net>
Message-ID: <0m5tit0rsq0ne05bm0k8let1nkfjqut63m@4ax.com>
Source record: 44764

sorry,

www.geocities.com/stgraveyard

greetz,
Maarten

703. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 00:32:16 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106190030260.195-100000@localhost>
Source record: 44759

On Mon, 18 Jun 2001, RobM wrote:

>
> "SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.3.96-
> >
> >
> > How come that M68K is suddenly classified as Other?
> >
> >
> > Janez
> >
>
> If I remember.. Motorola is replacing the M68k line with the Coldfire line.
> That's why I didn't include it.

Yes, still m68k did serve us good for lotsa years, 060 aint so
bad.. Coldfire until now didnt have pmmu and fpu thus useless, the need
for emulation via libraries also aint looking good.. Even Intel is in that
list...

704. Re: TT ram upgrade

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 00:43:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <9gm77p$ct2$1@plutonium.compulink.co.uk>
Source record: 44767

On 14 Jun 2001 03:37:24 , "Raymond Collins" wrote:
> "Harry Sideras" <sidcelery@cix.co.uk> wrote in message
> news:9g6e3f$20u$2@plutonium.compulink.co.uk...
>> On 4 Jun 2001 04:05:30 G, "Raymond Collins" wrote:
>>> Here is how to simply things a little.
>>>
>>> TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non-parity nybble mode
>>> SIMMs. ^^^^^^^^^^^^^^^^^^
>>> The 8 means 8 chips on each memory card, NOT 9 or 3, they will
>>> not work.
>> First, this information applies for use with the Atari TT-RAM
>> boards, doesn't it? I'm reasonably sure 9 chip SIMMs have been
>> reported as ok, but I won't contradict what you're saying if
>> there's the possibility of a problem.
> My understanding indicates that the Atari RAM boards could only use
> the 8 chip set 30 pin SIMMs due to non-parity, 9 chip SIMMs have
> parity.

My first TTRam board was from GE-Soft, so I'm only repeating the comments of others. I'm interested, though, in the fact that there was more than one Atari board (as indicated at the bottom of my message). Maybe the different boards had different restrictions? I'm guessing, obviously, but your advice would seem to be the safest here.

>> Regarding Nibble mode chips, this is not essential but if this RAM
>> can be obtained then the board will work faster with them. Nibble
>> mode are 4-bit, while page-mode are 1-bit according to my notes.
> To quibble a little about nybble (nibble) it is needed for a
> functional burst mode on a TT030. Thus if using non-niybble SIMMs
> you must set jumper w105 to OFF.

Sure, but my point was that you said they _must_ be nibble mode. I found these to be difficult to obtain (nobody knew what I was talking about when I enquired) but normal RAM will work fine with the jumper for nibble-mode switched off. That's all I was saying - just in case anyone got worried about not finding the faster version.

> Combine burst mode with a Cattamaran and you can get very fast
> machine.

I'm sure that's right...

>>> I purchased my chips through Memory Supersource 1-800-457-6837.
>>> Item # WM4000870S 4MX8 70NS SIMMS
>>>
>>> The newer TT RAM boards it will have 6 jumpers labeled w101 to

>>> w106. The jumpers settings are as follows:
>>>
>>> w101 w102 w106
>>> 1M x 8 SIMMs (4MB) 2-3 2-3 2-3
>>> 4M x 8 SIMMs (16MB) 1-2 1-2 1-2
>>>
>>> jumpers w103 & w104 are for the start address remain the same 2-3
>>> jumper w105 is for burst mode ON 2-3 OFF 1-2
>>
>> That matches my notes too. Also (from my notes):
>>
>> If you have one of the 'older' atari boards which had only 3
>> jumpers:
>> set jumper dW3 to 1-2 (non burst, 2-3 is default)
>
> I did not know that. Good hear this information, thanks!

I think this was the point of your mesage when you described the newer
TT Ram boards. That must've meant the newer _Atari_ boards, I think.

rgds
H

705. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 00:43:43 UTC
From: sidcelery@cix.co.uk
Message-ID: <9gm77v$ct2$2@plutonium.compulink.co.uk>
Source record: 44765

On 14 Jun 2001 23:21:43 , Milton Horst wrote:
> When printing a web page from CAB, I get a line of garbage
> characters about 1/4 to 1/2 way through the second page of output
> if it goes over one page. About a 1 cm strip of the bit image is
> missing at this point, and then the rest of the web page prints
> normally. This happens when I'm running under MiNT on my Milan040,
> but never happened when running under Magic 6 on my 1040ST (ET4000
> equipped). CAB version is 2.7, and NVDI version is 5 in both cases.
> Printer is an HP DeskJet 560C.
>
> Anybody have an idea on how to fix this?

I've had some problems in the past likethis with my Laserjet 3P. I'm not entirely sure how I've rectified it, but if I've had a program crash in the same session I get this kind of problem. Also, when I've changed my setup (ie when I've upgraded NVDI) and tried to print, I couldn't print successfully until I'd reconfirmed the printer driver to be used in both the NVDI control panel and the print option of the application I was using (Papyrus in my case IIRC). Maybe you could try messing around with this?

My final suggestion would be to wonder whether the print file was being sent to the Deskjet too quickly. The DJ560C is very old, so maybe it's getting overloaded? Maybe try SLOW_PRN.DEV in the NVDITOOL.S folder?

Good luck...

rgds
H

706. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 00:43:45 UTC
From: sidcelery@cix.co.uk
Message-ID: <9gm781$ct2$3@plutonium.compulink.co.uk>
Source record: 44766

On 17 Jun 2001 05:48:55 , Robert Schaffner wrote:
> t.lenard <t.lenard@3web.net> wrote:
>> I just purchased an old JVC CD writer and was wondering how to set
>> it up for use on a Mega ST4. I have an Adscsi+ adaptor and
>> external case for it. Do I just set up chbd in addition to ahdi
>> that I have set up for my Megafile 44? Is CD Lab the only useable
>> shareware for burning cd's and can it copy cd to cd? Thanks in
>> advance!
> An hd driver had nothing to do with an cd unit.
>
> Extendos 3.3 is a an exellent driver for cd rom and cd writers.
> CD-Recorder is another software to write cds.
> SPIN is ok for cd roms

I'm not sure the AdSCSI will support writing to CDR(W) drives. I think
I was told the host adaptor needs to support abitration, so needs to
be a Link96/97 if using the DMA port. The SCSI port of the TT/Falcon
is ok though.

Can someone confirm this, please?

rgds
H

707. Re: For Sale: TT Ram Cards, Atari Carrying Case, Link, MTScan, Software...

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 01:23:12 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B2EC5EA.46E32B8A@chello.at>
Source record: 44768

Dennis Vermeire wrote:

> The card is really "plug and play", it doesn't need any drivers either. All
> you might need to do is set the flags of some programs you use to run from
> TT-RAM.
> If you decide that the 128MB is not enough and want to upgrade to 256MB,
> then make sure you buy SIMM's that are recommended for the Magnum, using
> incompatible SIMM's may cause read and write errors...

Thanks a lot for such a bunch of information.
But when I opened my (second hand) TT (which has a MatrixTC1208-GfxCard
built in) there where so many extra modifications (except the
Matrix-Card) which I could not classify, so I have to refrain from
bidding in Frank's auction.

:-(

But my 8MB FastRAM did it in the past... :-)

Best Wishes, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

708. Re: WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 01:37:45 UTC
From: des
Message-ID: <Pine.WNT.4.33.0106181931070.-261629@dragonfood.edbd1.ab.wave.home.com>
Source record: 44769

Steve,

I think it's the large one (larger than a Spectre GCR; about 4.5x4.0
inches) with two floppy ports on the back. A floppy cable is connected to
the port marked "Computer" while the other port is marked "Drive A/B"
There is an empty port on the back marked "Drive 3/4"

On the front is a rectangular cutout and two small oval cutouts but
nothing to connect to.
Finally, the label on the bottom reads "Option: [O]"

--
des
dest(at)edmc.net http://dest.get.to
change (at) to @ to reply

On Sun, 17 Jun 2001, Steve Stupple wrote:

>
> Which model of cartridge do you have?
>
> There are 2 versions, a small one and a big one.
>
> They both need software to use them, I do have the software for the big
> one that uses options.
>
> This one has the ability to have other drives, through port and ROMS
> inside.
>
> I have the software to drive them and some parameters files etc.
>

709. Re: More Atari-Midi Freeware: MidiGen

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 02:43:10 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106181843.1f93413e@posting.google.com>
Source record: 44770

tconrardy@hotmail.com (Tim Conrardy) wrote in message
news:<ce22d101.0106172056.691e69b@posting.google.com>...
> Hello All:
>
> Petra Wolf and Joker finally decided to release MidiGen, an
> Algorithmic Midi Generator with some very cool graphics as well.There
> is
> no Manual ..YET...but he is planning on it for sometime in the near
> Future. In the meantime, this description (below)is ALL THERE IS! But
> by
> clicking on things, you can figure things out.
>
> Go here:
>
> http://groups.yahoo.com/group/atari-midi/files/Jokermidi/
>
> Look for MidiGen.zip
>
> Sometime soon, I will be adding it to the KLANG PIRATEN page on TAMW
> where there are other Petra Wolf and Joker Atari-Midi apps made
> available. (Zues and Prophy)But in the meantime: check out this very
> unique app. You won't find it on any other platform but ATARI! (
> YEAH!! :-)
>
>
==========

Well...I created the page:
Go here:

http://sites.netscape.net/timconrardy/joker.htm

For a look at MidiGen! I have Screen shots..very cool app!

Tim
==========

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardy/index.htm

710. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 04:38:06 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2ED72D.BB78182@sprint.ca>
Source record: 44771

Hi Harry

Although the anodyne website says it isn't possible I have seen a pair of Yamaha cd-writers write CD's quite easily interfacted to an adscsi. The president of the local user group demo'd this setup in february, saw it in person. My doubts dissapeared after that.

Harry Sideras wrote:

> I'm not sure the AdSCSI will support writing to CDR(W) drives. I think
> I was told the host adaptor needs to support abitration, so needs to
> be a Link96/97 if using the DMA port. The SCSI port of the TT/Falcon
> is ok though.
>
> Can someone confirm this, please?
>
> rgds
> H

711. ATARI STUFF FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 05:30:25 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106182130.22861149@posting.google.com>
Source record: 44772

I have created a website with list of my Atari ST / FALCON stuff for sale.

It also has a list of my Atari 8-bit software / hardware that I have for sale

<A HREF="http://pages.zdnet.com/jclmaster/jclmasterswebsite/">
JCLMASTER's ATARI STUFF FOR SALE</A>

Bob Trowbridge - JCL MASTER

712. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 05:47:43 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0106182147.1ca71ec5@posting.google.com>
Source record: 44773

Terry B <terryb@kirkwood.hoosier.net> wrote in message
news:<aNqX6.954$Tt6.367917@monger.newsread.com>...
> Revolver - not MultiTOS or Magic but......
>
> dolan morrison <dolan.morrison@ntlworld.com> wrote:
> : I have a 4mb STe and i want to run two programmes at the same time.Will
> : Multitos allow me to do this and where will i find a copy?
> : Thank you.

I happen to have the REVOLVER software if anyone wants to try it. I
think its still un-opened. I can't vouch for how its works but I
remember it being hailed as a really great way to run multiple
programs. From what I remember it doesn't even come close to being a
true MULTI-TASKING shell.

jclmaster@hotmail.com

713. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 06:42:12 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B2EF444.A55094A0@seimet.de>
Source record: 44774

Harry Sideras wrote:

> I'm not sure the AdSCSI will support writing to CDR(W) drives. I think
> I was told the host adaptor needs to support abitration, so needs to
> be a Link96/97 if using the DMA port. The SCSI port of the TT/Falcon
> is ok though.

You were told something wrong. Writing CDs has nothing to do with bus arbitration. Some devices (in particular some Quantum Fireball models) require initiator identification, that's all. There might also be CD writers that require initiator identification, as streamers or CD-ROM drives might also require this. But this has nothing to do with burning CDs. Initiator identification is just a SCSI feature in general.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

714. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 09:25:57 UTC
From: bindon@madasafish.com
Message-ID: <tiu6l5gdvg2bed@corp.supernews.com>
Source record: 44780

Hi

>It is called Ghostscript. It needs to be ran in 256 colors. Anything
>more than that will result in a blank screen. It works great on my
>Hades and brings up the PDF file with the graphics. The big thing is
>downloading all the files (especially the font files). You must have
>all the necessary files before the program will run. Try the sites below:
>
>http://godel.ph.utexas.edu/Members/timg/gs/gs.html

Thanks, eventually got round to getting it but it sure is slow. I
couldn't see a way of skipping direct to a page but I haven't read any
manuals yet so hopefully there is a way, maybe by command line.

I agree though with the person who commented about the font problems! I
tested it with a PDF 2 pages long and I'd really not like to try one of
these big electronics ones that are about 200+ pages long :)

715. FS: Acorns

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 09:38:43 UTC
From: info@a4com.de
Message-ID: <afe08d4a%info@dthielsch.a4com.de>
Source record: 44781

```
{ http://www.a4com.de }

a4 - computer und informationssysteme, fleischer und mansfeld gbr
Leipziger Str. 70 : D-06766 Wolfen
Tel +49 (0)3494 695-0 : Fax +49 (0)3494 45164
..................... Germany ... VAT DE813062173 ................
GIS - DMS - Netzwerke - Service - PC - RISC OS
a4 - computer und informationssysteme, fleischer und mansfeld gbr
```

716. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 09:49:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993020328-60685AEicMi@cwcom.net>
Source record: 44709

From: Milton Horst <milton.a.horst@boeing.com>
Date: Mon, 18 Jun 2001 17:05:06 GMT

>I managed to upgrade my NVDI to version 5.03.
>Regardless of whether I use w_dialog, n_dlg or neither one,
>I get the line of garbage and missing 1cm of print.

To me, this sounds like some sort of buffer problem. Somehow your printer
misses the escape codes and thus interprets data as characters instead, until
it synchs up again.

Does your NVDI spooler partition have enough free space on it? You could also
try switching to foreground printing in the printer CPX.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

717. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 10:29:39 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <uQFX6.1569$fi2.49366@news.cpqcorp.net>
Source record: 44782

I used to have a copier that made "analogue" copies of protected disks, but there are some disks (physically Damaged, those were the last sector overlaps the indexed mark). that it won't copy, I am sure I downloaded the program from the net, and made up the leade...

"Terry B" <terryb@kirkwood.hoosier.net> wrote in message news:twtX6.973$Tt6.375098@monger.newsread.com...
>
> well, The Discovery Cartridge MAY work
> it seems to copy everything
>
>
> Steve Stupple <Steve@atari.org> wrote:
> : In article <9gj555itr1@plutonium.compulink.co.uk>,
> : xlator@cix.compulink.co.uk writes
> :>The old Michtron Utilities as well as KnifeST allow you to
> :>establish the BIOS parameter block, which gives info about sectors
> :>and tracks on the disk. These might show any unusual formats.
> >
> : These can only show what info the BPB has been told to hold or is
> : registered there.
> >
> :>
> :>But I have heard of protection schemes that relied on a small hole
> :>burned in the disk with the laser at a certain position outside
> :>the used area. When checking, the program tries a write at that
> :>position, and if it can it knows the disk is not an original. I
> :>have no idea how it does that if write protection is on!
> >
> : In the early days, mainly 5.25" floppy things (mini frizbies), they ysed
> : to stick a pin at randon to create a protection system.
> >
> : I've not come across a modern system that would do that on DD 3.5"
> : floppies!!
> >
> :>
> :>There are other schemes that don't put some info in the FAT or perhaps
> :>wrong details in the boot sector, and others that have a small
> :>executable program in the boot sector. But I would have thought
> :>that an image copy would get over that.
> >
> : There are lots of ways to format a floppy disk. You can have mixed sized
> : sectors, even raw data. And you don't even need a file system.
> >

> : In fact early copies of Taipan can only be played on early TOS machines.
> : It doesn't have a standard 512 byte boot sector, which TOS 1.2 and
> : greater can't boot from!!!!
>
>
> :>
> :>Anyone know more about protection?
>
> : Some common form of protection, which can use the standard file system,
> : are as follows.
>
> : Copylock: rob northern comp. several versions all depend on the timing
> : on the machine. They can fool the computer into thinking it has a 12 or
> : 13 sector formatted track. It's written via a custom track.
>
> : The jist of copylock is that the program is encrypted with a figure
> : derived from a checksum and timing (that's why some STE's won't run
> : these disks). The data is then decoded and treated as a normal program.
>
> : Another method is to have lots of sectors on track 79:) although when
> : viewed via a sector editor you'll get lots of track sync marks etc...
> : but viewed via sector id, they will all have a crc error!!!!
>
> : Some protections are very well hidden, and if you don't know what you
> : are looking for, will never find it in a month of Sundays.
>
> : -- Cheers! For Now
> : Steve <>< * * *
> : Email: steve@atari.org.uk * * *
> : Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> : ICQ: 18116827 * Nick: MocknBird on IRC * * *
> : Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

718. Re: Another question: Loose Monitor Por

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 12:21:55 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b2f46d1$1@dnews.tpgi.com.au>
Source record: 44783

Don <dons@qnet.com> wrote in message news:3B2D53F8.6DD61993@qnet.com...
>
>
> Harry Sideras wrote:
>
> >
> >
> > > From what I understand the very very very early STEs had 1.4 as did
> > > the first development machines. I have seen a STE with 1.4 in it
> > > tho. One that MACE here in melbourne had me fix. Unless there are
> > > other versions of Rainbow TOS. I have been known to wrong, very
> > > rarely tho, James;-)
> >
> > If you've seen this for yourself then I'm hardly in a position to
> > contradict you, but ut would be the first time I ever heard of this...
> >
> > rgds
> > H
>
> The ealry versions of the STE came with 1.62 which also has the Rainbow
> Fuji logo. So the STE with 1.4 you thought you were looking at may have
> been 1.62.

It was TOS 1.6, 1.62 was the last STE version. 1.6 was a rainbow tos, too.
tos 1.0 was rom tos, 1.2 was blitter Tos, 1.4 was rainbow tos, and I forget
the rest.

it goes like this; 1.0, 1.2, 1.4, 1.6, 1.62, 2.05 and 2.06.

Regards Mark

719. Re: WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 12:24:22 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b2f4766@dnews.tpgi.com.au>
Source record: 44784

des <dest@(at).edmc.net> wrote in message
news:Pine.WNT.4.33.0106181931070.-261629@dragonfood.edbd1.ab.wave.home.com..
.
> Steve,
>
> I think it's the large one (larger than a Spectre GCR; about 4.5x4.0
> inches) with two floppy ports on the back. A floppy cable is connected to
> the port marked "Computer" while the other port is marked "Drive A/B"
> There is an empty port on the back marked "Drive 3/4"
>
> On the front is a rectangular cutout and two small oval cutouts but
> nothing to connect to.
> Finally, the label on the bottom reads "Option: [O]"

I have the same one e-mail me if you still need it and I will MSA it and
send.

Mark Bedingfield

720. Re: 2 problems...

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 12:28:48 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b2f4871@dnews.tpgi.com.au>
Source record: 44785

jonk <atari@wcoil.com> wrote in message news:9gle9gttg0@206.230.189.39...
>
> "Terry B" <terryb@kirkwood.hoosier.net> wrote in message
> news:TAqX6.948$Tt6.367506@monger.newsread.com...
> > Mark Bedingfield <atari@tpg.com.au> wrote:
> >
> > Lucky me - My GF loves computers and Star Trek
> > And VCR's, Guitar, n Stereos (LOL)
>
>
> HA!! Just wait, you'll get married and that will all change ;-)
>
> Have a wonderful life!!

and then have Kids and see how the purse strings go....

mark

721. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 12:34:19 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9gngsbpoq1@draco.stochastik.rwth-aachen.de>
Source record: 44786

In article <Pine.MNT.4.10.10106181701420.94-100000@Hades060>,
Lonny Pursell <fatal@SYNTAX.ERROR> wrote:
>> http://www.transmeta.com/crusoe/technology.html
>> It's a RISC CPU designed from the start to emulate other CPUs.
>But there is no 68k support to speak of...

And no possibility to write one: the crusoe's internal VLIW code is
undocumented. Transmeta sells their chips as i386-compatible complete sets,
with the emulation built-in, "no user serviceable parts inside", so unless
this changes, there is no hope to get a code-morphing translator for m68k
code.

cu
Michael

722. Re: Looking for Doug White

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 15:45:07 UTC
From: clc5q@cobra.cs.Virginia.EDU
Message-ID: <9gns23dav1@murdoch.acc.Virginia.EDU>
Source record: 44787

In article <001d4770@fmlynet.org>,
Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>FamilyNet Newsgate
>
>> From: clc5q@cobra.cs.Virginia.EDU (Clark L. Coleman)
>> I am looking for an old friend and co-worker, Doug White. He published
>> a few articles in old Atari magazines back in the late 1980s. My last
>> Christmas card to his Arlington, TX, address came back, and there was
>> no forwarding address. Originally from Duncan, OK, I believe, before
>> he moved to Dallas.
>> Any info is appreciated.
>> Clark Coleman
>
> Hmmm... any idea where in Dallas? Well, being a Dallasite myself I'd love
>to met a current or former Atari user.
>
> Laters,
>
> Doctor Clu

He lived in Arlington for the last 10 years or so. Before that,
Richardson.

723. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 16:39:20 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b2f8dd01649bc0@pandora.be>
Source record: 44789

on Mon 18-06-2001 13:03 Derryck Croker wrote:

>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Sun, 17 Jun 2001 15:50:09 GMT
>
>>>>PDF viewer for the Atari... not a great one but
>>>>it works.
>>>Is there? Can you tell me what program that is?
>>
>>It is called Ghostscript. It needs to be ran in 256 colors. Anything
>>more than that will result in a blank screen. It works great on my
>>Hades and brings up the PDF file with the graphics. The big thing is
>
>That must be a function of your Hades and/or graphics card, for it (GS) runs
>perfectly well in 16 colours on my Falcon (OK, so sometimes it changes the
>desktop palette whilst it's running).

Mind you we are not talking about 16 colors but of 15/16b, 24b and 32b
colors. AFAIK GS can't cope with these color modes. In 15/16b color mode
I got some very disturb display but on 24b color mode all what I saw was
an blank page.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be**********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

724. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 16:52:49 UTC
From: vdjole@EUnet.yu
Message-ID: <9go00vmvg1@news.eunet.yu>
Source record: 44792

On 14 Jun 2001 18:01:28 , Hallvard Tangeraas wrote:

>Already tried FastCopy III and a bunch of other copiers, but although it
>seemingly copies the disk properly I'm still asked to insert the
>original disk near the end of loading the program.
>Seems like there's something with track 11 as some copiers have problems
>with this, reporting read errors. That's probably where the disk
>protection is or something.

How about NOT trying to correct any errors which the copy-program reports?

725. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 17:05:10 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ev9em9.11v4ixbfq2oamN%doitarchive@doitarchive.de>
Source record: 44788

Guido Lehwalder <guido@lehwalder.de> wrote:

> could you please tell me how a Falcon can be connected to a Mac and use
> it as Gateway ? Which Software is to be used ?

STinG Software and Ethernet Romport Interface from Elmar Hilgart.

Es steht in DOIT_ST..

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

726. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 17:58:10 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9go3rijio1@snipp.uninett.no>
Source record: 44794

```
Michael and Nicole Freeman <nameerf@flash.net> wrote:

>> How come that M68K is suddenly classified as Other?

> Probably because the M68K is no longer made or supported. Any new computer

Motorola recently announced a 66MHz Dragonball. This is from the "old"
generation, with a 68k core. The new generation is supposed to have an
ARM-core (200MHz++) with a 68k-emulator for backwards compatibility.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

727. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 18:05:31 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tiv4d7ginmq9d3@corp.supernews.com>
Source record: 44793

Yes.. the M68k line did serve us well.. and still does. But why not go with
a newer cpu line? Doesn't that offer us better chances?

Rob
webmaster@atari-users.net
http://www.atari-users.net

"SWE/YesCREW" <jvalant@m42.cx> wrote in message
news:Pine.MNT.4.21.0106190030260.195-100000@localhost...
> On Mon, 18 Jun 2001, RobM wrote:
>
> >
> > "SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.3.96-
> > >
> > >
> > > How come that M68K is suddenly classified as Other?
> > >
> > >
> > > Janez
> > >
> >
> > If I remember.. Motorola is replacing the M68k line with the Coldfire
line.
> > That's why I didn't include it.
>
> Yes, still m68k did serve us good for lotsa years, 060 aint so
> bad.. Coldfire until now didnt have pmmu and fpu thus useless, the need
> for emulation via libraries also aint looking good.. Even Intel is in that
> list...
>
>
>
>

728. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 18:11:19 UTC
From: sinclap@nospam.net
Message-ID: <190620011311046267%sinclap@nospam.net>
Source record: 44795
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1ev28ko.1ll3gr610x6omoN%xx@xx.xx>, Hallvard Tangeraas
<xx@xx.xx> wrote:

> And....?
> So what's *your* problem? Why does it bother you that he can't
> read .PDF files?
> Is it your human kindness and understanding? I think not.

It does not bother me. He attacks PDF as crap because he can't run
it..

> ...or do you just not have anything better to do than piss the rest of
> the world off? I'm sure you have a lot of really good friends.

Who me..How am I pissing off people..Your the one who is excited..

> This sort of thing really makes your day, doesn't it? I mean, since
> you've been hanging out in this group for years with not a single
> constructive and helpful posting to show for.

Saids who. My posts have meanings and purpose..

> What exactly is your problem?
> Yes, *YOUR* problem. What exactly is your agenda here since you
> obviously hate Atari computers (and their users) in every single way.

I do not understand why you think that way. I love my Atari items..

> I'm not even going to start commenting on the actual subject, because
> I'm sure you don't care. Besides, I don't feel the need to waste time
> defending my favourite computer platform. Some people like pears, some
> oranges, and some.... apples. So what?
> I also use an Apple Macintosh machine, but I'm no fanatic. For me it's
> just a tool, and so is the STe I have next to it.

A free country, unless up north is not. I could not care what people
use..

> If you think you're bringing "Mac-evangelism" to the world you've truly
> misunderstood the whole concept and surely bring disgrace to the rest of
> your fellow Macintosh fanatics. If you believe your postings will bring
> Atari users to start using Macs you're dead wrong.
> Check your head man!

How did Mac evangilism get into this? What makes you think I am a Mac
fanactic? I use one as a tool to get the job done.. You're being to
emotional ..

>

sinclap!
somewere in mpls

729. 520ST questions...

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 19:20:01 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010619161450.7B-100000@halifax.chebucto.ns.ca>
Source record: 44696

Two questions re: the 520ST and disk drives:

1. Can the internal single-sided drive simply be replaced with a double-sided drive and the 520 treat it as such or will the 520 treat it as a single-sided drive and need some internal revisions prior to seeing it as a double-sided drive?

2. Can a 520 (single-sided internal drive) use an external double-sided drive as a double-sided drive or will it treat it as a single-sided drive regardless of it being a double-sided drive?

Sorry if this seems like double talk (or is that single talk?) ;-)

Thanks...

730. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 19:39:16 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9go9p4$7gi$0@206.230.189.61>
Source record: 44698

> Third time I post the URL in this very thread :)
>
> http://www.asamnet.de/~hilgarte/ether_e.htm

You have gone above and beyond the call of duty!! Excellent Atarian!

jonk

731. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 20:03:28 UTC
From: bindon@madasafish.com
Message-ID: <tivc0gi1h7mn32@corp.supernews.com>
Source record: 44699

On 19 Jun 2001 17:58:10 , Jo Even Skarstein wrote:
>Michael and Nicole Freeman <nameerf@flash.net> wrote:

Hi

>>> How come that M68K is suddenly classified as Other?
>
>> Probably because the M68K is no longer made or supported. Any new computer
>
>Motorola recently announced a 66MHz Dragonball. This is from the "old"
>generation, with a 68k core. The new generation is supposed to have an
>ARM-core (200MHz++) with a 68k-emulator for backwards compatibility.
^^^

It must be good.

732. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 20:52:29 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B2FBB8D.D76B9BF4@boeing.com>
Source record: 44701

There's a print manager in Mint somewhere?

Steve Sweet wrote:
>
> Hi Milton
>
> >Regardless of whether I use w_dialog, n_dlg or neither one, I get the
> >line of garbage and missing 1cm of print.
>
> Have you allocated enough disk-space to the print manager. you need
> quite a large amount of space for a page especially if its in colour.
>
> --
>
> eMail: steve-sweet@lineone.net
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

733. FS/T: Atari ST items and more... [06/18/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 21:08:21 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <3gasit8c1rv394p5o88h7nljeu0vjh7qjo@4ax.com>
Source record: 44700

```
Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple ][ computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
```

and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

734. Calligrapher

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 21:31:57 UTC
From: Bob Friend <nixmith@btinternet.com>
Message-ID: <9gog6g$3kv$1@uranium.btinternet.com>
Source record: 44702

Some years ago I used to run Calligrapher Wordprocessor on my ST - in fact I fired it up the other day for nostalgic reasons, it was a pretty neat program. One thing I did like was the IDEAS module - this was a sort of tree-diagram thing geared up for planning and organising ideas.... Does anyone know of a similar PC program that exisits today, ideally shareware ????

Thank you

BF

735. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-19 23:53:42 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106192347180.193-100000@localhost>
Source record: 44703

On Tue, 19 Jun 2001, RobM wrote:

> Yes.. the M68k line did serve us well.. and still does. But why not go with
> a newer cpu line? Doesn't that offer us better chances?
>
> Rob

Im saying excluding m68k from "new clone" pool is bad move.. m68 did
serve us good, still does and still could (060 primarily):

PPC : nice cpu, not too fast in emulation mode, not 100% compatible
CF : how compatible? How fast with emulation which IS needed
Intel: wont even comment that

060 : could still offers great perfomances with good deisgned machine,
dont know for u guys, id want fast GEM machine + hopefully as much
compatibility as possible, thats why im very excited about CT60
project.. i dont need PPC for fast movie playing, divx and such stuff and
clumsy half compatible GEM. Note, apps prolly wont be developed exactly
for CF or PPC...

Bottom line: excluding m68k and including Intel in New Atari Pool is let
say not tasty alteast!

Janez

P.S. No real offence meant to poll people, just a bit bad taste: do we
realy forget good things so fast....

736. test (ignore)

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 00:03:52 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.poelgdhc@localhost>
Source record: 44704

Yup, just a test..

737. Re: test (ignore)

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 00:35:33 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <pxbABGeV$+L7EwKL@my-ste.demon.co.uk>
Source record: 44705

In article <Usenet.poelgdhc@localhost>,
gokmase <fale@cybercrap.no> writes:

>Yup, just a test..

And here's your test results:

Effort: F
Accuracy: F

Overall: F

Looks like you forgot to answer the questions :)

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

738. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 01:18:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B2FF9DF.E0AD4287@greeleynet.com>
Source record: 44706

Robert Trowbridge` wrote:
>
> Terry B <terryb@kirkwood.hoosier.net> wrote in message
news:<aNqX6.954$Tt6.367917@monger.newsread.com>...
> > Revolver - not MultiTOS or Magic but......
> >
> > dolan morrison <dolan.morrison@ntlworld.com> wrote:
> > : I have a 4mb STe and i want to run two programmes at the same time.Will
> > : Multitos allow me to do this and where will i find a copy?
> > : Thank you.
>
> I happen to have the REVOLVER software if anyone wants to try it. I
> think its still un-opened. I can't vouch for how its works but I
> remember it being hailed as a really great way to run multiple
> programs. From what I remember it doesn't even come close to being a
> true MULTI-TASKING shell.
>
> jclmaster@hotmail.com

I was impressed with Revolver. I'm sure it won't run on an STe, tho'.

I had it installed on my Mega 4. Simply put, it ran automatically at
boot up, installed itself, then forced a reboot, keeping itself in
memory. Then, IIRC, with a preset keyboard combo, you invoked Revolver,
and you could write the contents of RAM to a hard disk file. Even in
the middle of an operating program. You could eventually set up
different RAM files for different programs, then load the RAM file you
needed. It was always faster than booting most programs.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

739. Re: Calligrapher

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 01:22:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B2FFAED.D767B0DB@greeleynet.com>
Source record: 44707

Bob Friend wrote:
>
> Some years ago I used to run Calligrapher Wordprocessor on my ST - in fact I
> fired it up the other day for nostalgic reasons, it was a pretty neat
> program. One thing I did like was the IDEAS module - this was a sort of
> tree-diagram thing geared up for planning and organising ideas.... Does
> anyone know of a similar PC program that exisits today, ideally shareware
> ????

I don't know of a specific program, but you might check out tucows.com
and zdnet.com. Both have good freeware and shareware downloads.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

740. Re: 520ST questions...

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 04:32:50 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <fMNX6.523$u5.21392@news.siol.net>
Source record: 44697

It will work with double sided drive without changes, except some plastic cutting to accomodate different eject knob position and shape and different disk hole height. I usually use PC's floppy in ST with excellent results. If you are about to use PC's floppy, jumper it to work as drive 0 (not drive 1 as default)

Regards,

Branko

"Tony Cianfaglione" <ab616@chebucto.ns.ca> wrote in message news:Pine.GSO.3.95.iB1.0.1010619161450.7B-100000@halifax.chebucto.ns.ca...
>
> Two questions re: the 520ST and disk drives:
>
> 1. Can the internal single-sided drive simply be replaced with a double-
> sided drive and the 520 treat it as such or will the 520 treat it as a
> single-sided drive and need some internal revisions prior to seeing it as
> a double-sided drive?
>
> 2. Can a 520 (single-sided internal drive) use an external double-sided
> drive as a double-sided drive or will it treat it as a single-sided drive
> regardless of it being a double-sided drive?
>
> Sorry if this seems like double talk (or is that single talk?) ;-)
>
> Thanks...
>

741. SyQuest 44 Help

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 06:10:41 UTC
From: Larry Anderson <landerson@basisinc.com>
Message-ID: <3B303E46.798576EB@basisinc.com>
Source record: 44708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Hey guys,
I recently obtained a SyQuest 44 drive with an ICD host adapter... and my fading memory is causing me problems with getting this thing running :P

Right now, I'm using AHDI, and it can see the drive... however, I'm not sure what drive letter to assign to the drive (I already have a 40 meg drive with C-F partitions, assigning G didn't work), and if there are any additional steps necessary to get this thing working (drivers, config files, etc).

Any help would be greatly appreciated!

Larry

742. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 07:41:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B30538C.7A224AE0@seimet.de>
Source record: 44710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Larry Anderson wrote:
>
> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).

The drives letters are usually assigned in ascending order by the hard
disk driver. The user cannot influence this, at least not with AHDI.
With other drivers, in particular HDDRIVER, the user can assign any
driver letter (even A: or B:) to a partition on a hard disk drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

743. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:31:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993106876-59866AEicMi@cwcom.net>
Source record: 44558

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 19 Jun 2001 09:25:57 -0000

>>It is called Ghostscript.

>Thanks, eventually got round to getting it but it sure is slow. I
>couldn't see a way of skipping direct to a page but I haven't read any
>manuals yet so hopefully there is a way, maybe by command line.

You _might_ find something of interest in the TTPs which accompany the
distribution. Also, in case you didn't know, you can rename with a PRG or APP
extender to have it run as a GEM app.

English docs/resource file from my web site (MISC section) in case you need
'em.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

744. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:32:47 UTC
From: "Mr. X" <fake@free.net>
Message-ID: <3B306DBF.60574F74@free.net>
Source record: 44711

Michael Schwingen wrote:
> And no possibility to write one: the crusoe's internal VLIW code is
> undocumented. Transmeta sells their chips as i386-compatible complete sets,
> with the emulation built-in, "no user serviceable parts inside", so unless
> this changes, there is no hope to get a code-morphing translator for m68k
> code.

Actually, the code morphing software is stored in FlashROM. A premade
system could have the FlashROM replaced with a 68K emulator + Atari
virtual machine rather than the x86 + PC virtual machine.

X

745. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:33:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993106878-60359AEicMi@cwcom.net>
Source record: 44559

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Tue, 19 Jun 2001 16:39:20 GMT

>>>It is called Ghostscript. It needs to be ran in 256 colors. Anything
>>>more than that will result in a blank screen. It works great on my

>Mind you we are not talking about 16 colors but of 15/16b, 24b and 32b
>colors. AFAIK GS can't cope with these color modes. In 15/16b color mode

I'm sorry, I'm guilty of misreading the message I was replying to :-)

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

746. Re: WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:45:59 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NOpJyJAXDHM7EwkR@atari.org.uk>
Source record: 44712

In article <Pine.WNT.4.33.0106181931070.-261629@dragonfood.edbd1.ab.wave
.home.com>, des <dest@?.edmc.net> writes
>Steve,
>
>I think it's the large one (larger than a Spectre GCR; about 4.5x4.0
>inches) with two floppy ports on the back. A floppy cable is connected to
>the port marked "Computer" while the other port is marked "Drive A/B"
>There is an empty port on the back marked "Drive 3/4"
>
>On the front is a rectangular cutout and two small oval cutouts but
>nothing to connect to.
>Finally, the label on the bottom reads "Option: [O]"

Hiya

Yep that's the full one.

I will, am, putting together the software and the parameters i have for
the cartridges together and will be uploading to one of my web sites
SOON:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

747. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:47:54 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Me+JGUAKFHM7Ewl7@atari.org.uk>
Source record: 44713

In article <uQFX6.1569$fi2.49366@news.cpqcorp.net>, David Wade
<dave.wade@compaq.no.spam.please.com> writes
>I used to have a copier that made "analogue" copies of protected disks, but
>there are some disks (physically Damaged, those were the last sector
>overlaps the indexed mark). that it won't copy, I am sure I downloaded the
>program from the net, and made up the leade...

analogue copies?????

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

748. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:49:17 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CubKahAdGHM7EwGJ@atari.org.uk>
Source record: 44714

In article <9go00vmvg1@news.eunet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> writes
>How about NOT trying to correct any errors which the copy-program reports?

Fastcopy 3/pro will just write a blank sector if you choose to not try
and repair/copy that sector. And usually the sector ahs data that's
needed.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

749. Re: 520ST questions...

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 09:55:50 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NelJ22AmMHM7EwF7@atari.org.uk>
Source record: 44715

In article <Pine.GSO.3.95.iB1.0.1010619161450.7B-100000@halifax.chebucto
.ns.ca>, Tony Cianfaglione <ab616@chebucto.ns.ca> writes
>
>Two questions re: the 520ST and disk drives:
>
>1. Can the internal single-sided drive simply be replaced with a double-
>sided drive and the 520 treat it as such or will the 520 treat it as a
>single-sided drive and need some internal revisions prior to seeing it as
>a double-sided drive?

Yes you can just change the 360k drive for a 720k, you may have to make
some modification to the uppercasing as the eject button usually is
different, unless you get one from another ST.

It will be treated as a double sided drive and not a single, and you can
read disk that are both singles and double sided.

You can upgrade to a 1.44 floppy, but some soldering may be needed and a
small software patch as well.

>
>2. Can a 520 (single-sided internal drive) use an external double-sided
>drive as a double-sided drive or will it treat it as a single-sided drive
>regardless of it being a double-sided drive?

You can use an external drive with no problems. These can be 5.25",
single sided 3.5" (360) or a double sided 3.5" (720k).

As long as the external drive if for an Atari ST, you should be ok.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

750. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 10:15:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9gpt3octv1@draco.stochastik.rwth-aachen.de>
Source record: 44716

In article <3B306DBF.60574F74@free.net>, Mr. X <fake@free.net> wrote:
>Michael Schwingen wrote:
>Actually, the code morphing software is stored in FlashROM. A premade
>system could have the FlashROM replaced with a 68K emulator + Atari
>virtual machine rather than the x86 + PC virtual machine.

Yes. But Transmeta is the only one who can actually write such an emulator,
since they don't document the inner workings of the chip. And it does not
look like they would be interested even a bit - after all, the volumes are
much too low for such a development.

So for all that matters, the Crusoe is just a nice, power-saving
x86-compatible chip. It does not matter that there is a VLIW core with a
translator inside, since you don't get access to that level.

cu
Michael

751. Re: test (ignore)

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 10:34:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b3088ece7fb32@free.fr>
Source record: 44724

Hello,

in article <Usenet.poelgdhc@localhost> (comp.sys.atari.st)
gokmase wrote on Wed 20-06-2001 02:03 (+0200):

> X-Newsreader: Kaufman Pravda 1.11

BTW, I wanted to ask you about this news/mail-reader.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

752. [ANN][ES] New AtarICQ version

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 10:34:01 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b3088ece7fb34@free.fr>
Source record: 44723

Hi all,

New AtarICQ version

The most beautiful instant messaging programme existing for the Atari plateform is now available in a new version. It is now available in 6 languages and works with STiK 2, STinG, MiNTnet/MagiCnet with the corresponding GlueSTiK version! It works with N.AES as well as with MagiC and is also compatible with XaAES!

Besides the registration directly to the authors, it's also possible to get your key via Europe Shareware for only 21.50 Euros.

http://www.europe-shareware.org/atari/logiciels/ataricq.html (French)

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

753. Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 11:33:15 UTC
From: swampfax@atlantic.net
Message-ID: <%R%X6.2$7v5.11427@news1.atlantic.net>
Source record: 44717

Hi All,
Can't get Magic 5 or 6 to finish booting! I haven't used it in a good while (never liked loosing my Falcon desktop features) but 5 worked and also the upgrade to 6. I'm running a vanilla Falcon MKI (TOS 4.04). I've tried several times and it gets as far as the second boot screen. The first shows Magic booting. The second shows the message: Fatal Error in Gemdos....System Halted! Anyone have a clue?
John G.

754. NoSTalgia emulator and diskcopy images?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 12:15:42 UTC
From: kram@yorku.ca
Message-ID: <9gq45e$hd5$1@sunburst.ccs.yorku.ca>
Source record: 44718

Hi,
Can someone point me in the right direction (doc, etc.), or just explain
how to use diskcopy images with the Atari Emulator NoSTalgia?
Essentially, I have a sample editor program for the Atari and all I have
is a mac. I've downloaded the editor and extracted the files (.prg, etc.)
but I'm not sure how to get the emulator to mount (?) the diskcopy image
to then launch the editor.

thanks in advance,

(can you reply directly to "kram@yorku.ca" since I don't get on this list
regularly (okay, never) and might miss the reply if it comes back to the
list)

thanks in advance,
ken.

--
*--
Ken Ramlall |
| Voice: (416) 736-5257
Micro Support Group | FAX : (416) 736-5830
Computing and Network Services (CNS) | Internet: kram@YorkU.CA
York University |
4700 Keele Street |
T132 Steacie Sci. Library |
North York, Ontario |
CANADA M3J 1P3 |
----

755. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 12:55:05 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9gq6f9$as4$0@206.230.189.17>
Source record: 44719

Solution=MiNT

"John Garone" <swampfax@atlantic.net> wrote in message
news:%R%X6.2$7v5.11427@news1.atlantic.net...
> Hi All,
> Can't get Magic 5 or 6 to finish booting! I haven't used it in a good
> while (never liked loosing my Falcon desktop features) but 5 worked and
> also the upgrade to 6. I'm running a vanilla Falcon MKI (TOS 4.04). I've
> tried several times and it gets as far as the second boot screen. The
> first shows Magic booting. The second shows the message: Fatal Error in
> Gemdos....System Halted! Anyone have a clue?
> John G.
>
>

756. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 13:03:16 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <ta1Y6.1621$fi2.50607@news.cpqcorp.net>
Source record: 44720

Steve,

Well I went and looked and its called the BLITZ copier. You an get the software from http://www.umich.edu/~archive/atari/Diskutils/dupltwix.lzh and the instructions for making the cable are there as well.

I suppose that's not really correct as the data from the disk is "digital". Basically it copies raw data. The cable connects the "Read Data" output from one disk to the "write data" input on the other. Then by pulsing the "enable" (May be "Drive Select" don't have manuals to hand) and comparing the timing of the index pulses you can get both drives spinning at the same speed. All you then need to do is activate the "Write" line on the second disk for one rev, and hey presto you have copied a track.

Might be worth a try on those license disks...

Dave.

"Steve Stupple" <Steve@atari.org> wrote in message news:Me+JGUAKFHM7Ewl7@atari.org.uk...
> In article <uQFX6.1569$fi2.49366@news.cpqcorp.net>, David Wade
> <dave.wade@compaq.no.spam.please.com> writes
> >I used to have a copier that made "analogue" copies of protected disks, but
> >there are some disks (physically Damaged, those were the last sector
> >overlaps the indexed mark). that it won't copy, I am sure I downloaded the
> >program from the net, and made up the leade...
>
> analogue copies?????
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

757. Re: NoSTalgia emulator and diskcopy images?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 14:21:45 UTC
From: ph.gerin@skynet.be
Message-ID: <1evb2vn.1d81byxcys3neN%ph.gerin@skynet.be>
Source record: 44721

Ken Ramlall <kram@yorku.ca> wrote:

> Hi,
> Can someone point me in the right direction (doc, etc.), or just explain
> how to use diskcopy images with the Atari Emulator NoSTalgia?
> Essentially, I have a sample editor program for the Atari and all I have
> is a mac. I've downloaded the editor and extracted the files (.prg, etc.)
> but I'm not sure how to get the emulator to mount (?) the diskcopy image
> to then launch the editor.

DiskCopy is used to mount the hard disk images. The files HDD-C & HDD-D
are compatibles with DiskCopy (20Mb DOS format).

Just create a ST HD partition. Be sure that NoSTalgia can use it.
Then quit the emulator and drag&drop the hard disk image onto DiskCopy.

You can now copy your program your files/programs on the hard disk
image.

Unmount the diskimage and relaunch NoSTalgia.

You can do the same with 720k DOS disk images, both compatibles with
DiskCopy and NoSTalgia

--
NoSTalgia & PowerST AtariST emulator for the Macintosh
<http://users.skynet.be/sky39147/> <http://nostalgia.atari.org>
<ph.gerin@skynet.be>

758. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 15:04:56 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <yyaGNBBYuLM7EwBB@atari.org.uk>
Source record: 44722

In article <ta1Y6.1621$fi2.50607@news.cpqcorp.net>, David Wade
<dave.wade@compaq.no.spam.please.com> writes
>Well I went and looked and its called the BLITZ copier. You an get the
>software from http://www.umich.edu/~archive/atari/Diskutils/dupltwix.lzh and
>the instructions for making the cable are there as well.

The biggest problem the blitz has, is that it isn't very accurate at
all. You can get some tracks that haven't been written properly and are
totally unreadable.

Also it needs two disk drives.

Syncro Express is slightly better, but is very slow for verifying.

I made a cable up years ago, before power computing started started
distributing it.

It isn't very good at rnc copylock protection, at all.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

759. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 16:00:04 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B30C884.3453B2F0@boeing.com>
Source record: 44726

I'm running Mint, not Magic. Foreground printing is my only choice.

Milton Horst

Derryck Croker wrote:
>
> From: Milton Horst <milton.a.horst@boeing.com>
> Date: Mon, 18 Jun 2001 17:05:06 GMT
>
> >I managed to upgrade my NVDI to version 5.03.
> >Regardless of whether I use w_dialog, n_dlg or neither one,
> >I get the line of garbage and missing 1cm of print.
>
> To me, this sounds like some sort of buffer problem. Somehow your printer
> misses the escape codes and thus interprets data as characters instead, until
> it synchs up again.
>
> Does your NVDI spooler partition have enough free space on it? You could also
> try switching to foreground printing in the printer CPX.
>
> --
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

760. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 16:18:30 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7561AF1.15B49%nameerf@flash.net>
Source record: 44725

in article Pine.MNT.4.21.0106192347180.193-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/19/01 3:53 PM:

> Im saying excluding m68k from "new clone" pool is bad move.. m68 did
> serve us good, still does and still could (060 primarily):
>
> PPC : nice cpu, not too fast in emulation mode, not 100% compatible

Not too sure about that. Decide for yourself, of course, how accurate or useful this info is, but the Tempest designers believe the 200MHz 603e to be as fast as a 100MHz 68060 (which don't go that fast, do they?) with their software which translates 68k code into native PPC, saving it in a new file, thus allowing Atari software to run nearly full PPC speed. How fast would a G3 or G4 be with this scheme? Or even at that, the G3 is a ton faster than the 603e (I forget the exact numbers, but I believe it's on the scale of 200-something MIPS vs. 700-something MIPS), and the G4 is *much* faster than that. I think even with emulation, the G3 or G4 could outperform a 68060.

Compatibility depends on your emulation or translation code. If they can make good, fairly compatible ST-emulators for PPC-based Macs, why can't they make good, very compatible 68000 emulators for PPC-based Ataris?

> 060 : could still offers great perfomances with good deisgned machine,
> dont know for u guys, id want fast GEM machine + hopefully as much
> compatibility as possible, thats why im very excited about CT60
> project.. i dont need PPC for fast movie playing, divx and such stuff and
> clumsy half compatible GEM. Note, apps prolly wont be developed exactly
> for CF or PPC...

Which is why I like the idea of the code translation method that Tempests suggests they have. It allows us to "port" our software to PPC code with minimal effort. Once there, we can theoretically update our machines with the newest PPC processors, thus keeping up with the rest of technology, more or less. At least more that we are by using the 68k line.

> Bottom line: excluding m68k and including Intel in New Atari Pool is let
> say not tasty alteast!

This I do agree with. I personally have no real love for Intel. But that's just me. I'm sure there are others with the opposite opinion.

The thing I don't like about the 68k idea though, is that there are limitted numbers of these processors, meaning we'll eventually run out or be extremely hard to find, no upgrades when it becomes too slow, there already are 68060 machines available so why re-invent the wheel, and if we don't migrate to a newer CPU, we'll basically doom our platform to permanent obsolescence and slowness. I mean, they say that CPU speeds basically double

ever year or two, which means we're being left behind at an exponential rate
by staying on the 68k line. I'll take a PPC-based Atari any day!

Mike Freeman
nameerf@flash.net

761. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 16:35:16 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106201630520.89-100000@Hades060>
Source record: 44741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 20 Jun 2001, Larry Anderson wrote:

> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).

Should be plug&play, boot the machine and it should appear as 'g'
on it's own. AHDI will stop scanning the scsi bus at the first
ID that timesout. Make sure you have a disk in the drive
as I don't think AHDI will see it correctly otherwise.
If you are gonna use the machine for any serious work it's
worth investing in HD Driver. It's alot more flexible,
can skip ID's and even allows you to boot with an empty drive.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

762. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 17:17:33 UTC
From: bindon@madasafish.com
Message-ID: <tj1mldorpqgs07@corp.supernews.com>
Source record: 44727

On 20 Jun 2001 11:33:15 , John Garone wrote:

Hi

> Can't get Magic 5 or 6 to finish booting! I haven't used it in a good
>while (never liked loosing my Falcon desktop features) but 5 worked and
>also the upgrade to 6. I'm running a vanilla Falcon MKI (TOS 4.04). I've
>tried several times and it gets as far as the second boot screen. The
>first shows Magic booting. The second shows the message: Fatal Error in
>Gemdos....System Halted! Anyone have a clue?

Disable the TSL line in magx.inf and check for conflicting auto folder
progs. Boot a total clean system (no acc's no other auto prgs, cpxs) and
see if it works and slowly add back programs one by one.

The C-LAB has hardware patchs so it can't be to do with clock patch that
is needed on Atari Falcons. Try the above and see if that helps.

763. Re: test (ignore)

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 17:22:13 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.donnqqoi@localhost>
Source record: 44728

Pascal Ricard wrote:

> BTW, I wanted to ask you about this news/mail-reader.

The newsreader is a real nice one, but only for the PC :/
It can only do news, but the same author also wrote an emailer.
Wish I had an equally good emailer for the atari.

http://www.kaufmansoft.com/Index.htm

Regards,

Joakim

764. Re: "Fcopy Pro" now free?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 18:41:19 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1evasui.18mj79v7d2b40N%roughley@vanc.igs.net.invalid>
Source record: 44730

Hallvard Tangeraas <x@x.xx> wrote:

> So, has it been freely released, or is this an illegal copy?
> I tried searching the web for "Martin Backschat", but found nothing.

You didn't look very good: A quick search with Google shows "Martin Backschat's Homepage" at:

http://wwwzenger.informatik.tu-muenchen.de/persons/backscha.html

The "Profile" link mentions FastCopy:

"From 1984 up to 1991 I developped and sold software for the C=64 and Atari ST, especially the communication package 'Commic 64' (best-rated in diverse magazines) and the disk copier 'FastCopy ST' (best-rated PD- and commercial program over several years)."

<< Neil >>

765. Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 18:44:36 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9gqqukder1@plutonium.compulink.co.uk>
Source record: 44729

Hi Steve.

For some reason CixRaed crashes whn I try a com to your useful
message, so I am making this a say.

In message <zLJWzJAK9SL7EwKu@atari.org.uk>, Steve@atari.org said:

[Protection methods]

Thanks Steve for that info. But will these not be copied properly
when using image copying of the disk? I would have assumed that
this ignores all formatting info and just reads the bytes. After
all the computer must be able to read it all on the original disk
for the priogram and protection to be usable...

Regards, /Peter/

766. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 19:28:31 UTC
From: vdjole@EUnet.yu
Message-ID: <9gqtgt$4b$1@news.eunet.yu>
Source record: 44731

On 18 Jun 2001 13:03:20 , Derryck Croker wrote:

>>>>PDF viewer for the Atari... not a great one but
>>It is called Ghostscript. It needs to be ran in 256 colors.
>That must be a function of your Hades and/or graphics card, for it (GS) runs
>perfectly well in 16 colours on my Falcon (

I used it in simple monochrome ST-high... with A LOT of patience...

>I wouldn't say that it is capable of showing or printing every PS or PDF file
>out there, but then again there are some that even Adobe's reader barfs on.

Now, that's funny! If Adobe reader is considered as THE universal PDF reader
and it complains about a file then how can a mere mortal read it?

Btw, just the other day I tried something called XPDF (an X-11 PDF reader on
AXP/VMS) and it disgustedly refused to read some PDF files which it said were
PDF V1.2 while the reader supported V1.1...

cu

767. Re: Printing from CAB with NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 20:08:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gqvs4$8fj$1@snipp.uninett.no>
Source record: 44732

Milton Horst <milton.a.horst@boeing.com> wrote:
> I'm running Mint, not Magic. Foreground printing is my only choice.

No, "background" printing sort of works on MiNT too, and IIRC it's turned
on by default. Check that it's really switched off.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

768. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 20:23:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gr0oc$8fj$2@snipp.uninett.no>
Source record: 44733

SWE/YesCREW <jvalant@m42.cx> wrote:

> Bottom line: excluding m68k and including Intel in New Atari Pool is let
> say not tasty alteast!

I think we've been down this road before, but I can't resist...

1. The 68060 is no longer made, it's hard to find and when you find one
it's extremely expensive.
2. Any modern PPC or x86 with a decent 68k-emulator will be more
68000-68030-compatible than the 060, while at the same time support the
040, 060 and the various FPUs.
3. A 68k emulated on a PPC or x86 will be many times faster than a 060.

To sum it up, the 060 is by far the slowest, most expensive,
least reliable (in terms of availability) and least upgradable (it *can't*
be upgraded...) CPU one could possibly choose.

And if you can live with a x86: The cheapest and easiest way of making a
new, superfast clone is to buy a batch of ordinary x86 MoBos, add a
68k-emulator and TOS to the BIOS and start writing drivers. Or put the
68k-emulator on disk and use any PC, e.g. the 300MHz PII you got for free
when your brother upgraded... I could live with this, it would be just
like a Milan, only available... (and cheap, fast, upgradable and
repairable)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

769. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 20:29:48 UTC
From: kopaczm@thrisc.if.uj.edu.pl
Message-ID: <8f47fa90.0106201229.1f35e396@posting.google.com>
Source record: 44734

"David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:<0u0W6.1458$fi2.42456@news.cpqcorp.net>...
> Do you really want a SCSI adaptor. There are now IDE adaptors which are
> cheaper....

Yes, I need it because I heard that there are problems with MINT on
IDE drives. Correct me if I'm wrong.
Regards
Marcin

770. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 21:02:24 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <Jb8Y6.1650$fi2.51309@news.cpqcorp.net>
Source record: 44735

"Marcin Kopacz" <kopaczm@thrisc.if.uj.edu.pl> wrote in message
news:8f47fa90.0106201229.1f35e396@posting.google.com...
> "David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:<0u0W6.1458$fi2.42456@news.cpqcorp.net>...
> > Do you really want a SCSI adaptor. There are now IDE adaptors which are
> > cheaper....
>
> Yes, I need it because I heard that there are problems with MINT on
> IDE drives. Correct me if I'm wrong.
> Regards
> Marcin

That I don't know. I would think it unlikley as the later machines
(Falcons??) had IDE drives as standard. I see main problem is that
you have to go to TOS2.0x which would kill many games I still enjoy.

Dave.

771. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 21:03:44 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kpwzrbBw+QM7Ewzv@atari.org.uk>
Source record: 44737

In article <9gqqukder1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>Thanks Steve for that info. But will these not be copied properly
>when using image copying of the disk? I would have assumed that
>this ignores all formatting info and just reads the bytes. After
>all the computer must be able to read it all on the original disk
>for the priogram and protection to be usable...

I'm trying to work out what you are trying to say.

The computer has several ways to read the contents of a disk. Via
gemdos, bios etc and by directly using the fdc (floppy disk controller).
Some programs use raw data as their protection, and by accessing the fdc
directly you can do all number of things, you can't normally do using
the file system structure.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

772. Re: "Fcopy Pro" now free?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 21:06:17 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <R4uuPwBJBRM7EwEV@atari.org.uk>
Source record: 44738

In article <1evbd3n.y87itpmpmzw2N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes
>It's been a while since I've used Fcopy, but I seem to recall something
>about Fcopy III being free/shareware, and Fcopy Pro being commercial, or
>something. Can someone clear things up?

fastcopy 3 has been public domain for ages now, fastcopy pro (as far as
i know) it is still commercial. It was distributed in the UK by the FAST
club.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

773. Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 21:06:54 UTC
From: sunilinindia@yahoo.com
Message-ID: <6c75b2b6.0106201306.3cb9d4b8@posting.google.com>
Source record: 44736

I have a Compaq 5301 and I am trying to add a slave Western Digital IDE 60 Gig hard drive. When I got into my BIOS for setup, I don't have any options that let me setup a hard-drive. It is a chopped BIOS, Unicore Award BIOS from 1999.

My question is how the heck do I get it to recognize the new drive. Does it have to be the master drive (i.e. the only drive) or do I just need to get the BIOS upgraded. Of course, Western Digital says call Compaq, Compaq says call Unicore, and you guessed it, Unicore says call Compaq!

Any advice????? Thanks.

774. my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 22:02:29 UTC
From: sinseone@deaddrunkenspaniards.com
Message-ID: <110baf6d.0106201402.77385d8e@posting.google.com>
Source record: 44742

I got this a few years ago, never thought to post it in here :)

http://bme.freeq.com/tattoo/A00828/high/geratari.jpg

does anyone have an STBOOK for sale? :) :) ;)

gerritt baer -./ sinseone@deaddrunkenspaniards.com

775. Re: Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 22:11:18 UTC
From: "Tim Anderson"
Message-ID: <9gr6vekbk1@news6.svr.pol.co.uk>
Source record: 44743

Well, I'll start by saying "Wrong Newsgroup" but here goes.

I have a Maxtor 60gb Hdd and I have had to upgrade the bios of my machine to
on produced in march this year to allow the isk to be used properly!

The hard disc shouldbe recognised but if the bios can't handle it it should
say it something like an 8gb.

Have you set the maer/slave jumpers ?

You may find that it is like my old Dell, This will only allow one hdd and
one CDrom. Two hard disc's don't work.
This is due to the bios being pruposly limited.

Unfortunately I would be suprised if a bios of that age would allow such a
big drive and IF you can get it to be seen then you may have to use some
special software to format it in some wierd and wonderfull way.
If you drive is OEM (drive and bag maybe a small leafet manual if your
lucky) you won't have got this software so you will have to download it.

Try it on it's own and pray that it sees the entire drive. If it doesn't,
see if the software by WD will format it for you.

Oh and by the way, Compaq may have released a newer bios for your machine
since then, They even had a bios written last year for my old 486 desktop to
enable Win2k to run.

Hope this helps

Tim

"Sam" <sunilinindia@yahoo.com> wrote in message
news:6c75b2b6.0106201306.3cb9d4b8@posting.google.com...
> I have a Compaq 5301 and I am trying to add a slave Western Digital IDE 60
Gig hard
> drive. When I got into my BIOS for setup, I don't have any options that
let
> me setup a hard-drive. It is a chopped BIOS, Unicore Award BIOS from
1999.
>
> My question is how the heck do I get it to recognize the new drive. Does
it have
> to be the master drive (i.e. the only drive) or do I just need to get the
BIOS
> upgraded. Of course, Western Digital says call Compaq, Compaq says call
> Unicore, and you guessed it, Unicore says call Compaq!
>

> Any advice????? Thanks.

776. Re: Nordic Atari Show this weekend!

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:02:20 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b312b7c$0$7280@news.zetnet.co.uk>
Source record: 44745

On 16 Jun 2001 21:48:27 , J.Kock wrote:
>On 16 Jun 2001 21:15:35 GMT, cstanley@zetnet.co.uk (Charles Stanley) wrote:
>
>>On 12 Jun 2001 21:27:07 , "Kenneth Medin" wrote:
>>>Just a short reminder that The Nordic Atari Show will take place this
>>>weekend in Malm�, Sweden.
>>>
>>>Go to http://www.sak.nu/ for details.
>>
>>Any chance of setting up a live link for us unabletoattendmortals?
>>
>>Please?
>
>Live webcam 10:00 to 20:00
>http://www2.tripnet.se/~erikhall/webcam/index.htm

Oh, damn! Missed it: didn't get this reply till after the event.
Anyway, thanks. I hope you all had a great time.

Charles.

777. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:02:23 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b312b7f$0$7280@news.zetnet.co.uk>
Source record: 44744

On 17 Jun 2001 00:29:30 , Steve Stupple wrote:
>In article <3b2bcc75$0$7280@news.zetnet.co.uk>, Charles Stanley
><cstanley@zetnet.co.uk> writes
>>It's years since I used a plain ST, but may I ask: can you not simply
>>drag floppy icon A on to icon B to recreate a whole-disk image copy?
>>The second floppy must of course be of identical format to the source.
>
>Dragging a floppy icon onto the other floppy icon, copies the contents
>from one disk to the other it doesn't format it AND it only copies 9
>sectors per track and 80 tracks (single or double sided depending on
>disk).
>
>If you try and copy most commercial disks, which are 10 sectors per
>track and 81 tracks, it may look like it's been copied but it wont be.
>The contents of the sectors will have been copied along with the fat
>tables etc. but the 10th sector on every track wont have been, and this
>will be missing (including it's data).
>
>You must also make sure the disk is formatted before you perform this
>type of copy AND even if you format 10 sectors per track it will still
>only copy 9, it will leave the 10 th sector alone.
>
>I have seen this mistake time and time and time again.
>
>And there is nothing that can be done with data that is actually
>missing.

Oh, dear... Well, thanks for the exposition: I had completely forgotten
this, if I ever knew it :)

Charles.

778. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:28:16 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10106201832010.29818-100000@localhost>
Source record: 44546

On 20 Jun 2001, Jo Even Skarstein wrote:

> 3. A 68k emulated on a PPC or x86 will be many times faster than a 060.

what? on what kind of PC did you try to emulate a 060 and got that kind of figure?? Oh maybe you are talking about Theorically??

779. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:34:40 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106202317100.193-100000@localhost>
Source record: 44739

On Wed, 20 Jun 2001, Michael and Nicole Freeman wrote:

> Not too sure about that. Decide for yourself, of course, how accurate or
> useful this info is, but the Tempest designers believe the 200MHz 603e to be
> as fast as a 100MHz 68060 (which don't go that fast, do they?) with their
> software which translates 68k code into native PPC, saving it in a new file,
> thus allowing Atari software to run nearly full PPC speed. How fast would a
> G3 or G4 be with this scheme? Or even at that, the G3 is a ton faster than
> the 603e (I forget the exact numbers, but I believe it's on the scale of
> 200-something MIPS vs. 700-something MIPS), and the G4 is *much* faster than
> that. I think even with emulation, the G3 or G4 could outperform a 68060.

Great! All u need to do is to buy Mac install MagicMAC and that is
then! U will have 060 outperforming machine then... And personaly i
wouldnt ne happy at all, if 700 something MIPS (Meaningles Indication of
Processor Speed) will outperform 060.. Remember PPC Mac's? Slower as
Quadra 040.. I agree Tempest's method is way better, but duplicate all
program files? How big duplicate will be? What mess ill have on HDD (Atari
ppl are one of rare who still know what and why is on HDD). What if i
upgrade app? Deleting apps may become a mess.. I dont say it will be bad,
im saying solution is not to elegant in some areas.. Also CT60 use 060
with given speed, VERY fast bus and FastRAM acces, Tempest PPC speed is
yet to be seen...

> Compatibility depends on your emulation or translation code. If they can
> make good, fairly compatible ST-emulators for PPC-based Macs, why can't they
> make good, very compatible 68000 emulators for PPC-based Ataris?

Would u rethink those word please? Do we want new compatible machine or
emulator?

> > 060 : could still offers great perfomances with good deisgned machine,
> > dont know for u guys, id want fast GEM machine + hopefully as much
> > compatibility as possible, thats why im very excited about CT60
> > project.. i dont need PPC for fast movie playing, divx and such stuff and
> > clumsy half compatible GEM. Note, apps prolly wont be developed exactly
> > for CF or PPC...
>
> Which is why I like the idea of the code translation method that Tempests
> suggests they have. It allows us to "port" our software to PPC code with
> minimal effort. Once there, we can theoretically update our machines with
> the newest PPC processors, thus keeping up with the rest of technology, more
> or less. At least more that we are by using the 68k line.

Im not against technology. I do think that keeping with it at any cost
is not good.. Im Falconeer.. I dont use only proper GEM apps, lotsa apps

im happy to use (Apex media, Neon, ESC Paint, SID Player ...) dont run on compatibles such as Hades/Milan.. Also MiNTs virtual consoles dont run on those, i cant live without them.. Not to mention demos.. So better techology used on Hades (for example) is of no use to me..

Apex media is great app, i love it more as let say Papilon, which wont be any beter on some superfast clone.. just faster. Personaly i want those nongem apps as well, thats why my dream machine is ct60 falcon with promised PCI bridge.. So we can have AES on gfx card and virtual consoles at same time on Videl gfx, same with Apex etc... dual monitor system.

> > Bottom line: excluding m68k and including Intel in New Atari Pool is let
> > say not tasty alteast!
>
> This I do agree with. I personally have no real love for Intel. But that's
> just me. I'm sure there are others with the opposite opinion.

Well did any of u thought of lots demo coders, who still keep Atari scene going, and other ASM programmers, like OZK from assemsoft.. Imagine those ppl sweating over Intel or any other ASM?

Janez

780. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:39:04 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106202337080.193-100000@localhost>
Source record: 44740

On 20 Jun 2001, Jo Even Skarstein wrote:

> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > Bottom line: excluding m68k and including Intel in New Atari Pool is let
> > say not tasty alteast!
>
> I think we've been down this road before, but I can't resist...
>
> 1. The 68060 is no longer made, it's hard to find and when you find one
> it's extremely expensive.
> 2. Any modern PPC or x86 with a decent 68k-emulator will be more
> 68000-68030-compatible than the 060, while at the same time support the
> 040, 060 and the various FPUs.
> 3. A 68k emulated on a PPC or x86 will be many times faster than a 060.
>
> To sum it up, the 060 is by far the slowest, most expensive,
> least reliable (in terms of availability) and least upgradable (it *can't*
> be upgraded...) CPU one could possibly choose.
>
> And if you can live with a x86: The cheapest and easiest way of making a
> new, superfast clone is to buy a batch of ordinary x86 MoBos, add a
> 68k-emulator and TOS to the BIOS and start writing drivers. Or put the
> 68k-emulator on disk and use any PC, e.g. the 300MHz PII you got for free
> when your brother upgraded... I could live with this, it would be just
> like a Milan, only available... (and cheap, fast, upgradable and
> repairable)

I also cant resist: Why u dont simply get urslef magic Mac/PC then? why
fiddle with other options? Those new clones wont be more compatible
anyway. About Milan: YesCREW has it, im not impressed AT all!

781. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st
Date: 2001-06-20 23:52:10 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B313729.80EA50F5@sprint.ca>
Source record: 44547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Hi Larry,

this will sound obvious but did you try doing a partition and format over
again? also make sure you didn't set it to the same scsi id as any other
device on the scsi chain

Larry Anderson wrote:

> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).
>
> Any help would be greatly appreciated!
>
> Larry

782. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 00:22:00 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <25bY6.9730$9t6.5818@newsfeed.slurp.net>
Source record: 44548

> Apex media is great app, i love it more as let say Papilon, which wont be
> any beter on some superfast clone.. just faster. Personaly i want those
> nongem apps as well, thats why my dream machine is ct60 falcon with
> promised PCI bridge.. So we can have AES on gfx card and virtual consoles
> at same time on Videl gfx, same with Apex etc... dual monitor system.

This is what I do on my Eclipse equiped Falcon. I have a VGA monitor on the
Eclipse and RGB on the Atari. Works great.

Joshua.

783. PC3 mouse

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 00:37:23 UTC
From: Graham <hurfy@alphalink.com.au>
Message-ID: <3b314256$1@news.alphalink.com.au>
Source record: 44550

Folks...
I am with the Melbourne Atari SIG, MACE (we are an ATARI SIG within The Melbourne PC Group) and I have had a call from a guy who needs a new mouse for his Atari PC3. I didn't know that they had a mouse but...can a PC mouse be modified ??

ta for any help

Graham H

--

784. Re: PC3 mouse

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 01:45:49 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <bdcY6.13639$vR1.40124@nntpserver.swip.net>
Source record: 44551

"Graham" wrote:
> Folks...
> I am with the Melbourne Atari SIG, MACE (we are an ATARI SIG within The
> Melbourne PC Group) and I have had a call from a guy who needs a new
mouse
> for his Atari PC3. I didn't know that they had a mouse but...can a PC
mouse
> be modified ??

Hi,
If it uses the same mouse as a normal ST, you can check out Mario Becroft's
Mouse adapter on: http://gem.win.co.nz/mb/
It makes most serial PC-mice work on the mouse port of the Atari - a really
great product :)

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

785. FA [Melb,Au] 520 ST system on eBay.com.au

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 04:07:54 UTC
From: Ian Mavric <ianmav@lexicon.net>
Message-ID: <3b317421@pan.izone.net.au>
Source record: 44552

One eBay.com.au:

Atari 520 ST with manuals, disks, magazines, working well:

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1246893490

Australian Old Computer Supply.

786. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 05:25:46 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106202125.45ba5d43@posting.google.com>
Source record: 44553

```
Stock Falcon 14Mb
1040STE 4Mb
2 Jaguars
2 Lynxes

Also emulate with Gemulator and MagicMac

Galen
```

787. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 05:39:29 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106202139.1b612449@posting.google.com>
Source record: 44554

> I downloaded the patch and tried it this morning, no go as you commented in
> your readme file. You mentioned a "naughty" unpacker, but I don't know what
> you are referring to, unfortunately.
>
> Ken

Hi Ken,

The Y2K bug of XBOOT is fairly minor in that certain features don't save correctly after 1/1/00. Kindly set your clock for 1999 before playing with XBOOT and set it back when completed. (Actually, my version of XBOOT works fairly well without doing that, but perhaps I'm just lucky.)

As for your SLM problem, I suspect that it can be solved. Many TT owners used to use the SLM. Is it possible to use a HD off the SCSI port, thus leaving the ASCI for the SLM alone? Having owned a SLM for only a few months, I don't remember much about it save that it sure pulled a lot of watts!

Galen

788. New MyMAIL version out now

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 05:56:10 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9gs29q$l9$1@newstoo.ericsson.se>
Source record: 44555

```
Hi all !

New version of MyMail (1.40) at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

Some of the changes, bugfixes and so on:
----------------------------------------
- The code for outgoing mail queue is totaly redesigned.

mapS by Gerald Dietze is updated and synced to changes.
update can be found at:
-----------------------------------
http://gerald-dietze.de/dsi.html
The new mapS will also run with older Versions
because it's checking the program version.

- Added CPS in progressbar for mail download.
Estimated total download time and time left is also presented.
- Replaced all the old popup menu code with the new one.
- A missing check of error message added and this solves problems
with some mailservers (smail).
- Fixed a bad and old bug that was causing mymail to crasch if there
was very long To: fields in a incomming mail.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
! !
! This is only a minor part of the changes, bugfixes and so on. !
! Please do read the history file that is more complete. !
! !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Please read the history and docs regarding
bugfixes and new functions or changes.

-----------------------------------------------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.
-----------------------------------------------------------

If you find any problems with MyMAIL please let me know.

Thanks to all of you for all the help i get from you all.

Best Regards
Erik Hall
```

--

Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....

Erik Hi¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
---

789. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 06:48:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gs5c6gct1@snipp.uninett.no>
Source record: 44556

Frederic Fouche <g213778@coazter.myip.org> wrote:

>> 3. A 68k emulated on a PPC or x86 will be many times faster than a 060.

> what? on what kind of PC did you try to emulate a 060 and got that kind of
> figure?? Oh maybe you are talking about Theorically??

On my old 450Mhz PII at work, GEMulator ran at about 25x the speed of a
TT. Take a look at what kind of x86-processors you get now...

And please note that this was an *ST-emulator*, a new platform with real
drivers and only an emulated CPU will be much faster and more reliable.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

790. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 07:02:18 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B319BFA.A0920DB9@seimet.de>
Source record: 44557

Marcin Kopacz wrote:

> Yes, I need it because I heard that there are problems with MINT on
> IDE drives. Correct me if I'm wrong.

It's not MiNT but the hard disk driver that is responsible for accessing
IDE (and SCSI) drives. So if there are problems with IDE drives and MiNT
there will be the same problems without MiNT. MiNT does not include any
IDE code.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

791. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 07:05:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gs6bigjb1@snipp.uninett.no>
Source record: 44560

SWE/YesCREW <jvalant@m42.cx> wrote:

> I also cant resist: Why u dont simply get urslef magic Mac/PC then? why
> fiddle with other options? Those new clones wont be more compatible

You don't get the point. All the emulators currently in use simply run on top of another OS (in most cases this means Windows), which reduces the emulator to a toy for nostalgics. Windows/Mac software is better than their TOS counterparts in most aspects, it doesn't make sense to use these inferior programs when you already have Windows running.

A new x86 (or PPC for that matter) based clone would have to ditch that slave OS and boot straight into a 68k-emulator, which then boots the real OS (e.g. FreeMiNT). The only real problem here is a religious one - die-hard Atarians would rather pay $$$ for a PPC-based (still emulating the 68k mind you!), weird computer that only the chosen ones would be allowed to buy, than buying a much faster and cheaper computer in the local store, even though this computer does the exact same thing only better.

> anyway. About Milan: YesCREW has it, im not impressed AT all!

Not very fast, right? I'd suspect that any 1.5GHz piece of silicone from AMD or Intel would fix that, even though it had to run a 68k-emulator...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

792. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 07:16:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gs6vkgjb2@snipp.uninett.no>
Source record: 44561

SWE/YesCREW <jvalant@m42.cx> wrote:

> im happy to use (Apex media, Neon, ESC Paint, SID Player ...) dont run on
> compatibles such as Hades/Milan.. Also MiNTs virtual consoles dont run on
> those, i cant live without them.. Not to mention demos.. So better
> techology used on Hades (for example) is of no use to me..

> Apex media is great app, i love it more as let say Papilon, which wont be
> any beter on some superfast clone.. just faster. Personaly i want those
> nongem apps as well, thats why my dream machine is ct60 falcon with
> promised PCI bridge.. So we can have AES on gfx card and virtual consoles
> at same time on Videl gfx, same with Apex etc... dual monitor system.

I believe you're in for a big surprise when you get that 060, and it's not
a good one ;-) It's less 030-compatible than most emulators. Basically,
you can't upgrade your Falcon without loosing something, and with your
selection of software I'd say that you better leave your Falcon alone, and
instead buy a second computer if you need more speed.

> Well did any of u thought of lots demo coders, who still keep Atari
> scene going, and other ASM programmers, like OZK from assemsoft.. Imagine
> those ppl sweating over Intel or any other ASM?

Why would they? A 68k-emulator would still emulate fresh code, not just
old sh*t ;-)

Anyway, the Amiga-scene seems to be happy with their PPCs, even though
most (all?) of their PPC-cards are pretty sad. The nostalgics - those that
play Worms on their A500 but does everything else on their latest
Wintel-box - are the only ones that complains.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

793. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 07:52:58 UTC
From: swampfax@atlantic.net
Message-ID: <uJhY6.12$7v5.55005@news1.atlantic.net>
Source record: 44563

On 20 Jun 2001 12:55:05 , "jonk" wrote:

Hi Jonk,
Thanks for the advise to use Mint instead but that does'nt answer why
Magic loaded before and not now!
John G.

>Solution=MiNT
>
>"John Garone" <swampfax@atlantic.net> wrote in message
>news:%R%X6.2$7v5.11427@news1.atlantic.net...
>> Hi All,
>> Can't get Magic 5 or 6 to finish booting! I haven't used it in a good
>> while (never liked loosing my Falcon desktop features) but 5 worked and
>> also the upgrade to 6. I'm running a vanilla Falcon MKI (TOS 4.04). I've
>> tried several times and it gets as far as the second boot screen. The
>> first shows Magic booting. The second shows the message: Fatal Error in
>> Gemdos....System Halted! Anyone have a clue?
>> John G.
>>
>>
>
>
>.

794. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 08:59:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993193240-79558AEicMi@cwcom.net>
Source record: 44601

Joining on to this thread with another HDDriver problem...

I've been using V7.71 very happily with my Centek CT2'd Falcon for ages. Then I upgraded to 8.03, and that too worked very well.

Then I wanted to return to 7.71 in order to try and track down a problem I found when transferring large files from one SCSI drive to another. Problem! HDUtility for 7.71 refused to run, complaining that it "Couldn't load driver file"! What's going on here?

In the end, I managed to install it by switching to Falcon mode, but it stil won't run under the CT2.

--


```
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

795. Updating my Newton Atari .mod site

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 09:01:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001efedc@fmlynet.org>
Source record: 44572

FamilyNet Newsgate

This is in reguards to my website at...

http://www.geocities.com/lady-aramis/atarinewtonmod.html

This site is devoted to making the tunes of the Atari computers and games available on the Newton MessagePad, since, after all, the best home computer works best with the world best PDA. ;) On this site there are zipped mods already in .pkg form, as well as raw mods for downloading and converting on the fly for Newt's Cape users, and a few mods thrown in that were not neccessarily Atari in theme but cool anyway. :)

So pay it a visit! All the contributions back in September were ones donated by various users from the Atari newsgroups. The recent change was when a midi and mod archieve (of, oh, about 101 megs worth of music) recently opened back up. So I'll be sorting through those, posting some new mods up on my site every so often, ect.

So .mod fans, stop by when you get the chance!

Doctor Clu
Atari / Newton User

PS: Those that have geocities web accounts, anyone figure out how to upload a Newton file in it's unzipped .pkg form? I would love to have my Newton files up there for Newton users to just grab without the aid of a desktop.

Thanks in advance!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

796. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 09:42:31 UTC
From: bindon@madasafish.com
Message-ID: <tj3gc7abc794ec@corp.supernews.com>
Source record: 44567

On 20 Jun 2001 22:02:24 , "David Wade" wrote:

Hi

>> Yes, I need it because I heard that there are problems with MINT on
>> IDE drives. Correct me if I'm wrong.
>> Regards
>> Marcin
>
>That I don't know. I would think it unlikley as the later machines
>(Falcons??) had IDE drives as standard. I see main problem is that
>you have to go to TOS2.0x which would kill many games I still enjoy.

I use a TOS switcher (1.62/2.06 from TUS) so I can revert back to old TOS
for games. OK, it doesn't auto boot the HD, but most games aren't
installalbe onto the HD.

Mint ran fine with my IDE drive on my STe. And same with Falcon AFAIK.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

797. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 09:54:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106210953280.191-100000@localhost>
Source record: 44562

On Wed, 20 Jun 2001, Lord Gaiyan wrote:

> > Apex media is great app, i love it more as let say Papilon, which wont be
> > any beter on some superfast clone.. just faster. Personaly i want those
> > nongem apps as well, thats why my dream machine is ct60 falcon with
> > promised PCI bridge.. So we can have AES on gfx card and virtual consoles
> > at same time on Videl gfx, same with Apex etc... dual monitor system.
>
> This is what I do on my Eclipse equiped Falcon. I have a VGA monitor on the
> Eclipse and RGB on the Atari. Works great.

Yes, thats nice solution, i would use VGA on VIDEL output though...

798. Re: MULTITOS.Where can i get a copy for Multitasking?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 10:01:43 UTC
From: fmhcom@operamail.com
Message-ID: <bCjY6.277$71.953@newsfeed.slurp.net>
Source record: 44568

I have MultiTOS on 720K floppies with the manuals and binder for sale if interested,

799. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 10:33:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106210958040.191-100000@localhost>
Source record: 44564

On 21 Jun 2001, Jo Even Skarstein wrote:

> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > I also cant resist: Why u dont simply get urslef magic Mac/PC then? why
> > fiddle with other options? Those new clones wont be more compatible
>
> You don't get the point. All the emulators currently in use simply run on
> top of another OS (in most cases this means Windows), which reduces the
> emulator to a toy for nostalgics. Windows/Mac software is better than
> their TOS counterparts in most aspects, it doesn't make sense to use these
> inferior programs when you already have Windows running.
>
> A new x86 (or PPC for that matter) based clone would have to ditch that
> slave OS and boot straight into a 68k-emulator, which then boots the real
> OS (e.g. FreeMiNT). The only real problem here is a religious one -
> die-hard Atarians would rather pay $$$ for a PPC-based (still emulating
> the 68k mind you!), weird computer that only the chosen ones would be
> allowed to buy, than buying a much faster and cheaper computer in the
> local store, even though this computer does the exact same thing only
> better.

I maybe not get the point, but runing emulating code on top of some system is almost equaly as runing same emulating code as basic system... Some loose of speed in 1st case, but then again, u can also run Macos on same machine without probs.. And believe it is NOT religic things, its just devotion... I like Ataris, their way of working and feeling.. A machine u described wont give me that, clone NEED to be also compatible with some hardware, to have certain hardware, not to be a PC and emulate CPU.. Thats exactly why i dont like Milan. Compared to Hades there is no sound at all, no YM chip (well im weirdo, i love it)... U can get some kind of sound, which is bad and maybe there are 2 apps which kinda works.. Hades is a lot more compatible.. To use an analogy:

new WV beetle it is NOT WV beetle at all, all real VW beetle fans are disgusted with it.. no feeling, no joy, no nothing.. i guess we die hard atarians (that almost starts to be bad word, heard from ur mouth) are the same...

As i see the problem:

We are called die hard Atarians, usualy as kinda "breaking" force, romatinc fools... On other hand, do u guys consider that only TOS and straight GEM apps are "Atari"? What about Paint apps, Trackers, Games, Demos (i know ppl dont like demos, still look on c64, XL .. scene, for years they survived just because of demo ppl and their devotion, ups,

their lack of flexibilty to use some crazy emulating cpu). There is just so much good stuff u are willing to forget, just to heal i could already say a complex, regarding mhz etc..

> > anyway. About Milan: YesCREW has it, im not impressed AT all!
>
> Not very fast, right? I'd suspect that any 1.5GHz piece of silicone from
> AMD or Intel would fix that, even though it had to run a 68k-emulator...

Wrong. Not very Atarish... It runs MiNT nicely, im very happy bout that, we run server on it for years now, proper server for few ppl (ssh, telnet, ftp and www servers), vido also use it as his main machine.. Also it run GEM stuff nicely. UNTIL they are 100% right, or until all is xbios etc driven.. Read: no sound apps, no games, no non gem (capable stuff!) apps, no fun i would personaly say.. I dont seek for 100% compatibility, u cant reach it.. but Milan runs 0% of those stuff...

I will end this debate with describing myself: My mind is not all about speed and mhz.. I love Ataris as they are, i wana feel them.. for those SUPERIOR things u talk about, i can buy PC or MAC.. I will NOT push Ataris into something they are not! And u say MAC/PC have superior apps, so what good we will have with our inferior apps, if they will only run faster? BTW check papyrus, i dont think its exactly inferior. My Falcon can run mp3 with ease, i personaly saw superior G3 chocking (not cpu prob though).

And how much Hades/Milan apps were developed in those years? I mean apps that could realy use of their power? Falcon poped out, and there was lotsa progress and lotsa apps emerged, and still does (apex, famp, esc paint and so on), same was with STe and TT , but i dont see much apps "aligned" to Hades/Milan gfx/cpu power...

Janez

800. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 10:47:12 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106211036320.191-100000@localhost>
Source record: 44565

> Why would they? A 68k-emulator would still emulate fresh code, not just
> old sh*t ;-)

yes, indeed.

> Anyway, the Amiga-scene seems to be happy with their PPCs, even though
> most (all?) of their PPC-cards are pretty sad. The nostalgics - those that
> play Worms on their A500 but does everything else on their latest
> Wintel-box - are the only ones that complains.

Meaning what in our case?

801. Re: PC3 mouse

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 11:43:34 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b31e0c4@dnews.tpgi.com.au>
Source record: 44569

Graham <hurfy@alphalink.com.au> wrote in message
news:3b314256$1@news.alphalink.com.au...
> Folks...
> I am with the Melbourne Atari SIG, MACE (we are an ATARI SIG within The
> Melbourne PC Group) and I have had a call from a guy who needs a new
mouse
> for his Atari PC3. I didn't know that they had a mouse but...can a PC
mouse
> be modified ??
>
> ta for any help
>
> Graham H

Hi Hurfy, long time no see. Why not use a serial PC mouse in the serial port, all you need is a driver and it should be a-ok;-). For ten bucks it should be a good solution, after all it is a PC. If you need a driver let me know.

Mark

PS picked up a Jag today from the US, will bring it in for a demo soon.....

802. everyone here say "I"

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 13:17:20 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <AtmY6.148851$ff.1134302@news-server.bigpond.net.au>
Source record: 44570

```
--
------------------------------------------------------------
Live your life as if every day is your last,

One day you will be right.
```

803. Re: my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 13:18:08 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <kumY6.148856$ff.1134311@news-server.bigpond.net.au>
Source record: 44571

your nuts!

804. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 15:00:50 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106211447110.86-100000@Hades060>
Source record: 44582

On Thu, 21 Jun 2001, SWE/YesCREW wrote:

> And how much Hades/Milan apps were developed in those years? I mean apps
> that could realy use of their power? Falcon poped out, and there was lotsa
> progress and lotsa apps emerged, and still does (apex, famp, esc paint and
> so on), same was with STe and TT , but i dont see much apps "aligned" to
> Hades/Milan gfx/cpu power...

It's a double edged sword... people holding on to old apps and
old ideas is part of the reason why you don't see apps "aligned"
to these faster machines.

I use my yanaha chip for a keyclick... ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

805. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 16:20:33 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <9gt6shgvh1@wanadoo.fr>
Source record: 44573

Hi,

Sorry for my intrusion but...

>1. The 68060 is no longer made, it's hard to find and when you find one
>it's extremely expensive.
>2. Any modern PPC or x86 with a decent 68k-emulator will be more
>68000-68030-compatible than the 060, while at the same time support the
>040, 060 and the various FPUs.
>3. A 68k emulated on a PPC or x86 will be many times faster than a 060.

I'am not sure because I have an exemple who a Falcon/CT2 (68030/68881 50MHz)
is more fast than a Mac with a PPC604e/300 MHz under MagiCMac/PowerFPU.
My example is Lame MP3 encoder who uses lot of FPU instructions:
The original file is an intro, a .WAV 44100 Hz 16 bits stereo of 8 seconds.
I must wait 5 mn with my CT2, I know it's slow.
Under the Mac with a PPC604e you must wait 7 mn, and the emulation PowerFPU
is faster than SoftFPU.
The FPU is very slow, so another used has tried a version without FPU
his machine is an iBook... 15 mn with only the 68020 emulation.
No comment...
I wait the results with an hades, maybe 10x more fast ;-)

I have another exemple...The lastest AVI files who contains DivX
and MP3 audio track, you want try to test it under your PPC emulation ?
No problem I can send it, I know your answer... It's very slow
and if you remove the MP3 audio track, it's always very slow.

>To sum it up, the 060 is by far the slowest, most expensive,

Only more expensive.
Today the emulation isn't a good way, in this conditions the 060
is _THE_ way. Sure if you found a PPC at 5 GHz, the emulation is
a solution for all cases.
Today the Dream Machine for me is the CT60 (like the 060 for the DivX
and the DSP for the MP3).

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

806. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 16:29:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b322e8e17d2460@pandora.be>
Source record: 44574

on Thu 21-06-2001 07:52 John Garone wrote:

>Thanks for the advise to use Mint instead but that does'nt answer why
>Magic loaded before and not now!

That's MagiC:-)

CU
Martin

That's MagiC
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

807. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 17:43:25 UTC
From: bindon@madasafish.com
Message-ID: <tj4chtg079hn4a@corp.supernews.com>
Source record: 44575

On 21 Jun 2001 11:30:52 , "Branko Badrljica" wrote:

Hi

>I'm thinking about emulation, but with some modern DSP. When not working at
>dayjob, learning linux, I am working on making 68000 emulation with
>ADSP-2192. It's a real pitty that main development tools for it are quite
>expensive, since chip is pure poison. Small, fast, simple and has 100% of
>needed qualities for the job. I mention it because I think it would be a
>good start.

Yes, sometimes I feel that we should not be trying to make an Atari do
what a PC does but make it do what the PC can't. For instance, a new
RiscOS machine has been launced that only takes 8.5 watts of power
including monitor. This can be run off solar energy and still is quite
powerful, 128Mb or RAM, USB, ethernet etc.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

808. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 17:43:28 UTC
From: bindon@madasafish.com
Message-ID: <tj4ci08ns1s04b@corp.supernews.com>
Source record: 44576

On 20 Jun 2001 09:31:00 , Derryck Croker wrote:

Hi

>>Thanks, eventually got round to getting it but it sure is slow. I
>>couldn't see a way of skipping direct to a page but I haven't read any
>>manuals yet so hopefully there is a way, maybe by command line.
>
>You _might_ find something of interest in the TTPs which accompany the
>distribution.

Yes.

>Also, in case you didn't know, you can rename with a PRG or APP >extender
>to have it run as a GEM app.

I've done this with Falcamp IIRC.

>English docs/resource file from my web site (MISC section) in case you need
>'em.

Cheers I'll have a look while I grab Optimiser.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

809. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 18:30:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <P7jY6.609$u5.24208@news.siol.net>
Source record: 44566

Methinks you have grabbed the problems at the wrong end and with wrong tools.

All mentioned chips are fine, but are not meant for this particular use. 68K series would be cool to see in some new implementation. Intel might be making manuer-compatible products, but they have AMD, Cyrix etc. to keep the competition active,
and MC has no competition. Otherwise, chips like sledgehammer would also be available in 68K flavour.

I'm thinking about emulation, but with some modern DSP. When not working at dayjob, learning linux, I am working on making 68000 emulation with ADSP-2192. It's a real pitty that main development tools for it are quite expensive, since chip is pure poison. Small, fast, simple and has 100% of needed qualities for the job. I mention it because I think it would be a good start.
Once if idea catches up, one could make something with TigerSharc or even bigger ;o).

PPC, x86, Transmeta etc. are mainstream products. I don't think they are optimal for Atari emulation.
Correct me if I'm wrong, but I picture modern Atari as a small, slick, cheap but fast and agile machine. Those chips are material for bulding dinosaurus, not jaguar. Nice thing about DSP's is that some of them have multiple execution cores, so one can divide chores between cores (one fetches instructions into cache and deals with related issues and other for internal calculations etc..) and that their SRAM is big enough to hold CPU emulation code inside, plus emulated cache and eventual MMU tables.

Just a few thoughts,

Regards,

Branko

"SWE/YesCREW" <jvalant@m42.cx> wrote in message
news:Pine.MNT.4.21.0106211036320.191-100000@localhost...
>
>
> > Why would they? A 68k-emulator would still emulate fresh code, not just
> > old sh*t ;-)
>
> yes, indeed.
>
> > Anyway, the Amiga-scene seems to be happy with their PPCs, even though
> > most (all?) of their PPC-cards are pretty sad. The nostalgics - those

that
> > play Worms on their A500 but does everything else on their latest
> > Wintel-box - are the only ones that complains.
>
> Meaning what in our case?
>
>
>
>

810. FS: Syquest 200MB SCSI External Drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 18:46:50 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9gtfeqcje0@206.230.189.33>
Source record: 44577

Syquest 200MB SCSI External Drive . Includes 1 88mb / 1 200mb cartridge / Power cord / external SCSI ID Switch . Drive has passed Format / Write / Reboot / Read / Delete Test . Excellent Condition . Guaranteed NOT to be DOA . S/H will be between $15.55 and $8.75 depending on your location. See the following link for a picture:

http://www2.wcoil.com/~atari/ebay/syquest.jpg

thx,
jonk

811. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 18:49:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gtfj9ofk1@snipp.uninett.no>
Source record: 44578

SWE/YesCREW <jvalant@m42.cx> wrote:

>> Anyway, the Amiga-scene seems to be happy with their PPCs, even though
>> most (all?) of their PPC-cards are pretty sad. The nostalgics - those that
>> play Worms on their A500 but does everything else on their latest
>> Wintel-box - are the only ones that complains.

> Meaning what in our case?

That the transition to another CPU might not be a loss at all.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

812. Re: Syquest 200MB SCSI External Drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 18:56:10 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9gtg0a$e72$0@206.230.189.33>
Source record: 44579

Figures are for U.S. only. Shipping outside the states will be higher...

> . S/H will be between $15.55 and $8.75 depending on your location. See the
> following link for a picture:
>
> http://www2.wcoil.com/~atari/ebay/syquest.jpg
>
> thx,
> jonk
>
>

813. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 19:07:24 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gtglc$ol1$1@snipp.uninett.no>
Source record: 44580

SWE/YesCREW <jvalant@m42.cx> wrote:

> I maybe not get the point, but runing emulating code on top of some
> system is almost equaly as runing same emulating code as basic
> system... Some loose of speed in 1st case, but then again, u can also run

The difference is huge. Running e.g. MagiC-PC on top of Windows might
work, but you still have that huge lump of code called Windows to manage.

> things, its just devotion... I like Ataris, their way of working and
> feeling.. A machine u described wont give me that, clone NEED to be also
> compatible with some hardware, to have certain hardware, not to be a PC
> and emulate CPU.. Thats exactly why i dont like Milan. Compared to Hades
> there is no sound at all, no YM chip (well im weirdo, i love it)... U can
> get some kind of sound, which is bad and maybe there are 2 apps which
> kinda works.. Hades is a lot more compatible.. To use an analogy:

A reasonable fast PC would be able to emulate any kind of Atari hardware
you like, at a very low cost and with great speed. E.g. emulating all of
the Falcon's hardware wouldn't be a problem at all. You could even run a
proper ST-emulator under TOS/MiNT/whatever and run all those old ST-games
(in a GEM-window if you like), something you can't do with a Falcon or TT.

> Demos (i know ppl dont like demos, still look on c64, XL .. scene, for
> years they survived just because of demo ppl and their devotion, ups,
> their lack of flexibilty to use some crazy emulating cpu). There is just

These systems - and now partially 68000 Amigas and Ataris - only lives as
nostalgic toys. I want to *use* my Ataris, not put them on display and
play the occasional game (or watch a demo).

> so much good stuff u are willing to forget, just to heal i could already
> say a complex, regarding mhz etc..

Old stuff can easily run on an emulator too. In fact, when I want to play
games I use PacifiST on my PC instead of my real Ataris, because none of
my real (working) Ataris are ST-compatible.

>> Not very fast, right? I'd suspect that any 1.5GHz piece of silicone from
>> AMD or Intel would fix that, even though it had to run a 68k-emulator...

> Wrong. Not very Atarish... It runs MiNT nicely, im very happy bout

It has faster graphics and disk-access than my Falcon, but a slower CPU. I
want something drastically faster.

> it run GEM stuff nicely. UNTIL they are 100% right, or until all is xbios
> etc driven.. Read: no sound apps, no games, no non gem (capable

> stuff!) apps, no fun i would personaly say.. I dont seek for 100%
> compatibility, u cant reach it.. but Milan runs 0% of those stuff...

A reasonable fast PC (like the 500MHz PII with 256Mb I'm getting for half the price of my Eclipse next week) is able to run virtually anything that runs on a ST or STE. Is somebody working on a Falcon-emulator?

A clone with a fast CPU can easily emulate everything you need to run virtually every piece of software ever written for Atari's 68k-machines. This is something a 68k-based - even a 100MHz 060 - clone can't do.

> into something they are not! And u say MAC/PC have superior apps, so what
> good we will have with our inferior apps, if they will only run faster?

With more CPU and RAM one could write or port better apps. What about The Gimp under GEM/X? Or Netscape (a crap web-browser, but better than our alternatives)? There's a lot you can do with more power...

> And how much Hades/Milan apps were developed in those years? I mean apps
> that could realy use of their power? Falcon poped out, and there was lotsa
> progress and lotsa apps emerged, and still does (apex, famp, esc paint and
> so on), same was with STe and TT , but i dont see much apps "aligned" to
> Hades/Milan gfx/cpu power...

Can it have something to do with the userbase?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

814. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 19:14:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gth3i$ol1$2@snipp.uninett.no>
Source record: 44581

Didier MEQUIGNON <didier.mequignon@wanadoo.fr> wrote:

>>3. A 68k emulated on a PPC or x86 will be many times faster than a 060.

> I'am not sure because I have an exemple who a Falcon/CT2 (68030/68881 50MHz)
> is more fast than a Mac with a PPC604e/300 MHz under MagiCMac/PowerFPU.

604@300MHz is hardly state of the art today, I don't know if it's even
available anymore.

> My example is Lame MP3 encoder who uses lot of FPU instructions:
> The original file is an intro, a .WAV 44100 Hz 16 bits stereo of 8 seconds.
> I must wait 5 mn with my CT2, I know it's slow.
> Under the Mac with a PPC604e you must wait 7 mn, and the emulation PowerFPU

Then the 68k-emulation must be poor, or the emulator isn't allocated
enough CPU.

>>To sum it up, the 060 is by far the slowest, most expensive,

> Only more expensive.

No, it's the slowest. A decent emulator on a fairly new PC or Mac will
kill the 060, no doubt. The 060 is nice, but not fast.

> Today the Dream Machine for me is the CT60 (like the 060 for the DivX
> and the DSP for the MP3).

I'd like a CT60 myself (I've even ordered one), but when will it arrive?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

815. Re: my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 19:23:00 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993231232-293842AEicMi@lineone.net>
Source record: 44620

Hi Oracle.

>your nuts!

Looked more like an arm to me!!.

:-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

816. Re: everyone here say "I"

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 19:23:54 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993231236-294356AEicMi@lineone.net>
Source record: 44621

Hi Oracle

>Live your life as if every day is your last,

I do!.

>One day you will be right.

Most days it nearlly is bu a whisker!!. :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

817. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 19:27:42 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993231238-294911AEicMi@lineone.net>
Source record: 44622

Hi Jo Evan

> Or put the 68k-emulator on disk and use any PC, e.g. the 300MHz PII
>you got for free when your brother upgraded...

Things flow the other way in my family!. :-)

>I could live with this, it would be just like a Milan, only
>available... (and cheap, fast, upgradable and repairable)

I'd like this option, i'd have a 1.7gig intel P4 processor powered TOS-
BOX then with 256Meg of memory and a CD-burner.

Does anyone know how to get MPC to work under windows ME??.
NVDI doesnt seem to want to select a resolution correctly.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

818. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 20:42:43 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106212040440.153-100000@Hades060>
Source record: 44594

On Thu, 21 Jun 2001, Djordje Vukovic wrote:

> On 20 Jun 2001 23:34:40 , SWE/YesCREW wrote:
>
> >> Compatibility depends on your emulation or translation code. If they can
> >> make good, fairly compatible ST-emulators for PPC-based Macs, why can't they
> >> make good, very compatible 68000 emulators for PPC-based Ataris?
> >
> > Would u rethink those word please? Do we want new compatible machine or
> >emulator?
>
> The difference may be academic hair-splitting. I.e. if you can't feel the
> difference then it does not matter. And doesn't even a Falcon, sort of,
> "emulate" (afaik called "backward" or something like that) an ST for some
> old programs?

If I recall Atari even stated the Faclon was NEW computer that was
backward compatible to the ST, hense the compaibility modes in the video
setup. It's hardware is very different nonetheless.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

819. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 20:47:18 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ef4cc4a8181d0@tripnet.se>
Source record: 44583

On Mon 18-06-2001 20:20 (+0200) Guido Lehwalder wrote:

>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>> using?) specific protocols will off course not work. With extra software
>> on the pc the Falcon can get full Internet access as well on your LAN.
>
>which extra Software ?

NAT32 and that is the only Windows solution I know of that can use COM
ports as part of a LAN via ip masquerades (NAT).

I have a description on my home page (url in sig) on how to set it up.
It's sligtly outdated as there are new versions of NAT32 out by now but
the basic idea should still be the same.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

820. Re: Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 21:10:22 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993231240-295435AEicMi@lineone.net>
Source record: 44623

Hi Sam

>Any advice????? Thanks

Yeah, take your query to a PC echo!!.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

821. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 21:57:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9gtql4$20p$1@plutonium.compulink.co.uk>
Source record: 44587

In message <Me+JGUAKFHM7Ewl7@atari.org.uk>, Steve@atari.org said:

>In article <uQFX6.1569$fi2.49366@news.cpqcorp.net>, David Wade
><dave.wade@compaq.no.spam.please.com> writes
>>I used to have a copier that made "analogue" copies of protected disks

>analogue copies?????

Why not? They are analogues of the original. Perfectly valid use
of the word, though most people will only think of 'analogue' as
the opposite to 'digital'. i.e. continuously varying instead of
binary quantities of whatever. More usually they are known as
'image copies' - that doesn't mean that you can look at them! :-)

Regards, /Peter/

822. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 22:08:40 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B326FE7.FA4609AB@chello.nl>
Source record: 44588

Lonny Pursell wrote:
>
> On Thu, 21 Jun 2001, SWE/YesCREW wrote:
>
> > And how much Hades/Milan apps were developed in those years? I mean apps
> > that could realy use of their power? Falcon poped out, and there was lotsa
> > progress and lotsa apps emerged, and still does (apex, famp, esc paint and
> > so on), same was with STe and TT , but i dont see much apps "aligned" to
> > Hades/Milan gfx/cpu power...
>
> It's a double edged sword... people holding on to old apps and
> old ideas is part of the reason why you don't see apps "aligned"
> to these faster machines.
>
It is an old story. "alignment" to faster machines always means that apps grow larger and become slower.

It is very difficult to withstand the temptation of loosening your grip on the efficiency of the code you write.

Apps that arent upgraded have at least the advantage that they will indeed run faster on the faster machines. So you can either run more programs together or enjoy the time you dont need to sit and wait before your computer.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

823. Re: everyone here say "I"

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 22:20:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B3272A2.5AA111BC@chello.nl>
Source record: 44589

Oracle wrote:
>
> --
> --
> Live your life as if every day is your last,
>
One of those shortsighted "Readers Digest" like cases of microtalk.
What if it is my destiny to die in my sleep at 6.00 in the morning?

> One day you will be right.

I hope not.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

824. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:08:21 UTC
From: vdjole@EUnet.yu
Message-ID: <9gtup3$6mk$1@news.eunet.yu>
Source record: 44590

On 20 Jun 2001 23:34:40 , SWE/YesCREW wrote:

>> Compatibility depends on your emulation or translation code. If they can
>> make good, fairly compatible ST-emulators for PPC-based Macs, why can't they
>> make good, very compatible 68000 emulators for PPC-based Ataris?
>
> Would u rethink those word please? Do we want new compatible machine or
>emulator?

The difference may be academic hair-splitting. I.e. if you can't feel the
difference then it does not matter. And doesn't even a Falcon, sort of,
"emulate" (afaik called "backward" or something like that) an ST for some
old programs?

cu

825. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:08:24 UTC
From: vdjole@EUnet.yu
Message-ID: <9gtup6$6mk$2@news.eunet.yu>
Source record: 44591

On 21 Jun 2001 06:48:38 , Jo Even Skarstein wrote:

>> what? on what kind of PC did you try to emulate a 060 and got that kind of
>> figure?? Oh maybe you are talking about Theorically??
>
>On my old 450Mhz PII at work, GEMulator ran at about 25x the speed of a
>TT. Take a look at what kind of x86-processors you get now...

Btw. Gemulator for DOS (demo on their site) is 32-bit code and only
about 10% slower than the one for Windows- and it comes close to a concept
which was discussed here earlier- use just minimum DOS to automatically
start the emulator when the machine is powered on. It is a pity that this
freeware demo is crippled to just four 32MB hard disk images, and it is not
clearly documented how to increase video resolution above standard, although
it appears possible and Gemulator for Windows does it (almost) fine.

cu

826. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:08:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9gtupa$6mk$3@news.eunet.yu>
Source record: 44592

On 20 Jun 2001 23:28:16 , Frederic Fouche wrote:
>On 20 Jun 2001, Jo Even Skarstein wrote:
>
>> 3. A 68k emulated on a PPC or x86 will be many times faster than a 060.
>
>what? on what kind of PC did you try to emulate a 060 and got that kind of
>figure?? Oh maybe you are talking about Theorically??

John Klockars posted here several months ago results of some tests he did
(and as far as I can tell he makes those tests very competently). Results
said that Gemulator 2000 on his 650MHz PC was several times faster than
a Falcon with AB040. So the order of magnitude is about appropriate and the
above statement seems possible, depending on what someone means by
"many times", if emulation is done properly.

cu

827. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:18:30 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106212317080.195-100000@localhost>
Source record: 44584

> Correct me if I'm wrong, but I picture modern Atari as a small, slick, cheap
> but fast and agile machine. Those chips are material for bulding dinosaurus,
> not jaguar.

Exactly my point, better said! Atari was, is and should stay diferent
as PC/MAC.. Not just same with slight OS diferences....

828. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:25:00 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106212320520.195-100000@localhost>
Source record: 44585

> With more CPU and RAM one could write or port better apps. What about The
> Gimp under GEM/X? Or Netscape (a crap web-browser, but better than our
> alternatives)? There's a lot you can do with more power...

Superb! Add Word and few other apps and u dont need Atari anymore! I do
NOT wana run Netscape, or Gimp, or Word or Photoshop etc on my Atari! U
miss the whole point of liking certain machine, having special and
diferent machine here.. i do NOT wana make PC out of my Ataris.. ill run
my Falcon as long ill be able to, CT60 may extend that.. cause i just
love it, no need for Netscape, or other foreign apps. As u sad, u can get
PC for pocket money, run those there..

829. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-21 23:27:38 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106212326140.195-100000@localhost>
Source record: 44586

On Thu, 21 Jun 2001, Lonny Pursell wrote:

> On Thu, 21 Jun 2001, SWE/YesCREW wrote:
>
> > And how much Hades/Milan apps were developed in those years? I mean apps
> > that could realy use of their power? Falcon poped out, and there was lotsa
> > progress and lotsa apps emerged, and still does (apex, famp, esc paint and
> > so on), same was with STe and TT , but i dont see much apps "aligned" to
> > Hades/Milan gfx/cpu power...
>
> It's a double edged sword... people holding on to old apps and
> old ideas is part of the reason why you don't see apps "aligned"
> to these faster machines.

Why there are new and impresive apps out for Falcon then? Also why soon
after Falcon emerged, new capable apps were produced, not by companies, by
"freelancers" as well?

Janez

830. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 00:41:20 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B329430.C6AABE3@sprint.ca>
Source record: 44593

I don't mind a newere series of processors *IF* its gonna be 100%
compatible with the existing ST/TT/Falcon systems. Yes its a tall order
but thats what we really need in an Atari clone. Since I come from an
Electronics background I've worked on 68k and x86 processors down to the
nuts & bolts level and I can state with certainty the x86's processors
aren't up to the task, not even close. But there is hope, As I
remember Motorola had in their product line a series of
"microcontrollers" which were 68k cpus with several of the additional
support chips integrated right in the same IC. A couple of friends of
mine built a reasonably powerful single board computer around one of
these. If these are still available in quantity, they'd make another
good alternative for building a new Atari clone.

RobM wrote:

> The current Atari-Users.Net poll ask..
>
> What CPU would you like to see used in an Atari clone?
>
> PPC - 51.61 % (32)
> Coldfire - 35.48 % (22)
> X86 - 9.68 % (6)
> Other - 3.23 % (2)
> total - 62
> If you haven't.. stop by and cast your vote today!!

831. Re: WTD: software for Discovery cartridge

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 01:23:09 UTC
From: des
Message-ID: <Pine.WNT.4.33.0106211920140.-96419-100000@dragonfood.edbd1.ab.wave.home.com>
Source record: 44595

Thanks Steve and Mark B.

I'm looking forward to trying this out. Hope it still works..
--
des
dest(at)edmc.net http://dest.get.to
change (at) to @ to reply

On Wed, 20 Jun 2001, Steve Stupple wrote:

>
> Yep that's the full one.
>
> I will, am, putting together the software and the parameters i have for
> the cartridges together and will be uploading to one of my web sites
> SOON:)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

832. MORE Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 03:30:24 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106212026040.16685-100000@shell.pacifier.com>
Source record: 44596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I bought 16 more NEW Jaguar Titles, including MEMORY TRACKS, extras of each Title. All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

833. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 05:03:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106212103.63523b89@posting.google.com>
Source record: 44598

bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<tj4chtg079hn4a@corp.supernews.com>...

> Yes, sometimes I feel that we should not be trying to make an Atari do
> what a PC does but make it do what the PC can't. For instance, a new
> RiscOS machine has been launced that only takes 8.5 watts of power
> including monitor. This can be run off solar energy and still is quite
> powerful, 128Mb or RAM, USB, ethernet etc.
>
Amen. I, personally would love to see a handheld Atari. The form
factor of a Palm but with a VGA out and keyboard & mouse ports. I
know they tried that with "subcompacts" but I want something even
smaller!

Galen

834. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 05:06:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106212106.47b4649d@posting.google.com>
Source record: 44599

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<9gtup6$6mk$2@news.eunet.yu>...

> Btw. Gemulator for DOS (demo on their site) is 32-bit code and only
> about 10% slower than the one for Windows- and it comes close to a concept
> which was discussed here earlier- use just minimum DOS to automatically
> start the emulator when the machine is powered on. It is a pity that this
> freeware demo is crippled to just four 32MB hard disk images...
Actually, that's a limitation, not crippling. The commercial version
did the same thing.

Galen

835. Re: New MyMAIL version out now

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 05:24:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106212124.50f70559@posting.google.com>
Source record: 44600

epkerha@epk.ericsson.se (Erik Hall) wrote in message
news:<9gs29q$l9$1@newstoo.ericsson.se>...
> Hi all !
>
> New version of MyMail (1.40) at my homepage.
> http://www2.tripnet.se/~erikhall/programs/mymail.html
>
Erik,

Thank you for continuing to work on a completely invaluable program.
MyMail keeps getting better!

Galen

836. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 09:23:34 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106221221350.27416-100000@hal.pp.fishpool.fi>
Source record: 44605

On Thu, 21 Jun 2001, James Alexander wrote:

> I remember Motorola had in their product line a series of
> "microcontrollers" which were 68k cpus with several of the
> additional support chips integrated right in the same IC.

That would be the 68300 series which is, indeed, a 68k CPU plus
some peripheral contollers all in one. Mean to work as a micro
controller, but could probably be used to make a _small_ TOS box.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

837. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 09:30:10 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <FeEY6.14$rc5.1217@news.cpqcorp.net>
Source record: 44604

You can also PROXY for most protocols. WINGATE does both.....

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3ef4cc4a8181d0@tripnet.se...
> On Mon 18-06-2001 20:20 (+0200) Guido Lehwalder wrote:
>
> >Kenneth Medin <kennethm@tripnet.se> wrote:
> >
> >> using?) specific protocols will off course not work. With extra
software
> >> on the pc the Falcon can get full Internet access as well on your LAN.
> >
> >which extra Software ?
>
> NAT32 and that is the only Windows solution I know of that can use COM
> ports as part of a LAN via ip masquerades (NAT).
>
> I have a description on my home page (url in sig) on how to set it up.
> It's sligtly outdated as there are new versions of NAT32 out by now but
> the basic idea should still be the same.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

838. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 09:32:28 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106221224090.27416-100000@hal.pp.fishpool.fi>
Source record: 44606

On Fri, 22 Jun 2001, SWE/YesCREW wrote:

> I was and still AM proud of our NATIVE apps, imho that define
> Atari as such.. How can u run Atari with netscape, excel,
> StarOffice and then cheerish Atari?

I'll second that.

If Netscape, StarOffice... are ported to every obscure platform
out there, what's the point? What would be the advantage of
running GIMP on an Atari, instead of running it on affordable,
easily found and upgraded and _fast_ PC hardware?

My perspective is that multiplatform applications, while they do
improve interoperability, make it pointless for a planet to have
more than one platform.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

839. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 10:33:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106221016460.228-100000@localhost>
Source record: 44602

On Thu, 21 Jun 2001, Djordje Vukovic wrote:

> > Would u rethink those word please? Do we want new compatible machine or
> >emulator?
>
> The difference may be academic hair-splitting. I.e. if you can't feel the
> difference then it does not matter. And doesn't even a Falcon, sort of,
> "emulate" (afaik called "backward" or something like that) an ST for some
> old programs?

It may be academic hair-splitting for u... But rethink carefuly: U want to make Ataris to be PC like.. Noone as i can see realy cheerish that Ataris are DIFERENT as PC, hardware and software wise, because of that Falcon on 16mhz can run mp3 player, Apex and such apps, while others cant... Thats just one example.. U keep mentioning (not u personaly, ppl to which i try to opopose) gemulators and its speed, HOW fast can it run let say Noise tracker, non-gem games, demos.. YES those are genuine ATARI programs as well, because of those, Atari earned its reputation.. We didnt have better apps as autocad, max3d, frameworks etc, we did have beter paint apps, midi apps, trackers, games. And thats what make ST a good machine.. We had dynacadd, ldw and other but they were always a bit behind PC apps.. What use we will have in runing papillon, photoline (i love that app) and others at 100 times greater speed.. they will do exactly same, nothing more, just faster, and they arent exactly slow now on TT, falcon, maybe CT2 falcon. I had many PC pals at time when ST was popular, noone came to see serious apps (i think Calamus was bright exception) they did like trackers, gfx stuff a lot! And now u all talk bout Milans, Hades's, Emulators and try to make us who just simply likethe machine as it is, even with faults, dummy? Im not against new stuff, but they should be special and different.. Branko said that best...

So it may be hair-splitting to u, its Atari to me! About Falcon: yes it aint 100% compatible, its was new machine.. STILL videl offers ST mode, ST pallete, they used a compromise with BUS to regain some compatibility. Backward just enable some stuff (timers) prevent crashes caused by diferent memory handling.. not emulating anything.. denying all stuff except pure GEM etc is denying the machine! As soon u have same hardware for diff OS-es, no matter if OS is started as main OS or on top of other OS, u did kill the machine flavor..

Janez

840. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 10:44:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106221036060.228-100000@localhost>
Source record: 44603

On Sun, 17 Jun 2001, Jeff Armstrong wrote:

> > Superb! Add Word and few other apps and u dont need Atari anymore! I do
> >NOT wana run Netscape, or Gimp, or Word or Photoshop etc on my Atari!
>
> I would like to run Netscape, actually. And any spreadsheet in
> English with some decent abilities would be nice too. Maybe if GEM/X
> were operating on a fast machine and someone felt like it, they could
> port over StarOffice so I could have a damned spreadsheet that can
> make a decent graph. And a faster Atari would also improve Calamus,
> which I love.

Please explain me this: WHY is runing Netscape (or any other foreign app) on Atari such great thing... U can run it on PC, Mac. I was and still AM proud of our NATIVE apps, imho that define Atari as such.. How can u run Atari with netscape, excel, StarOffice and then cheerish Atari? Thats NOT Atari (or Amiga, or RiscPC) then.. Run emulator on PC use Atari apps and run Netsacape etc as well.. Im happy to run Papyrus, even CAB (not so fancy, but heck, it runs on TT or Falcon, no need for GHZ's), Calamus, Famp... Of course, i could run Word, Netscape, Calamus PC and Winamp as well (since u guys want those apps), but whats the point of runing those and claim "Im atari fan!"??

About language: neither english or german or french aint my native languages.. I adopted, so could u and use Texel for example.... It is dummy conflict..

Janez

841. Re: what kind of atari's does everyone here have ?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 10:57:45 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <9gv8d1$1rq5$1@corolla.OntheNet.com.au>
Source record: 44607

one stock atari mega ste
2Mb with a hard drive of unknown size(still havent worked out how to see the size!!)
Galen wrote in message <926a9946.0106202125.45ba5d43@posting.google.com>...
>Stock Falcon 14Mb
>1040STE 4Mb
>2 Jaguars
>2 Lynxes
>
>Also emulate with Gemulator and MagicMac
>
>Galen

842. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 11:38:03 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <9gvamr$6hj$1@wanadoo.fr>
Source record: 44608

On 21 Jun 2001 19:14:58 , Jo Even Skarstein wrote:
>Didier MEQUIGNON <didier.mequignon@wanadoo.fr> wrote:

>> My example is Lame MP3 encoder who uses lot of FPU instructions:
>> The original file is an intro, a .WAV 44100 Hz 16 bits stereo of 8 seconds.
>> I must wait 5 mn with my CT2, I know it's slow.
>> Under the Mac with a PPC604e you must wait 7 mn, and the emulation PowerFPU
>
>Then the 68k-emulation must be poor, or the emulator isn't allocate

It's MacOS 68K emulation.

>No, it's the slowest. A decent emulator on a fairly new PC or Mac will
>kill the 060, no doubt. The 060 is nice, but not fast.

Excepted when the 68k code is replaced by PPC code (like a tempest ???),
with a good emulator you need a PPC who runs 10X the processor to emulate.
It's a minimum.
A decent emulator not exist on PC, no 68020 to 68060 no FPU. There are just
ST emulators or games emulator. It's not a serious emulation.
An there are another problem with the emulation, today there are no memory
protection.

>> Today the Dream Machine for me is the CT60 (like the 060 for the DivX
>> and the DSP for the MP3).
>
>I'd like a CT60 myself (I've even ordered one), but when will it arrive?

I don't know.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

843. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 13:48:46 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b335abe459de00@tripnet.se>
Source record: 44609

On Fri 22-06-2001 10:30 (+0100) David Wade wrote:

>You can also PROXY for most protocols. WINGATE does both.....

Both what? (hint: learn to cite properly!)

In general proxy solutions are inferior and harder to setup compared to
real NAT networks.

Note that we are talking about LAN through the serial port. If this is
possible with Wingate, please confirm!

I have only read the Wingate doc's without installing it. I like to keep
my pc clean without the need to reinstall etc...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

844. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 15:05:42 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <d9JY6.32$rc5.1253@news.cpqcorp.net>
Source record: 44610

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3b335abe459de00@tripnet.se...
> On Fri 22-06-2001 10:30 (+0100) David Wade wrote:
>
> >You can also PROXY for most protocols. WINGATE does both.....
>
> Both what? (hint: learn to cite properly!)
>
> In general proxy solutions are inferior and harder to setup compared to
> real NAT networks.

Its horses for courses. Some things work better through PROXY other through
NAT.

>
> Note that we are talking about LAN through the serial port. If this is
> possible with Wingate, please confirm!

WINGATE just talks to IP interfaces. Provided you can make the connection
using either
the Direct Cable connection "modem" or similar it will proxy. I use it often
at home for
PC sharing because it has a SOCKS proxy which can be usefull for some
protocols
that don't like NAT.

I would have thought that you could use the NAT built into WIN2K without
problem,
but the trouble with this sort of solution is that because MS hides so much
under the GUI
it can be hard to configure and debug when you are not using it in exactly
the way MS suggests.

I expect that you could also use LINUX, but again I know even less about
that, but from what I
have read elsewhere (on the UK.telecom & uk.telecom.broadband) most versions
comes with a built-in NAT.

>
> I have only read the Wingate doc's without installing it. I like to keep
> my pc clean without the need to reinstall etc...

The uninstall is very clean.

>
> --
> Kenneth Medin <kennethm@tripnet.se>

> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

845. What's Happening with ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 15:26:37 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3B3363AD.EE529773@ief.u-psud.fr>
Source record: 44611

Hi Everyone,

Is there bad troubles with ATARI.ORG Web site ? Ping on
gem.atari.org is time-out. The E-mail forwarding seems
to work, but, for example, counter services are not. Is that
temporary ? Does anyone know ?

Best regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

846. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 15:57:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvptgajb1@snipp.uninett.no>
Source record: 44612

Galen <ekaljuma@mtsac.edu> wrote:

> Amen. I, personally would love to see a handheld Atari. The form
> factor of a Palm but with a VGA out and keyboard & mouse ports. I
> know they tried that with "subcompacts" but I want something even
> smaller!

I assume something like this can be done with a Dragonball and a couple of
custom chips. I doubt it can be made as small as a Palm though, 'cause if
you want it to be of any use you'll need...

a) a harddisk and preferably a CD-ROM or DVD.
b) ethernet.
c) standard RAM of some sort.

But I believe it can be done fairly simple and cheap, the only real
problem is that the Dragonball isn't particularly fast (the fastest is a
66Mhz 68000, no caches IIRC), it doesn't have a MMU or FPU, and the 68k
Dragonballs will probably disappear in the near future.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

847. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:01:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvq53ajb2@snipp.uninett.no>
Source record: 44613

SWE/YesCREW <jvalant@m42.cx> wrote:

> aint 100% compatible, its was new machine.. STILL videl offers ST mode, ST
> pallete, they used a compromise with BUS to regain some
> compatibility. Backward just enable some stuff (timers) prevent crashes
> caused by diferent memory handling.. not emulating anything.. denying all
> stuff except pure GEM etc is denying the machine! As soon u have same
> hardware for diff OS-es, no matter if OS is started as main OS or on top
> of other OS, u did kill the machine flavor..

The point is that with a real fast CPU, you can easily run virtual ST's
(perfectly emulated, far more compatible than even the STE) in AES-windows
if you like (or in full-screen) under TOS/MiNT. A Falcon can't do that. A
Falcon can only run well-written ST-programs. A TT can't even do that.
Once you add a 060 (and to a certain degree 040) your Falcon's
ST-compatibility is close to zero, and it isn't even fast enough to
emulate a real 68000.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

848. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:05:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvqd2ajb3@snipp.uninett.no>
Source record: 44614

Henk Robbers <h.robbers@chello.nl> wrote:

> It is an old story. "alignment" to faster machines always means that apps grow
> larger and become slower.

While at the same time adding more functionality. Like it or not, as
functionality and complexity increases, you'll have to use techniques that
are less efficient (speaking of execution time) just to finish the app in
your lifetime...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

849. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:10:28 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvqlkajb4@snipp.uninett.no>
Source record: 44615

SWE/YesCREW <jvalant@m42.cx> wrote:

> Superb! Add Word and few other apps and u dont need Atari anymore! I do
> NOT wana run Netscape, or Gimp, or Word or Photoshop etc on my Atari! U

What is the #1 desired killer-app on Ataris? Right, a decent browser...

> miss the whole point of liking certain machine, having special and
> diferent machine here.. i do NOT wana make PC out of my Ataris.. ill run
> my Falcon as long ill be able to, CT60 may extend that.. cause i just
> love it, no need for Netscape, or other foreign apps. As u sad, u can get
> PC for pocket money, run those there..

Under Windows or Linux? Blargh... If I had a really fast Atari running
MinT/N.AES (or MagiC, if that's the only alternative) and
DreamWeaver/Fireworks was ported, I wouldn't *need* a PC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

850. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:15:21 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvqupajb5@snipp.uninett.no>
Source record: 44616

SWE/YesCREW <jvalant@m42.cx> wrote:

> Please explain me this: WHY is runing Netscape (or any other foreign
> app) on Atari such great thing... U can run it on PC, Mac. I was and still
> AM proud of our NATIVE apps, imho that define Atari as such.. How can u

You can run any of these under PacifiST, WinSTon or any of the other
countless ST-emulators, on a fast PC costing less than the CT60 you're
waiting for. So why waste money on your Falcon??

> run Atari with netscape, excel, StarOffice and then cheerish Atari? Thats
> NOT Atari (or Amiga, or RiscPC) then.. Run emulator on PC use Atari apps

The Amiga-people do have a decent X-server, and they do run Netscape,
StarOffice and other stuff since they have the CPU to do it. If I want to
do it on my Falcon I'll have to run this stuff remote on a Linux-box, thus
reducing my Falcon to a dummy X-terminal.

> and run Netsacape etc as well.. Im happy to run Papyrus, even CAB (not so
> fancy, but heck, it runs on TT or Falcon, no need for GHZ's), Calamus,
> Famp... Of course, i could run Word, Netscape, Calamus PC and Winamp as
> well (since u guys want those apps), but whats the point of runing those
> and claim "Im atari fan!"??

Do you use MiNT? MiNT-Net? pppd? Could you possible be called an "Atari
fan" since you have ported unix-stuff on your computer? Get real...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

851. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:16:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvr1majb6@snipp.uninett.no>
Source record: 44617

```
Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> My perspective is that multiplatform applications, while they do
> improve interoperability, make it pointless for a planet to have
> more than one platform.

If you only use those multiplatform apps that might be true, but what's
wrong with multiplatform apps on specialist platforms?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

852. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:23:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvre5ajb7@snipp.uninett.no>
Source record: 44618

Didier MEQUIGNON <didier.mequignon@wanadoo.fr> wrote:

> Excepted when the 68k code is replaced by PPC code (like a tempest ???),
> with a good emulator you need a PPC who runs 10X the processor to emulate.
> It's a minimum.

A good emulator cache translated code (Tempest does that), which increase
efficiency a lot.

> A decent emulator not exist on PC, no 68020 to 68060 no FPU. There are just
> ST emulators or games emulator. It's not a serious emulation.

That's true, current emulators are toys. I'm not suggesting using one of
those either. You don't need to emulate the hardware (with the possible
exception of the MFP perhaps, like the Milan does), only the CPU. You'll
need proper drivers for the hardware.

A ST-emulator could be ported to MiNT to run old software, something I
wish could be done on my Falcon...

> An there are another problem with the emulation, today there are no memory
> protection.

Indeed. A fast 030-emulator would be needed. And a VDI (fVDI) with a
decent driver for a popular chipset (ATI), harddisk-driver, XBIOS
sound-driver for e.g. Soundblaster-cards, ethernet-drivers etc. It's a lot
of work, but less than developing new hardware.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

853. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:26:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9gvrjaajb8@snipp.uninett.no>
Source record: 44619

James Alexander <jamesalexander@sprint.ca> wrote:

> aren't up to the task, not even close. But there is hope, As I
> remember Motorola had in their product line a series of
> "microcontrollers" which were 68k cpus with several of the additional
> support chips integrated right in the same IC. A couple of friends of
> mine built a reasonably powerful single board computer around one of
> these. If these are still available in quantity, they'd make another
> good alternative for building a new Atari clone.

I assume you're talking about the Dragonball. A nice chip with
possibilities, but too slow, no FPU and no MMU. You could build a small
and cheap ST, but it would be quite limited compared to a TT or
accelerated Falcon.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

854. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 16:58:27 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106221645060.104-100000@Hades060>
Source record: 44630

On 22 Jun 2001, Jo Even Skarstein wrote:

> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > aint 100% compatible, its was new machine.. STILL videl offers ST mode, ST
> > pallete, they used a compromise with BUS to regain some
> > compatibility. Backward just enable some stuff (timers) prevent crashes
> > caused by diferent memory handling.. not emulating anything.. denying all
> > stuff except pure GEM etc is denying the machine! As soon u have same
> > hardware for diff OS-es, no matter if OS is started as main OS or on top
> > of other OS, u did kill the machine flavor..
>
> The point is that with a real fast CPU, you can easily run virtual ST's
> (perfectly emulated, far more compatible than even the STE) in AES-windows
> if you like (or in full-screen) under TOS/MiNT. A Falcon can't do that. A
> Falcon can only run well-written ST-programs. A TT can't even do that.
> Once you add a 060 (and to a certain degree 040) your Falcon's
> ST-compatibility is close to zero, and it isn't even fast enough to
> emulate a real 68000.

I keep hearing this and that cannot be done fast enough and frankly
I don't agree. Firstly I've not seen it tried yet. A machine such
as a Hades should be able to emulate an plain 68000 ST failry easily I
would think if done correctly. Most projects end up generic or protable
and so the performance sucks, like STonX. The MAC emulators had very good
performance on the ST line so why shouldn't something even closer such as
an ST, you even have some of the actual chips like the Yamaha right there.
Personally I'd like to see an ST emulator that ran on the Hades,
it would make my day to be able to run GFA-Basic in a window
on the desktop via a virtual ST.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

855. [PUB]: New on Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 17:39:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b33905642f37d2@pandora.be>
Source record: 44624
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip (341.606 bytes)
(Video-editing tool. German only)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq151f.zip (120.338 bytes)
(Client ICQ pour STik/STing/Gluestik.
Version Franï¿½ais. Le docs sont en Franï¿½ais)

ftp://chapelie.rma.ac.be/atari/internet/utilities/maps132.lzh 268.532 bytes)
(New adapted to latest Mymail. Makes it possible to sends mass-mail with
different contence with Mymail. German/English version.)

**programming**
ftp://chapelie.rma.ac.be/atari/programming/klib_076.zip (936.123 bytes)
(library for Omikron Basic. German language)

ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_49a.zip (707.904 bytes)
(Graphical shell for GCC. French docs, rsc: French/English)
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

856. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 17:41:11 UTC
From: bindon@madasafish.com
Message-ID: <tj70pn73b8gk95@corp.supernews.com>
Source record: 44625

On 22 Jun 2001 16:15:21 , Jo Even Skarstein wrote:
>SWE/YesCREW <jvalant@m42.cx> wrote:

Hi

>> Please explain me this: WHY is runing Netscape (or any other foreign
>> app) on Atari such great thing... U can run it on PC, Mac. I was and still
>> AM proud of our NATIVE apps, imho that define Atari as such.. How can u
>
>You can run any of these under PacifiST, WinSTon or any of the other
>countless ST-emulators, on a fast PC costing less than the CT60 you're
>waiting for. So why waste money on your Falcon??

Because it losses its feeling, it becomes boring, something that you can
never asscoiate with Atari. If you want to run ST games and the like, the
best way to do it is to pick an ST out of a skip, cheaper than your PC and
emulator.

>> and run Netsacape etc as well.. Im happy to run Papyrus, even CAB (not so
>> fancy, but heck, it runs on TT or Falcon, no need for GHZ's), Calamus,
>> Famp... Of course, i could run Word, Netscape, Calamus PC and Winamp as
>> well (since u guys want those apps), but whats the point of runing those
>> and claim "Im atari fan!"??
>
>Do you use MiNT? MiNT-Net? pppd? Could you possible be called an "Atari
>fan" since you have ported unix-stuff on your computer? Get real...

I did think this too, buy Magic, then it is unique :)

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

857. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 17:51:53 UTC
From: guido@lehwalder.de
Message-ID: <1evf5hg.y9b38jdyoj2nN@lehwalder.de>
Source record: 44626

Kenneth Medin <kennethm@tripnet.se> wrote:

> NAT32 and that is the only Windows solution I know of that can use COM
> ports as part of a LAN via ip masquerades (NAT).
>
Thanks for the Info :-))

Bye
Guido.

858. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 19:11:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9h059pcs1@plutonium.compulink.co.uk>
Source record: 44627

In message <kpwzrbBw+QM7Ewzv@atari.org.uk>, Steve@atari.org said:

>xlator@cix.compulink.co.uk writes
>>Thanks Steve for that info. But will these not be copied properly
>>when using image copying of the disk? I would have assumed that
>>this ignores all formatting info and just reads the bytes. After
>>all the computer must be able to read it all on the original disk
>>for the priogram and protection to be usable...
>
>I'm trying to work out what you are trying to say.

Sorry I didn't make it clear. Fastcopy Pro has a mode that produces a disk image, which you can store on the hard drive and later copy back to a floppy. If it is a true image of the floppy, then I would have expected that it would copy the protection features as well (unless it was some mechanical scheme with burnt-in holes or similar). Although there was talk earlier about non-standard disk formats and tracks beyond the normal limit for some protection schemes, I don't see how this would work since presumably the computer has to read all of this with the original disk, else the program/demo/whatever wouldn't run.

What I didn't know whether this image copy relies on gemdos, bios, and/or normal file structures, or just uses the fdc to copy everything on the disk. I know many games etc didn't have normal directory file structures, as you couldn't see any entries when opening them manually on the desktop (the program autobooted). Presumably to autoboot the computer had to read the boot sector at least?

LATER: Having made tests, Fastcopy Pro seems to read track by track in image mode, the same as it does for normal copying. Also the image file is only 200 bytes larger than the original disk, so it can't be copying the sync bytes etc, which is where the protection may perhaps lie?

Regards, /Peter/

859. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 19:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106222138.a31781@su2.maus.de>
Source record: 44669

Hi Derryck,

DC>Then I wanted to return to 7.71 in order to try and track down a
DC>problem I found when transferring large files from one SCSI drive to
DC>another. Problem! HDUtility for 7.71 refused to run, complaining that
DC>it "Couldn't load driver file"! What's going on here?
I suppose you can't modify a recent driver file (HDDRIVER.SYS) with an
'old' configuration tool (HDDRUTIL).

The inverse (old .SYS, new HDDRUTIL) may run, but if I remember
correctly HDDRUTIL will encourage you to update...

Und TTschï¿½
ps

860. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 20:56:17 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ESwLIvAxD7M7EwkY@atari.org.uk>
Source record: 44631

In article <9h059pcs1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>LATER: Having made tests, Fastcopy Pro seems to read track by
>track in image mode, the same as it does for normal copying. Also
>the image file is only 200 bytes larger than the original disk, so
>it can't be copying the sync bytes etc, which is where the
>protection may perhaps lie?

It can copy very primitive copy protection, where a sector has a certain data in it, and is marked as bad or not used.

I got ya.

It just seems to copy sectors and tracks only. I use the imaging for my pd library catalogue disk.

Using the happy computers discovery cartridge, there is a mode where it counts the timing between timings bits. These files can be larger than 4 meg each, great for hard drive users. But you wouldn;t normally have to copy a disk with ALL the tracks at that degree of accuracy, you would choose the ones you need to.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

861. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:32:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h0dh2$e4f$1@snipp.uninett.no>
Source record: 44634

Lonny Pursell <fatal@syntax.error> wrote:

> I keep hearing this and that cannot be done fast enough and frankly
> I don't agree. Firstly I've not seen it tried yet. A machine such
> as a Hades should be able to emulate an plain 68000 ST failry easily I
> would think if done correctly. Most projects end up generic or protable

The biggest problem is the framebuffer which must be transformed and
copied 50 or 60 times each second. Also, you have to use an actual 68000
emulator, and not run 68000-code directly on the 060. The latter would
work, but the timing would be all wrong which kinda defies the entire
concept...

> and so the performance sucks, like STonX. The MAC emulators had very good
> performance on the ST line so why shouldn't something even closer such as

That's because they just patched the low-level routines in MacOS. I don't
think it emulated the Mac's hardware, or emulated the CPU.

> an ST, you even have some of the actual chips like the Yamaha right there.
> Personally I'd like to see an ST emulator that ran on the Hades,
> it would make my day to be able to run GFA-Basic in a window
> on the desktop via a virtual ST.

Exactly :-) But I don't think your Hades is fast enough, but I would be
very happy if somebody proved me wrong...

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

862. Re: everyone here say "I"

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:33:08 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B33B98E.C3ABA333@wanadoo.be>
Source record: 44635

Henk Robbers wrote:

> Oracle wrote:
> >
> > --
> > --
> > Live your life as if every day is your last,
> >
> One of those shortsighted "Readers Digest" like cases of microtalk.
> What if it is my destiny to die in my sleep at 6.00 in the morning?

The positive thing to die this way is : you'll be more peacefull than
awaken.

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

863. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:35:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h0dnk$e4f$2@snipp.uninett.no>
Source record: 44636

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>You can run any of these under PacifiST, WinSTon or any of the other
>>countless ST-emulators, on a fast PC costing less than the CT60 you're
>>waiting for. So why waste money on your Falcon??

> Because it losses its feeling, it becomes boring, something that you can
> never asscoiate with Atari. If you want to run ST games and the like, the
> best way to do it is to pick an ST out of a skip, cheaper than your PC and
> emulator.

Not so sure about that, old ST's has a tendency to fill closets and
collect dust. Anyway, my point was that Atari-users are different, and
that there's quite a large amount of us that would rather have a fast,
modern GEM-box and not necessary a pile of hardware that mimics the ST or
Falcon. I already have several STs, a hot-rodded Falcon and ditto TT, so I
don't need something similar. I just want something that's faster, has
fast graphics, fast disk, huge amounts of RAM etc.

>>Do you use MiNT? MiNT-Net? pppd? Could you possible be called an "Atari
>>fan" since you have ported unix-stuff on your computer? Get real...

> I did think this too, buy Magic, then it is unique :)

Well, it runs on PC's and Mac's, so it can't be all that unique ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

864. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:37:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h0dqq$e4f$3@snipp.uninett.no>
Source record: 44637

SWE/YesCREW <jvalant@m42.cx> wrote:

> Yes! Remeber Spectre GCR.. It had a lot more to emulate as Hades would
> need to, and it ran at aprox 98% of Mac Plus speed... But 060 isnt new,

I don't think the Spectre or Aladdin emulated anything, IIRC they patched
the low-level routines in MacOS to use ST hardware.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

865. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:47:39 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B33BC7F.84FE3EBA@chello.nl>
Source record: 44638

Jo Even Skarstein wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote:
>
> > It is an old story. "alignment" to faster machines always means that apps grow
> > larger and become slower.
>
> While at the same time adding more functionality. Like it or not, as
> functionality and complexity increases, you'll have to use techniques that
> are less efficient (speaking of execution time) just to finish the app in
> your lifetime...
>

That is true. All these 'visual' development systems do that for you.
I have played around with Borland C++ builder for a short while.
With a few mouseclicks you have programmed a fully scrollable and moveable
dialogue. Very nice, especially when you have already done this in a GEM app.
You pay a price. Which keeps the economy going. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

866. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 21:50:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h0ejf$e4f$4@snipp.uninett.no>
Source record: 44639

SWE/YesCREW <jvalant@m42.cx> wrote:

>> You can run any of these under PacifiST, WinSTon or any of the other
>> countless ST-emulators, on a fast PC costing less than the CT60 you're
>> waiting for. So why waste money on your Falcon??

> U really dont get the idea do u?? Ill tell u why:

Please see my other reply on this.

> Yes i run MiNT, and MiNTnet, i use cable modem and ethernet on genuine
> Atari hardware. I do use ported unix apps yes, but mostly daemons, and
> pine. But at same time i run NAES, and buch of native Atari apps, i run
> CAB, not Netscape, i run Apex/Neon, not Photshop/Gimp, Papyrus not Word
> etc.. u can be picky and mention me those unix ports.. And ill get real,

So where do you draw the line? You must understand that with the shrinking
userbase and fewer and fewer developers, we *need* to be able to use
multiplatform software if we want new and exciting apps for our beloved
system. If we just settle for yesterday's news, our Ataris are nothing but
toys used only for nostalgic reasons.

> im out of this debate, i wont hear that just because i love Atari machines
> more as some emulators.

So do I, and I don't use emulators except for playing games. This debate
is getting a bit off track, my point is that instead of developing a new,
slow and expensive pipece of hardware, we might as well use existing
hardware. I don't want Windows, DOS or any other OS in the background. I
want a box with cool hardware (which the PC has plenty of) that runs my
favourite OS and applications really fast. Just think of all the fun we
could have with e.g. 3D-apps and demos, TV-cards, raytracers, sound-apps
etc. with new hardware. And no Windows or MacOS in sight...

Another question is where you draw the line between emulators and the real
thing? If you want a new and slightly faster machine that supports the YM,
MFP, DMA, Videl etc. in hardware, it has to be done by emulating them in
some programmable logic chips. And to be able to run your old software you
must emulate parts of the 68000 instruction set, since the 060 doesn't
support everything.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

867. WTB: 1 Meg ST machine in the US

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:00:56 UTC
From: drichard@execpc.com
Message-ID: <3b33c017$0$18894$272ea4a1@news.execpc.com>
Source record: 44640

Hi all,

I'm hoping to find a reasonably priced ST with at least 1 meg of RAM for sale in the US. I only need the CPU unit and mouse. Any 520ST upgraded to 1 meg, 1040ST, Mega ST, etc. would be considered. Please Email me care of drichard@execpc.com with details and price.

Thanks!

Dean

868. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:01:15 UTC
From: swampfax@atlantic.net
Message-ID: <LePY6.15$bY.13120@news1.atlantic.net>
Source record: 44641

Hi Lyndon,

On 20 Jun 2001 17:17:33 , Lyndon Amsdon wrote:
>On 20 Jun 2001 11:33:15 , John Garone wrote:
>

Snip

>>Gemdos....System Halted! Anyone have a clue?
>
>Disable the TSL line in magx.inf and check for conflicting auto folder
>progs. Boot a total clean system (no acc's no other auto prgs, cpxs) and
>see if it works and slowly add back programs one by one.
>

Don't see a TSL line? and I'm Booting vanilla with Magic!

>The C-LAB has hardware patchs so it can't be to do with clock patch that
>is needed on Atari Falcons. Try the above and see if that helps.
>.
I replaced the clock patch (that was already installed when I got the
Falcon new) with the Phantom clock patch. The rest of the the Phantom SE
is waiting to be tested!
John G.

had a clock patch

869. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:03:09 UTC
From: swampfax@atlantic.net
Message-ID: <xgPY6.16$bY.13298@news1.atlantic.net>
Source record: 44642

```
On 21 Jun 2001 16:29:30 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 21-06-2001 07:52 John Garone wrote:
>
>>Thanks for the advise to use Mint instead but that does'nt answer why
>>Magic loaded before and not now!
>
>That's MagiC:-)
>
>CU
>Martin
>
>
Rabbits out of hats eh?
John G.
```

870. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:13:53 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B759116C.15BCA%nameerf@flash.net>
Source record: 44643

in article Pine.MNT.4.21.0106212320520.195-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/21/01 3:25 PM:

>> With more CPU and RAM one could write or port better apps. What about The
>> Gimp under GEM/X? Or Netscape (a crap web-browser, but better than our
>> alternatives)? There's a lot you can do with more power...
>
> Superb! Add Word and few other apps and u dont need Atari anymore! I do
> NOT wana run Netscape, or Gimp, or Word or Photoshop etc on my Atari!

Personally, I don't think being able to run Netscape on my Atari means I don't need an Atari any more. Quite the contrary. I think it would be very cool to be able to "steal" these beloved apps from the PC/Mac world and run them on the Atari much more than running them on PC or Mac. It's the total environment that the apps run in that's important, at least to me. Running Netscape wouldn't make TOS, Magic, NAES, etc. act just like Windows or MacOS, would it? Not at all! If we can port these things to the Atari, that means more goodies for us! Then people could maybe use their code to gradually make something better, or be inspired by their bulk to make something faster. Until then, we could run a browser that works much better than our Atari alternatives, while keeping the character that the Atari operating systems offer.

> U
> miss the whole point of liking certain machine, having special and
> diferent machine here..

A different machine that won't run modern applications because it is way underpowered...

> i do NOT wana make PC out of my Ataris..

Which is impossible unless you get a PC emulator...

> ill run
> my Falcon as long ill be able to, CT60 may extend that..

As would any faster CPU, 68040/060, PPC G3/G4, PII/II, etc. But compatibility will be decreased in *all* cases unless you have a darned good emulation or can revert back to the original 68030 for old programs.

> cause i just
> love it, no need for Netscape, or other foreign apps.

Well, ok, if you don't want to web browse with your Atari (at least browsing on the increasing number of sites that CAB won't go to). I would personally much rather have a PPC-based Atari running Netscape than a slow Atari and a

PC running Netscape, MIE, whatever. Even though I have a G3 Mac now, I yearn to see the day when a good, ultra-fast Atari is available that can run a fast, well-equipt browser, and make my need for this Mac nonexistent.

> As u sad, u can get
> PC for pocket money, run those there..

No thanks...

Mike Freeman
nameerf@flash.net

871. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:25:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106222203180.213-100000@localhost>
Source record: 44629

On 22 Jun 2001, Jo Even Skarstein wrote:

> You can run any of these under PacifiST, WinSTon or any of the other
> countless ST-emulators, on a fast PC costing less than the CT60 you're
> waiting for. So why waste money on your Falcon??

U really dont get the idea do u?? Ill tell u why:

1. I do not own a PC or MAC
2. I do not wana spend 2000dm on PC or MAC to run emulator
3. I do not wana have a PC, then run emulator for GEM apps, another one
for games or demos, another one for those games/demos which dont run
on previous emulators..
4. No emulator gives the feeling Atari does
5. There is no emulator to emulate Falcon
6. I dont see much point runing stuff desgined for 8mhz at 1ghz
7. I LOVE to use my Atari's and fact thay are different
8. I dont have a problem if my machine took a bit more time for some
operation.
9. I dont have a problem to pay more for rare special things
10. Steem, Pacifist, WinSTon or any of the other countless
ST-emulator on a fast PC costing less than the CT60 im waiting
for is NOT an Atari... Is simple as that

Simple question for u:

Why i have to defend myself and apologize just cause i like real
machines, even with some drawbacks? I own ZX machines, CMD machines,
Acorns, etc, and not their emulators... and i never regreted cause i cant
run ZX at 100mhz.

> Do you use MiNT? MiNT-Net? pppd? Could you possible be called an "Atari
> fan" since you have ported unix-stuff on your computer? Get real...

Yes i run MiNT, and MiNTnet, i use cable modem and ethernet on genuine
Atari hardware. I do use ported unix apps yes, but mostly daemons, and
pine. But at same time i run NAES, and buch of native Atari apps, i run
CAB, not Netscape, i run Apex/Neon, not Photshop/Gimp, Papyrus not Word
etc.. u can be picky and mention me those unix ports.. And ill get real,
im out of this debate, i wont hear that just because i love Atari machines
more as some emulators.

Janez

872. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:47:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b33d8827b67e61@pandora.be>
Source record: 44644

on Fri 22-06-2001 17:41 Lyndon Amsdon wrote:

>On 22 Jun 2001 16:15:21 , Jo Even Skarstein wrote:

>>
>>Do you use MiNT? MiNT-Net? pppd? Could you possible be called an "Atari
>>fan" since you have ported unix-stuff on your computer? Get real...
>
>I did think this too, buy Magic, then it is unique :)

Hmm, IMHO MiNT is closer to the real stuff then MagiC.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

873. Re: my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:55:15 UTC
From: "Tim Anderson"
Message-ID: <9h0i9mhpe1@news6.svr.pol.co.uk>
Source record: 44645

LOL

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:993231232-293842AEicMi@lineone.net...
> Hi Oracle.
>
> >your nuts!
>
> Looked more like an arm to me!!.
>
> :-)
>
>
> --
>
> eMail: steve-sweet@lineone.net
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

874. Re: Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 22:56:24 UTC
From: "Tim Anderson"
Message-ID: <9h0i8t$o1i$1@news8.svr.pol.co.uk>
Source record: 44646

Now that wasn't very helpful was it!

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:993231240-295435AEicMi@lineone.net...
> Hi Sam
>
> >Any advice????? Thanks
>
> Yeah, take your query to a PC echo!!.
>
>
>
> --
>
> eMail: steve-sweet@lineone.net
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

875. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 23:18:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106222314440.223-100000@localhost>
Source record: 44632

On Fri, 22 Jun 2001, Lonny Pursell wrote:

> I keep hearing this and that cannot be done fast enough and frankly
> I don't agree. Firstly I've not seen it tried yet. A machine such
> as a Hades should be able to emulate an plain 68000 ST failry easily I
> would think if done correctly. Most projects end up generic or protable
> and so the performance sucks, like STonX. The MAC emulators had very good
> performance on the ST line so why shouldn't something even closer such as
> an ST, you even have some of the actual chips like the Yamaha right there.
> Personally I'd like to see an ST emulator that ran on the Hades,
> it would make my day to be able to run GFA-Basic in a window
> on the desktop via a virtual ST.

Yes! Remeber Spectre GCR.. It had a lot more to emulate as Hades would
need to, and it ran at aprox 98% of Mac Plus speed... But 060 isnt new,
doesnt have Ghz's, etc so it just can not do anything ;) (prolly cant do
with crappy apps like those on PC)

Janez

876. Re: my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-22 23:33:42 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <UzQY6.637$io1.1370@newsfeed.slurp.net>
Source record: 44647

I agree... Drives me nuts when people do that. Another one is "better *then*
that".

Joshua.

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1evfjst.1kjn6rd1dl1lc0N%x@x.xx...
> Oracle <NoSpam!@Getlost.com> wrote:
>
> > your nuts!
>
> My nuts?
> Oh, you meant *you're* nuts ;-)
>
> (sorry, just couldn't help myself)
>
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

877. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 02:09:03 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B759488A.15BD6%nameerf@flash.net>
Source record: 44648

in article Pine.MNT.4.21.0106222203180.213-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/22/01 2:25 PM:

> Yes i run MiNT, and MiNTnet, i use cable modem and ethernet on genuine
> Atari hardware. I do use ported unix apps yes, but mostly daemons, and
> pine. But at same time i run NAES, and buch of native Atari apps, i run
> CAB, not Netscape, i run Apex/Neon, not Photshop/Gimp, Papyrus not Word
> etc.. u can be picky and mention me those unix ports.. And ill get real,
> im out of this debate, i wont hear that just because i love Atari machines
> more as some emulators.

Here's a question for you:

What's the difference between running ported Unix apps like Pine and ported Unix (Linux) apps like Netscape? They're still running on "genuine Atari hardware" are they not? With a genuine Atari OS, and a genuine Atari feel?

Mike Freeman
nameerf@flash.net

878. Re: my atari tattoo

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 06:28:26 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9h1cua$s3u$0@206.230.189.36>
Source record: 44649

a much less permanent decision...

http://www2.wcoil.com/~atari/ebay/ataricar.jpg

...but just as effective

jonk

"Gerritt Baer" <sinseone@deaddrunkenspaniards.com> wrote in message
news:110baf6d.0106201402.77385d8e@posting.google.com...
> I got this a few years ago, never thought to post it in here :)
>
> http://bme.freeq.com/tattoo/A00828/high/geratari.jpg
>
> does anyone have an STBOOK for sale? :) :) ;)
>
> gerritt baer -./ sinseone@deaddrunkenspaniards.com

879. Atari is coming to cell phones !

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 06:30:07 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B34376D.F627C951@wanadoo.be>
Source record: 44650

http://www.msnbc.com/news/590640.asp?0dm=C14NT&cp1=1#BODY

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

880. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 06:30:12 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <4MOY6.24$bl.2151@news.siol.net>
Source record: 44633

"Lonny Pursell" <fatal@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10106221645060.104-100000@Hades060...
> On 22 Jun 2001, Jo Even Skarstein wrote:
>
> > SWE/YesCREW <jvalant@m42.cx> wrote:
> >
> > > aint 100% compatible, its was new machine.. STILL videl offers ST
mode, ST
> > > pallete, they used a compromise with BUS to regain some
> > > compatibility. Backward just enable some stuff (timers) prevent
crashes
> > > caused by diferent memory handling.. not emulating anything.. denying
all
> > > stuff except pure GEM etc is denying the machine! As soon u have same
> > > hardware for diff OS-es, no matter if OS is started as main OS or on
top
> > > of other OS, u did kill the machine flavor..
> >
> > The point is that with a real fast CPU, you can easily run virtual ST's
> > (perfectly emulated, far more compatible than even the STE) in
AES-windows
> > if you like (or in full-screen) under TOS/MiNT. A Falcon can't do that.
A
> > Falcon can only run well-written ST-programs. A TT can't even do that.
> > Once you add a 060 (and to a certain degree 040) your Falcon's
> > ST-compatibility is close to zero, and it isn't even fast enough to
> > emulate a real 68000.
>
> I keep hearing this and that cannot be done fast enough and frankly
> I don't agree. Firstly I've not seen it tried yet. A machine such
> as a Hades should be able to emulate an plain 68000 ST failry easily I
> would think if done correctly. Most projects end up generic or protable
> and so the performance sucks, like STonX. The MAC emulators had very good
> performance on the ST line so why shouldn't something even closer such as
> an ST, you even have some of the actual chips like the Yamaha right there.
> Personally I'd like to see an ST emulator that ran on the Hades,
> it would make my day to be able to run GFA-Basic in a window
> on the desktop via a virtual ST.
>

I don't agree with that. Problem with that kind of emulation is, that host
CPU not only has to be fast
enough, but it has to be fast JUST enough to do needed things just the right
time.

Besides that, host system usually has different I/O and memory environment, so CPU has to "create" landscape of the target.
It is practically impossible to get 100% compatibility here, only question is, where the compromise will be drawn.

For the applications where crystall clear timing is crucial, I don't see how machines like 060 can be effectively utilized without some special hardware. With 060 (and PPC, ix86), program timing may depend on many other things, not counting the code itself. Stuff, like presence of the code in the cache, housekeeping programs interrupting the emulation, MMU table cache etc...

To cool down creative spirits, I suggest for them to try some comparatively simple exercise. Forget on the high flying stuff for a moment and take something as stupid and simple as PIC16F84.
18 pins, 20 MHz, 5 MIPS, predictable timings, simple instructions. Use 2 x 4 pins for two COMports (each has Rx, Tx, and two hanshaking lines-RTS and CTS).

Make a bridge (stuff that comes through COM1 goes via COM2 and vice versa) but use different and non related baud rates for both COMs (like 9600 bps for COM1 and 8357 bps for COM2). Make communication full duplex without the PIC forcing correspondents to stop communicating, "to take a breath". PIC of course doesn't have an UART and there lies whole point of the exercise/ make things happen when they should....
Maybe then you will see a glimmer of whole problem with emulation stuff bussiness.

Regards,

Branko

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

881. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 06:56:46 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ocd8jt43fdu0nt2p1ckraj48o94ne1pp8t@4ax.com>
Source record: 44651

On 20 Jun 2001 18:44:36 GMT, xlator@cix.compulink.co.uk wrote:

>Hi Steve.
>
>For some reason CixRaed crashes whn I try a com to your useful
>message, so I am making this a say.
>
>In message <zLJWzJAK9SL7EwKu@atari.org.uk>, Steve@atari.org said:
>
>[Protection methods]
>
>Thanks Steve for that info. But will these not be copied properly
>when using image copying of the disk? I would have assumed that
>this ignores all formatting info and just reads the bytes. After
>all the computer must be able to read it all on the original disk
>for the priogram and protection to be usable...
>
>Regards, /Peter/
>

The entire point of "copy protection" is to create a disk which can
NOT be copied "exactly".

An "image" copy does indeed read out all the data from the sectors and
store it in a file to be written back to a destination disk later.

But copy protection almost always relies on things which fall OUTSIDE
of the "normal" data reading and writing methods.

Simply copying the data to a new disk without ALSO recreating whatever
arcane sector layout, or formatting tricks, or "damaged" sectors, will
leave you with a perfect copy of the data which WILL NOT run.

ANY copy program which relies on "normal" disk reading methods will
fail to make an EXACT copy of a protected disk.

For example, early protection methods simply used a special disk drive
which could write sectors with header numbers greater than the normal
range.

When a copy program tried to read the sector, either it would fail to
read it, or when it copied the sector to the destination disk, the
"normal" disk drive being used would simply write the "normal" sector
number in the header. BANG, the protection routines in the software
would know the disk had been copied.

Other methods include writing "weak" sectors which will NOT read reliably every time they're accessed. The copy protection routines will re-read the sector a specified number of times, and it HAS to return a read error at least a certain minimum number of times, or the program will KNOW it has been copied. (When you copy the disk on a "normal" disk drive, it will write the sector at "normal" strength, thus it will read properly EVERY time, and return NO errors.)

Duplicate sector numbers are another way. A sector with the actual data will be written to a track FIRST, then another sector with "dummy" information will be written to the track, with the SAME sector number. When you copy the disk on a "normal" drive, the second sector will overwrite the first one, scrambling the program.

Sectors may be written with variable timing between them, and a timing routine in the copy protection will time how long it takes to read two sectors in sequence. Since a "normal" disk drive CAN NOT write sectors with variable space between them, the program will know if it's on the original disk or on a copy.

Some of these methods CAN be defeated with well-written software, but most of them can NOT be copied with software alone.

The "Happy" board, the "Archiver" chip (for the 8-bit Ataris), and the "Discovery" cartridge (for the ST) are all HARDWARE modifications which will allow a disk drive to re-create the oddities of the format on the original disk.

The "Blitz" cable mentioned in another reply actually does what you think an image copy should do, but it does it with HARDWARE.

Blitz actually reads the bits from the surface of the original disk and writes them to the surface of the destination disk without regard for formatting, sector headers, timing, sync bits, or anything. It simply "Xeroxes" whatever is on the first disk onto the second disk.

Blitz works, but not very well or reliably. There are issues relating to the relative timing between the drives, and the condition of the surface of the destination disks. You may have to make the copy several times before you get a disk that will run, and you might have to try different destination disks to get one that works.

Also, Blitz requires two EXTERNAL drives, and requires you to solder together the cable itself.

But again, it does work, and does NOT require modifications to the drives.

There are a few books available that give more info about copy protection methods- The Abacus book on the ST disk drives gives some hints, and there was a good one on ST Protection Techniques by George Morrow. Unfortunately I sold my copy of the latter some time ago, but they may still pop up from time to time.

BobR

882. Re: WTB: 1 Meg ST machine in the US

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 06:58:35 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <7ff8jtcc4mcrrn2sntcukrp6eikrs1c0cc@4ax.com>
Source record: 44652

On 22 Jun 2001 22:00:56 GMT, drichard@execpc.com (Dean Richard) wrote:

>Hi all,
>
>I'm hoping to find a reasonably priced ST with at least 1 meg of RAM for sale
>in the US. I only need the CPU unit and mouse. Any 520ST upgraded to 1 meg,
>1040ST, Mega ST, etc. would be considered. Please Email me care of
>drichard@execpc.com with details and price.
>
>Thanks!
>
>Dean

Check eBay's "Vintage Computers" section. STs of all flavors turn up
there on a regular basis, and often sell for pennies on the dollar.

BobR

883. Supercharger, commie mutants and MORE!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 07:31:48 UTC
From: estategems@aol.com
Message-ID: <20010623033148.14736.00000516@ng-cd1.aol.com>
Source record: 44653

Supercharger by Arcadia with Phaser Patrol and Communist Mutants From Space. Games have instructions and containers. Click below to see, and thanks for looking!!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1247424061

884. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 07:37:42 UTC
From: vdjole@EUnet.yu
Message-ID: <9h1h03hvf1@news.eunet.yu>
Source record: 44654

On 22 Jun 2001 11:38:03 , Didier MEQUIGNON wrote:

>Excepted when the 68k code is replaced by PPC code (like a tempest ???),
>with a good emulator you need a PPC who runs 10X the processor to emulate.
>It's a minimum.

I don't think this would work very well in reality. Where I work we have
several "Alpha" (i.e. AXP processor) CAD workstations running Windows NT
(an very unfortunate decision of one of the managers- to use NT instead of
VMS or Unix). There is a utility which converts i86 code to AXP code, used
to convert applications to the new CPU. I think it is not set to run all
the time, but is activated manually when the machine is not busy...
Well, the results of such automatic translation are quite poor.
Some of the translated applications behave strangely, and most are
unbearably slow. Once I had to use (no other machine was available)
a translated MS Word to process a 50-pages document with a lot of
pictures included ... I do not want to repeat that nightmare.
Shortly, I do not think that much would be gained relative to
that 10X ratio mentioned.

(btw. some of our local applications, compiled from source code to run
on AXP+VMS outperform the same applications compiled for PC+Windows
by almost an order of magnitude).

>A decent emulator not exist on PC,

But that is not because it is physically impossible, only because
noone coded it. Taken together, features of existing emulators make
a quite complete list- only they do not exist together in one product.

>no 68020

In fact, commercial Gemulator is supposed to do 68020, isnt't it?

>no FPU.

which is a shame, as it would not be too difficult to implement, I think.

cu

885. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 07:37:47 UTC
From: vdjole@EUnet.yu
Message-ID: <9h1h09hvf2@news.eunet.yu>
Source record: 44656

On 21 Jun 2001 22:06:07 , Galen wrote:
>> It is a pity that this
>> freeware demo is crippled to just four 32MB hard disk images...

>Actually, that's a limitation, not crippling. The commercial version
>did the same thing.

Really? Why did they do such a thing? All other emulators happily use
disks or disk images of any size.

886. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 07:37:53 UTC
From: vdjole@EUnet.yu
Message-ID: <9h1h0chvf3@news.eunet.yu>
Source record: 44655

On 22 Jun 2001 10:33:32 , SWE/YesCREW wrote:
>But rethink carefuly: U want to make Ataris to be PC like..

Not exactly...

>Noone as i can see realy cheerish that
>Ataris are DIFERENT as PC, hardware and software wise, because of that
>Falcon on 16mhz can run mp3 player, Apex and such apps, while others
>cant...

>What use we will have in runing papillon, photoline (i
>love that app) and others at 100 times greater speed.. they will do
>exactly same, nothing more, just faster, and they arent exactly slow now
>on TT, falcon, maybe CT2 falcon.

>popular, noone came to see serious apps (i think Calamus was bright
>exception) they did like trackers, gfx stuff a lot! And now u all talk
>bout Milans, Hades's, Emulators and try to make us who just simply likethe
>machine as it is, even with faults, dummy? Im not against new stuff, but
>they should be special and different..

Which all makes sense, to a degree... but there is another angle.
For example, I am used to applications on this platform, I don't have
to think much when I use them to do some work, it just goes naturally.
I like GEM's user interface. Actually I prefr some GEM applications
to Windows ones. I have accumulated an amount of applications and
documentation over the years. I do not look forward to chaniging the
platform and starting all over again. And my needs, computerwise, are not
much much greater now than they were several years ago, and probably won't
become greater in the next few years.

Yet, occasionaly I feel the lack of raw power in this computer. Some
program does exactly what I want the way I want, but it takes tooooo long.
So there is a need for speed and memory, without changing the platform.

Now, what can a mortal soul do? Some new, powerful, Atari-identical machine
would be nice indeed, but in the cruel economic realities, this is EXTREMELY
UNLIKELY ever to materialize. On the other hand, a software-based improvement
(called emulation if you like) is something that a single person or a
small team can realize in a short time (say- one year). So one might
take off-the shelf cheap hardware components, configure them and install
the emulation base for a TOS-compatible OS. I would prefer that to be
a PPC box, but as the Mac-clone manufacturers have become extinct,
it seems that not many such boxes are around for a reasonable price.
Therefore it would have to be a standard ix86 board. By a selection of few
well-chosen and explicitely supported components- for example some specific

brand(s) of graphic or sound adaptors, and maybe even by packing into some fancy stylish box :) a very personalized and "different" machine might be created, for a reasonable cost.

cu

887. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 08:34:41 UTC
From: vdjole@EUnet.yu
Message-ID: <9h1kap$iu2$1@news.eunet.yu>
Source record: 44657

On 23 Jun 2001 02:56:46 , Bob Retelle wrote:

>The entire point of "copy protection" is to create a disk which can
>NOT be copied "exactly".
>An "image" copy does indeed read out all the data from the sectors and
>store it in a file to be written back to a destination disk later.
>But copy protection almost always relies on things which fall OUTSIDE
>of the "normal" data reading and writing methods.
>ANY copy program which relies on "normal" disk reading methods will
>fail to make an EXACT copy of a protected disk.
>[...]

I have a text which says that Amiga had a very good control over
floppy disk drive, as it did not have a disk-controller and CPU personally
did all the work, so it had access to anything written on the disk,
bit by bit: sector headers, syncs etc. The text said that physically Amiga
might copy almost anything that was written on a floppy. If those statements
are true than maybe someone who is desperate to copy a protected disk may
try that route, if an appropriate copying utility exists.

Some extracts from the text follow:

>>Is it possible to bypass the MFM controller that the Atari uses so that
>>it reads what is really there, not what it thinks is there? Is it
>>possible to access an Atari formatted disk at the individual bit level?

>That is not possible because the Floppy serial data in and out lines are
>connected to the WD1772 MFM controller.

>>Why did Atari use an MFM controller when the Amiga doesn't, surely if
>>the Amiga can do without it, the Atari can.

>The Amiga did not used MFM because Commodore liked well to cook their own
>soup, the Amiga used a GCR format (which is not compatible to MAC DD disks).
>Finally that hardware on the Amiga is more flexible but the CPU has to do
>all the sector syncronizing, reading/writing/decoding every bit. On the
>other hand in the Atari the MFM controller did everything in DMA (direct
>memory access) mode.

>[...]

> When I say you have to take an Amiga and to create an
>extended diskformat (*.CPD or so) then this opinion comes from my 10 years
>of experiences with Atari AND Amiga, using, programming, reading books like
>Scheibenkleister, etc... Also that BLITZ TURBO could be a solution, but as
>copy protection can check also for the length of the gaps BETWEEN the
>sectors, the MFM CRC (checksum), wrong header, what all is NOT saved in the

>*.ST and *.MSA files. See the following things:

>Lets write the byte A1h to a diskette and let's see what's happen on
>different systems with that.

>ST/PC uses MFM to write a bit to a magnetic media:

[...]

>The Amiga does the following in GCR coding, (the MAC does similar on DD
>disks, but other code, also the C64 used GCR code!!!)

>[...]

>You can see the Amiga is doing something totally different on a diskette,
>and all this GCR coding/decoding is done by the 68000 CPU which is very busy
>while reading and writing... That is also the reason that Amiga/MAC/C64
>diskettes can not be read on a ST or PC. But as the 68000 is doing the GCR
>coding/decoding, by using another software it is also capable to code/decode
>MFM.

>[...]

>Now let us play copy protecting...

>- I change the CRC, the result is a read error...
>- I change the sector header, the result is a confused floppy controller or
>copy program, protected software can check that and read that sector with
>some tricks!
>- I change the length of the gap... (That is possible! 10 and 11 sector
>formats are using smaller gaps to have more place for the additional sectors
>in a track!!!) Then I can measure the length of the gap.
>- I forget one sector and have a looooong gap..., or I forget more than one
>sector...
>- I use the gaps to store some essential informations, the copy program will
>not copy and my copy protected program hangs up when it is not finding the
>data in the gap...hehehe...
>- I use different sector sizes....
>- I do all that on track 81,82,83, and then the protected software checks
>these hidden tracks...
>- The WD 1772 recognizes different bytes as adress mark, but it used only
>one special as standard. I write one of the others, and the copy program
>will not recognize but my copy protected software does...
>- I modify the boot sector, I put the information in that the disk has only
>7 sectors and 78 tracks... the copyprogramm, also MSA and makedisk will use
>this information and they will not read sectors 8 and 9, and not track 79
>and 80...

>Until here a very good copy software can copy, but MSA and Makedisk already
>not... So let us improve:

>- We place anywhere the bit combination %0000101001 which is a part of the
>MFM coded sync mark $A1$C2 (without clock impulses) into the 512 bytes of
>the sector or into a gap or somewhere else in the track... the WD1772

>recognizes a sync mark and gets confused by reading the next bytes wrong....
>That is one of the "features" of this controller.
>- We do the last point on track 41, the adress field of that track is
>written: A1 A1 A1 FE 29 99 91 92 ... but the controller is doing a bug by
>exchanging the data information with the clock information and it
>"understands" 14 A1 A1 FE 14 7F FE 7C, so it is already not possible to copy
>this track with read/write track command of the floppy controller...
>- I let the controller write a sector, but before finished I interrup the
>writing, result: a half sector without or wrong CRC...
>- I write the header of the the sector on the one side and then I switch
>over to the 2nd side of the disk for writing the sector...
>- I write a track of $F5 or $F6 bytes, reading has the result of more than
>7000 bytes per track, what is all only sync marks, the software can check
>that with time out...
>- I use a proffesional copy machine which can write invalid MFM codes
(example: %11), or which forgets sometimes the clock bits...
>- Use not digial but analog structures in a track with a special copy
>machine...

>That all only can be copyed with an Amiga, or maybe with that BLITZ TURBO.
>But the most "proffessional" crackers at the time had an Amiga...

cu

888. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 09:59:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993379168-799255AEicMi@cwcom.net>
Source record: 44499

From: swampfax@atlantic.net (John Garone)
Date: Fri, 22 Jun 2001 22:01:15 GMT

>>Disable the TSL line in magx.inf

> Don't see a TSL line? and I'm Booting vanilla with Magic!

ADD this line to your magx.inf file:

;#_TSL <non-preemptive>

Stick it in the section with the SLB directives is probably good!

Make sure that you have the timeslice.cpx active and loaded, with the pre-
emptive timeslice box ticked.

HTH.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

889. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 10:05:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h1plpngq1@snipp.uninett.no>
Source record: 44658

Henk Robbers <h.robbers@chello.nl> wrote:

> That is true. All these 'visual' development systems do that for you.
> I have played around with Borland C++ builder for a short while.
> With a few mouseclicks you have programmed a fully scrollable and moveable
> dialogue. Very nice, especially when you have already done this in a GEM app.
> You pay a price. Which keeps the economy going. :-)

I'm almost ashamed to admit it, but the last 15 months I've been
developing applications in MS Word, and it's development system is many
times better than anything you can get for TOS. Even though VBA isn't that
great, the editor is very good, it has a very good debugger, creating and
handling dialogs is dead simple and very powerful. I guess that many here
has MS Word on their PC (either at home or work), try pressing Alt+F11
while editing a document some time and see what happens. Word might be a
shitty word processor, but you can do quite amazing things with it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

890. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 10:07:38 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <RTZY6.58$rc5.1690@news.cpqcorp.net>
Source record: 44659

>
> Also, Blitz requires two EXTERNAL drives, and requires you to solder
> together the cable itself.
>

No it only requires one external drive, and a special cable.

> But again, it does work, and does NOT require modifications to the
> drives.
>

There are some disks it won't copy, for example "Mutant Ninja Turtles" is
one
I know about, but there may be others. Beacuse it uses the index mark if
data
runs over the index it does not work.

> There are a few books available that give more info about copy
> protection methods- The Abacus book on the ST disk drives gives some
> hints, and there was a good one on ST Protection Techniques by George
> Morrow. Unfortunately I sold my copy of the latter some time ago, but
> they may still pop up from time to time.
>
> BobR
>

891. Re: Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 10:09:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993379170-799687AEicMi@cwcom.net>
Source record: 44500

From: "Tim Anderson" <tanderson@.nospam.tanderson22.freeserve.co.uk>
Date: Fri, 22 Jun 2001 23:56:24 +0100

>Now that wasn't very helpful was it!

Steve was suggesting that you'd get a better answer from a newsgroup which
specifically supported your platform/whatever. IMO that was very good advice.

It also stops completely off-topic messages in an Atari newsgroup. Laudable.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

892. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 13:13:43 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <WAcvhIAHYJN7EwuT@atari.org.uk>
Source record: 44662

In article <RTZY6.58$rc5.1690@news.cpqcorp.net>, David Wade <dave.wade@c
ompaq.no.spam.please.com> writes
>>
>> Also, Blitz requires two EXTERNAL drives, and requires you to solder
>> together the cable itself.
>>
>
>No it only requires one external drive, and a special cable.

If you have an early ST, you will need 2 external drives asx it doesn't
have an internal one.

yep Early versions of the blitz software came with instructions on how
to build the cable, there was also another copy program that used the
same cable.

Power computing also distributed the blitz turbo copier, which is based
on the same cable. They also produced an external floppy with it built
in.

The cable plugged into the external drive port AND the parallel port of
the computer.

>
>> But again, it does work, and does NOT require modifications to the
>> drives.
>>
>
>There are some disks it won't copy, for example "Mutant Ninja Turtles" is
>one
>I know about, but there may be others. Beacuse it uses the index mark if
>data
>runs over the index it does not work.

There are lots of disk the blitz wont do. It's not a case of the disk,
it's more the protection used.

Also the blitz is NOT reliable, even on NON protected disks (the
standard formatted ones).

I am in a position to have tried the blitz, blitz turbo, syncro express
and happy discovery hardware.

>
>> There are a few books available that give more info about copy
>> protection methods- The Abacus book on the ST disk drives gives some
>> hints, and there was a good one on ST Protection Techniques by George

>> Morrow. Unfortunately I sold my copy of the latter some time ago, but
>> they may still pop up from time to time.

If you want to learn about using the fdc directly, then the abacus ook mentioned above is a good place to start. It doesn't have all the answers, BUT you can reread later when things start making sense.

It also includes a disk monitor in asm for you to type out. And it isn't bad at all. It took me ages when i first got my copy. And i don't intend doing it again, even though i lost my listing and compilation.

I do have a copy of the book for sale if anyone is interested.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

893. Re: Problem: TT030, SLM 804, and DynaCADD - SOLVED!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 13:13:47 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B34960B.ACAEA083@ctos.com>
Source record: 44660

>
> So I set up a bare bones DynaCADD configuration. The current problem is
> the 804 is not being detected. I'm sure it's a set up problem during
> boot up, as the printer works fine under Geneva/NVDI and printing from
> Papyrus 5.15.
>

I managed to track down Sheldon Winick via the net. I knew he had a TT and SLM working as he is also an architect.

He forwared me his files direct from his TT. I had guessed right, his files were newer than my original disks by about 2 years. Nothing from the older disks worked. It has printed one file now, so it will probably print others. <G>

So, does anyone have the complete set of disks for an SLM installation with files dates of 1990 or newer?

Thanks.

Ken Springer

894. Re: Falcon on PC network?

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 13:14:38 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b34a4283a12340@tripnet.se>
Source record: 44661

On Fri 22-06-2001 16:05 (+0100) David Wade wrote:

>> In general proxy solutions are inferior and harder to setup compared to
>> real NAT networks.
>
>Its horses for courses. Some things work better through PROXY other through
>NAT.

Protocols that work with NAT will run on the NAT'ed computers just as if
they have a global IP address. No need to change configurations.

If using proxies you will need a separate proxy server for each protocol
you want to use on local computers and also set them up to talk to the
proxy instead of the real destination.

I had this TT with me last weekend to Nordic Atari Show in Malmï¿½ and I
only had to change one setting in STinG to work as normal: DNS server IP
address and the reason for that was that I actually use the built in DNS
proxy in my router on 192.168.0.1 because the router gets its addresses
via DHCP from my provider.

I have since long setup my TT address to 192.168.0.129 to be able to keep
this setting even when others are on the same subnet :-)

>> Note that we are talking about LAN through the serial port. If this is
>> possible with Wingate, please confirm!
>
>WINGATE just talks to IP interfaces. Provided you can make the connection
>using either
>the Direct Cable connection "modem" or similar it will proxy. I use it often

"Direct Cable" in the Windows usually don't use TCP/IP. At least in Win95
you must fake a dialup connection. I seem to recall that newer Windows
versions actually has some support for nullmodem, but mine has not.

While checking out the Wingate issue I found this link that talks about
Amiga-Win TCP/IP using Wingate and proxies:

http://www.amiga.mcmail.com/null-modem/null.html

Might be interesting reading for those who wants TCP/IP Win<->Atari too.
It seems to basically use similar solutions like I used before I bought
the Netgear RT314 NAT-box.

>I would have thought that you could use the NAT built into WIN2K without
>problem,
>but the trouble with this sort of solution is that because MS hides so much
>under the GUI

>it can be hard to configure and debug when you are not using it in exactly
>the way MS suggests.

As MS never thought of any reason to run TCP/IP over serial cables this
would indeed be very hard. Most MS solutions are really unfinished hacks
that fails as soon as you don't use them exactly the way they're supposed
to.

>> I have only read the Wingate doc's without installing it. I like to keep
>> my pc clean without the need to reinstall etc...
>
>The uninstall is very clean.

I have heard some horror stories about that, but maybe there computers
were instable to begin with? Anyway NAT32 does not come with any
installation program so maybe that's the reason I like it...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

895. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 13:23:19 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <mAcjhsAHhJN7EwIf@atari.org.uk>
Source record: 44663

In article <ocd8jt43fdu0nt2p1ckraj48o94ne1pp8t@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>The "Happy" board, the "Archiver" chip (for the 8-bit Ataris), and the
>"Discovery" cartridge (for the ST) are all HARDWARE modifications
>which will allow a disk drive to re-create the oddities of the format
>on the original disk.

The 'Happy board' for the 8-bits is a modification as it is fitted
inside the disk drive, the Happy 'discovery' cartridge doesn't. It sits
in the cartridge port and uses a simple extension type lead to control
the internal disk drive. and so it can't be a hardware modification.

A modification to me is something that is done inside the unit, to add
something that isn't normally there: serial port modification -
increases the baud rate by adding, high density modification - to allow
use of a hd floppy.

I don't see a cartridge as a modification!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

896. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 13:44:34 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993388848-371870AEicMi@lineone.net>
Source record: 44505

Hi everyone,

As a related aside to this thread, yesterday i was in a game shop, i think it was either Electronic Boutique or Game, anyway, some items i spotted on their shelf was a Spectrum emulator for the PC with about 5000 games and also a Amiga emulator for the PC with a thousand or so games. I couldnt find an Atari emulator though!!.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

897. N AES

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 14:05:31 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tj98ftetrt1laf@corp.supernews.co.uk>
Source record: 44664

I have bought a machine and it came with N AES, however it is a German version - were can I find the relevant English files for it?

Elliot...

898. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 14:07:45 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XjBf5HBxKKN7Ewcy@atari.org.uk>
Source record: 44665

In article <9h1kap$iu2$1@news.eunet.yu>, Djordje Vukovic
<vdjole@EUnet.yu> writes
>
>I have a text which says that Amiga had a very good control over
>floppy disk drive, as it did not have a disk-controller and CPU personally
>did all the work, so it had access to anything written on the disk,
>bit by bit: sector headers, syncs etc. The text said that physically Amiga
>might copy almost anything that was written on a floppy. If those statements
>are true than maybe someone who is desperate to copy a protected disk may
>try that route, if an appropriate copying utility exists.

The Amiga can't always copy it's own disks, and the data on Amiga disks
isn't that secure. At a bit level you can store around 7.5k per track,
which means that an 11 sector (using 512bytes) will be pushing it for
data security.

>
>Some extracts from the text follow:
>
>>>Is it possible to bypass the MFM controller that the Atari uses so that
>>>it reads what is really there, not what it thinks is there? Is it
>>>possible to access an Atari formatted disk at the individual bit level?

Yep the atari can write and read 11 sector per track disks, but you have
to have good quality of media. And they also go bad 90% of the time. I
think the computer software compilation company Beau Jolly learnt that!

>
>>That is not possible because the Floppy serial data in and out lines are
>>connected to the WD1772 MFM controller.

It isn't!!! That's news to me!

But you can read the entire track with sync and data, which is 100%
correctish, you then shift it around a little as the bit stream is n
bits and all computers deal in bytes for storage.

>
>>>Why did Atari use an MFM controller when the Amiga doesn't, surely if
>>>the Amiga can do without it, the Atari can.
>
>>The Amiga did not used MFM because Commodore liked well to cook their own
>>soup, the Amiga used a GCR format (which is not compatible to MAC DD disks).
>>Finally that hardware on the Amiga is more flexible but the CPU has to do
>>all the sector syncronizing, reading/writing/decoding every bit. On the
>>other hand in the Atari the MFM controller did everything in DMA (direct

>>memory access) mode.

The Amiga disk structure, iirc, was based on the same architecture and
developers that Atari used for the 8-bits. So i wouldn't say cooked
their own soups.

>
>>[...]
>
>> When I say you have to take an Amiga and to create an
>>extended diskformat (*.CPD or so) then this opinion comes from my 10 years
>>of experiences with Atari AND Amiga, using, programming, reading books like
>>Scheibenkleister, etc... Also that BLITZ TURBO could be a solution, but as
>>copy protection can check also for the length of the gaps BETWEEN the
>>sectors, the MFM CRC (checksum), wrong header, what all is NOT saved in the
>>*.ST and *.MSA files. See the following things:

Hmm.. me thinks this is an Amiga user based on amiga thinking and not
much knowledge of the Atari!

The blitz lead wasn't the first on the market.

Now we head into contradiction time. It's already been stated that you
can't access that info, according to the other bits, then how the hell
can the copy protection software do something that isn't possible then?

Files images like .ST came out with the introduction of emulators, and
.msa were designed to store the data the best they can KEEPING the file
length as short as possible. They weren't designed to copy protected
disks.

>
>>Lets write the byte A1h to a diskette and let's see what's happen on
>>different systems with that.

We already know the amiga uses a different file/disk structure. So one
fdc index or command on one system isn't going to be the same on the
other!!!!

OK

>
>>ST/PC uses MFM to write a bit to a magnetic media:

The amiga doesn't use magnetic media!!!

>
>[...]
>
>>The Amiga does the following in GCR coding, (the MAC does similar on DD
>>disks, but other code, also the C64 used GCR code!!!)

It does what!!!!

>
>>[...]
>
>>You can see the Amiga is doing something totally different on a diskette,
>>and all this GCR coding/decoding is done by the 68000 CPU which is very busy
>>while reading and writing... That is also the reason that Amiga/MAC/C64
>>diskettes can not be read on a ST or PC. But as the 68000 is doing the GCR
>>coding/decoding, by using another software it is also capable to code/decode
>>MFM.

Yes it's a different system. So maybe thats why the Amiga runs slower
that the Atari/pc while accessing the disk, and gives that annoying
click from the drives!

>
>>[...]
>
>>Now let us play copy protecting...

This is going to be fun:)

>
>>- I change the CRC, the result is a read error...

Yep, you can do that on the ST

>>- I change the sector header, the result is a confused floppy controller or
>>copy program, protected software can check that and read that sector with
>>some tricks!

Yep, can be done with a basic sector editor.

>>- I change the length of the gap... (That is possible! 10 and 11 sector
>>formats are using smaller gaps to have more place for the additional sectors
>>in a track!!!) Then I can measure the length of the gap.

But on the Atari, you have already said this is impossible so the
protection wouldn't work on that format!

>>- I forget one sector and have a looooong gap..., or I forget more than one
>>sector...

Yes this is possible on the Atari, not very hard!

>>- I use the gaps to store some essential informations, the copy program will
>>not copy and my copy protected program hangs up when it is not finding the
>>data in the gap...hehehe...

Yes, that's dead easy. In fact you can use the entire track on the ST
disk to hold the an entire track of data if you don't need a file
system.

Backlash is a prime example of this......

>>- I use different sector sizes....

Yep, the atari can cater for several different sector sizes AND you coul
deven create your own file system if yoiu needed.

>>- I do all that on track 81,82,83, and then the protected software checks
>>these hidden tracks...

Track 81 - 83 = hidden tracks..... Now lets be real for a second.

Not ALL disk drives were designed to go above 82 tracks, some were
designed to go above that. But what company would produce a protection
system that relied on extended formatted track that will go outside 99%
of the disk drives available.

Or where all amiga's produced using there own disk drive chasis!!!

You can access these tracks on atari, they aren't hidden.

>>- The WD 1772 recognizes different bytes as adress mark, but it used only
>>one special as standard. I write one of the others, and the copy program
>>will not recognize but my copy protected software does...

So it hasn't a 'hidden address' mark command! mmmmm

>>- I modify the boot sector, I put the information in that the disk has only
>>7 sectors and 78 tracks... the copyprogramm, also MSA and makedisk will use
>>this information and they will not read sectors 8 and 9, and not track 79
>>and 80...

And so will fastcopy, also viru' can alter the boot sector data to give
false readings. But we are suppose to be talking protections that the ST
can't do.

Tracks and sectors that are NOT catered for in the bpb, CAN be copied
using BASIC disk copiers; the ones designed not to copy protected disks.
There is nothing special about the secotr they are just not specified in
the boot sector of the disk.

>
>>Until here a very good copy software can copy, but MSA and Makedisk already
>>not... So let us improve:

I thought the magic shadow archiver also allowed you to specify you own
disk config OR use the disk info!!!!

<---- snippity snip all the codes etc. ---->

>
>>That all only can be copyed with an Amiga, or maybe with that BLITZ TURBO.
>>But the most "proffessional" crackers at the time had an Amiga...
>
>
>cu

Now this is my problem.

We all know that the pc and st use the same fdc processor, or a descendant, so the disk structure for other machines aren't the same.

There are also other formats for archiving disks, why is the .st and msa commonly used. They weren't the earliest.

And references the blitz cable, this wasn't the earliest. IIRC the cable before it was named blitz was called the Knuts or knutz!! But yet again it wasn't the earliest!!

You can access the fdc directly from within the st, therefore you can also create your own custom disk format. Which means you have to do some thinking unlike using gemdos to image the track it's going to format for you.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

899. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 14:18:04 UTC
From: bindon@madasafish.com
Message-ID: <tj998segr2vcef@corp.supernews.com>
Source record: 44666

On 22 Jun 2001 22:01:15 , John Garone wrote:

Hi John

>>Disable the TSL line in magx.inf and check for conflicting auto folder
>>progs. Boot a total clean system (no acc's no other auto prgs, cpxs) and
>>see if it works and slowly add back programs one by one.
>>
>
> Don't see a TSL line? and I'm Booting vanilla with Magic!

Right that's OK then.

>>The C-LAB has hardware patchs so it can't be to do with clock patch that
>>is needed on Atari Falcons. Try the above and see if that helps.
>>.
> I replaced the clock patch (that was already installed when I got the
>Falcon new) with the Phantom clock patch. The rest of the the Phantom SE
>is waiting to be tested!

Does it boot into TOS fine and work on this OS? Which version of Magic do
you use? Try renaming magx.inf to magx.cfg then when presented with file
selector load up magxdesk.app which is your chosen desktop right?

The Phantom has problems in some places, can't print with NVDI in turbo
and under hard work (mainly audio DMA/DSP work) the machine will freeze
with audio looping and nothing responding on screen. Switching off turbo
overcomes this problem. I'll be modifying mine to somewhere about 40Mhz
to be safer on chips and actually work on my Falcon. 50mhz is just a
little to far me thinks.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

900. FA: Syquest 200MB SCSI External Drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 14:54:06 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9h2aie$of9$0@206.230.189.40>
Source record: 44667

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1249212964

901. FA: Syquest 200MB SCSI External Drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 15:01:25 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9h2b05jnu0@206.230.189.40>
Source record: 44668

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1249212964

902. Re: N AES

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 15:48:24 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tj9egr8gvt6bf6@corp.supernews.co.uk>
Source record: 44670

OK, it is version 2 which means it should have the English RSC files no? I have found some English files but they are for earlier versions.

The set-up program does has a little menu to change the language but non of the others work, any ideas?

Also the real problem I think is Thing, is there an English version of that too?

Elliot...

"Elliot" <esrs@u.genie.co.uk> wrote in message news:tj98ftetrt1laf@corp.supernews.co.uk...
> I have bought a machine and it came with N AES, however it is a German
> version - were can I find the relevant English files for it?
>
> Elliot...
>
>

903. Re: N AES

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 16:01:25 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b34caec5dda3e0@pandora.be>
Source record: 44671

on Sat 23-06-2001 15:05 Elliot wrote:

>I have bought a machine and it came with N AES, however it is a German
>version - were can I find the relevant English files for it?

Which version?
For version 1.1.0 and 1.2 you can find English rsc on the Belgian
ftp-server:

ftp://chapelie.rma.ac.be//mint/gem/aes/n_aes/

The latest N_AES is delivered with German/English rsc.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

904. Re: N AES

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 16:21:48 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b34cfb461969b0@pandora.be>
Source record: 44672

on Sat 23-06-2001 16:48 Elliot wrote:

>
>OK, it is version 2 which means it should have the English RSC files no? I
>have found some English files but they are for earlier versions.
>
>The set-up program does has a little menu to change the language but non of
>the others work, any ideas?

You should have in n_aes/rsc/ a file called RS0. That's the English rsc.
Load n_aes.cnf into an editor and change the line 'language = 1' into
language = 0

>
>Also the real problem I think is Thing, is there an English version of that
>too?

Yes, on the Belgian ftp-server:

ftp://chapelie.rma.ac.be/atari/utilities/desktops/

utilities/desktops:
total 6080
-rw-rw-r-- 1 ftp 176 May 5 1999 900icons.upl
-rw-rw-r-- 1 ftp 400010 May 5 1999 900icons.zip
-rw-rw-r-- 1 ftp 159512 Sep 19 1999 gemdesk.zip
-rw-r--r-- 1 ftp 1291452 Nov 15 2000 jdemo25d.zip
-rw-r--r-- 1 ftp 1292717 Nov 15 2000 jdemo25e.zip
-rw-r--r-- 1 ftp 1290221 Nov 15 2000 jdemo25f.zip
-rw-rw-r-- 1 ftp 549369 May 5 1999 thin127d.lzh
-rw-rw-r-- 1 ftp 106 Sep 2 1999 thin127n.upl
-rw-rw-r-- 1 ftp 48500 Sep 2 1999 thin127n.zip
-rw-rw-r-- 1 ftp 475641 May 5 1999 thng109e.zip #-->English 1.09
-rw-rw-r-- 1 ftp 558123 May 5 1999 thng127e.lzh #-->English 1.27

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

905. Re: N AES

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 16:24:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h2frhrjd1@snipp.uninett.no>
Source record: 44673

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

> The latest N_AES is delivered with German/English rsc.

But it isn't documented anywhere (atleast not in English!) that you have
to set "language=1" in n_aes.cnf to switch to English ;-) And this only
applies to the AES, there's no English RSC for N.Thing. You'll need to
switch to Thing (and register) for that.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

906. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 17:13:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b34dc381a502e0@tripnet.se>
Source record: 44674

On Sat 23-06-2001 15:07 (+0100) Steve Stupple wrote:

>But you can read the entire track with sync and data, which is 100%
>correctish, you then shift it around a little as the bit stream is n
>bits and all computers deal in bytes for storage.

On the subject: An interesting old tool for uses like the above check out
the program DISKMECH.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

907. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 18:08:08 UTC
From: sinclap@nospam.net
Message-ID: <230620011308068060%sinclap@nospam.net>
Source record: 44675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> wrote:

> > PDF is here.. Email apps will incorporate with the recipient recieveing
> > an open PDF in the email..Sounds like progress..But you would not know
> > since your stuck in 16 bits..
>
> And u are idiot...

misspelled u...

sinclap!
somewere in mpls

908. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 18:43:44 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9h2o37qva2@newsg4.svr.pol.co.uk>
Source record: 44676

"Bob Retelle" <bobr1@provide.net> wrote in message
news:ocd8jt43fdu0nt2p1ckraj48o94ne1pp8t@4ax.com...

> The entire point of "copy protection" is to create a disk which can
> NOT be copied "exactly".

Yup, you can drive yourself nuts trying to replicate a copy protected disc.
If you are locked out of a favourite bit of software your only guaranteed
solution is to disassemble the object code and track down the protection
algorithm which can usually be short-circuited with a patch of a few bytes.

This is a helluva job so you really have to WANT to regain access. The large
variety of protection algorithms means that any other method is unreliable
to say the least!

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

909. WTB: ST or TT RAM for TT030

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:28:28 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106232222360.6085-100000@hal.pp.fishpool.fi>
Source record: 44678

I have a spare TT030 with only the basic 2mb of RAM, so I need
either one of the following:

* Atari 8mb ST RAM card
* Atari 16mb TT RAM card
* 3rd-party TT RAM card

Reply to the usual address on pp.fishpool.fi to avoid the above
publicity deflector, if you have any memory daughterboard along
these lines for sale.

Thanks!
--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

910. Re: Atari is coming to cell phones !

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:47:55 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b34f26b$0$7282@news.zetnet.co.uk>
Source record: 44679

Hi Jo!

On 23 Jun 2001 08:30:07 , Jo Vandeweghe wrote:

>http://www.msnbc.com/news/590640.asp?0dm=C14NT&cp1=1#BODY

Lyndon Amsden mentioned on ICQ that the above link doesn't work. However
it is also mentioned today on the BBC News Online service:

http://news.bbc.co.uk/hi/english/sci/tech/default.stm

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

911. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:55:44 UTC
From: ebaiz@skyenet.net
Message-ID: <4v6Z6.690$n%1.3829@newsfeed.slurp.net>
Source record: 44680

On 18 Jun 2001 16:42:22 , Michael and Nicole Freeman wrote:
>
>Probably because the M68K is no longer made or supported. Any new computer
>based on this wouldn't be able to get any better with the same CPU family.
>And as the 68060 is starting to show its age, one would be able to get a
>faster machine by using a newer CPU and good 68K emulation.

I like that idea as long as the emulation is fast enough and good
enough to perform well.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

912. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:55:47 UTC
From: ebaiz@skyenet.net
Message-ID: <7v6Z6.691$n%1.3829@newsfeed.slurp.net>
Source record: 44681

On 19 Jun 2001 17:58:10 , Jo Even Skarstein wrote:

>Motorola recently announced a 66MHz Dragonball. This is from the "old"
>generation, with a 68k core. The new generation is supposed to have an
>ARM-core (200MHz++) with a 68k-emulator for backwards compatibility.

That sounds nice. I love the name....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

913. Re: 520ST questions...

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:55:48 UTC
From: ebaiz@skyenet.net
Message-ID: <8v6Z6.692$n%1.3829@newsfeed.slurp.net>
Source record: 44683

```
On 19 Jun 2001 16:20:01 , Tony Cianfaglione wrote:
>
>Two questions re: the 520ST and disk drives:
>
>1. Can the internal single-sided drive simply be replaced with a double-
>sided drive and the 520 treat it as such or will the 520 treat it as a
>single-sided drive and need some internal revisions prior to seeing it as
>a double-sided drive?
>
>2. Can a 520 (single-sided internal drive) use an external double-sided
>drive as a double-sided drive or will it treat it as a single-sided drive
>regardless of it being a double-sided drive?

1) yes 2) yes

My original 520 used two double-sided drives....

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

914. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 19:55:50 UTC
From: ebaiz@skyenet.net
Message-ID: <av6Z6.693$n%1.3829@newsfeed.slurp.net>
Source record: 44682

On 20 Jun 2001 12:55:05 , "jonk" wrote:
>Solution=MiNT

Not really a solution, but just another option. Mint is fine, but much harder to setup than Magic.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

915. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 21:02:27 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b35117894f6ae1@pandora.be>
Source record: 44684

on Mon 18-06-2001 02:28 Jeff Armstrong wrote:

>little odd since it is running in an emulator. I prefer it on my TT.
>I've yet to see a program that matches even Calamus SL2000 Lite in
>functionality. But a new webbrowser would be nice, although Lynx is
>usually fine for me.

Indeed. One of my friends is a professional printer who still use
Calamus as main DTP program. As professional he uses some other DTP
programs too like QuarkXpress and Indesign. According to him nothing can
beat Calamus.
BTW: Have you tried the latest Lynx? It supports ssl now.
http://wh58-508.st.uni-magdeburg.de/sparemint/RPMS/m68kmint/lynx-ssl-2.8.3-1.m68kmint.rpm
You needs at least a 68020 machine.
>
>I do understand your viewpoint, but I think some people would like a
>faster computer for runnning larger GEM apps and some ported Linux
>software. But I don't think anyone wants it to be a "PC clone", just
>maybe use some of the hardware.

Or a "Mac clone"

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

916. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 21:02:27 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b35117894f6ae0@pandora.be>
Source record: 44685

on Sat 23-06-2001 19:55 Edward S. Baiz Jr. wrote:

>On 20 Jun 2001 12:55:05 , "jonk" wrote:
>>Solution=MiNT
>
>Not really a solution, but just another option. Mint is fine, but much
>harder to setup than Magic.

MiNT is as easy to set up as MagiC. In fact I had more problems to get MagiCMac running on my G3 then I ever have had with MiNT on the Hades. The big difficulty is setup MiNT-net which is indeed rather hard to get it running. MiNT-net is however not required in order to work with MiNT. If one is happy with STing/STik one can use Sting/STik. One can even use Draconis and Wensuite.

Anyway right now MiNT is maybe not a real solution for some users but in the future it will probably be the only real OS for our platform. Magic has no future anymore.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

917. Re: Atari is coming to cell phones !

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 22:03:16 UTC
From: bindon@madasafish.com
Message-ID: <tja4h465u5g4b3@corp.supernews.com>
Source record: 44686

On 23 Jun 2001 19:47:55 , James Haslam wrote:

Hi

>>http://www.msnbc.com/news/590640.asp?0dm=C14NT&cp1=1#BODY
>
>Lyndon Amsdon mentioned on ICQ that the above link doesn't work. However
>it is also mentioned today on the BBC News Online service:
>
>http://news.bbc.co.uk/hi/english/sci/tech/default.stm

I saw some problem with it constantly refreshing the page with CAB.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

918. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-23 22:28:01 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ophmgbip@localhost>
Source record: 44687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
<sinclap@nospam.net> wrote:
>
> In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > > PDF is here.. Email apps will incorporate with the recipient
> > > recieveing an open PDF in the email..Sounds like progress..But
> > > you would not know since your stuck in 16 bits..
> >
> > And u are idiot...
>
> misspelled u...

At least he had a point...

/Joakim
```

919. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:19:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106240118020.107-100000@Hades060>
Source record: 44692

On Sat, 23 Jun 2001 sinclap@nospam.net wrote:

> In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
> SWE/YesCREW <jvalant@m42.cx> wrote:
>
> > And u are idiot...
>
> misspelled u...

Brillant, you also cannot spell "you"...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

920. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:25:16 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106240123370.107-100000@Hades060>
Source record: 44693

On Sat, 23 Jun 2001, Djordje Vukovic wrote:

> Really? Why did they do such a thing? All other emulators happily use
> disks or disk images of any size.

Every meet Mr. Mihocka? Met him twice, both times came off as a total
jerk.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

921. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:28:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <9h3fnt$t3s$1@plutonium.compulink.co.uk>
Source record: 44688

On 19 Jun 2001 00:38:06 , James Alexander wrote:
> Hi Harry
> Although the anodyne website says it isn't possible I have seen a
> pair of Yamaha cd-writers write CD's quite easily interfacted to an
> adscsi. The president of the local user group demo'd this setup in
> february, saw it in person. My doubts dissapeared after that.

Hi James,
I'd been thinking about a Yamaha CDRW earlier this year, but was put
off even trying it by the Extendos manual. Tahnks for the information
- I may reconsider...

> Harry Sideras wrote:
>> I'm not sure the AdSCSI will support writing to CDR(W) drives. I
>> think I was told the host adaptor needs to support abitration, so
>> needs to be a Link96/97 if using the DMA port. The SCSI port of
>> the TT/Falcon is ok though.
>>
>> Can someone confirm this, please?

rgds
H

922. Re: [ANN][ES] New Magic offer

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:28:32 UTC
From: sidcelery@cix.co.uk
Message-ID: <9h3fo0$t3s$2@plutonium.compulink.co.uk>
Source record: 44689

On 18 Jun 2001 19:08:34 , Steve Sweet wrote:
> Hi Harry baby
>>> I translated the magic.ram myself.
>> I tried this once, to remove some remaining German, and Magic
>> failed to run completely. I must've done something wrong... B^<
> You've not eMailed me for some while dude... :-)

True, but was there any outstanding Email? If so, I either forgot to
and deleted it - can't remember any though and I'm still short of
time to follow up on things I should've...

If there is something, please resend...

> I thought you'd got the hump with me over the bazzer affair.

Don't be daft, you prat B^)

rgds
H

923. Re: "Fcopy Pro" now free?

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:28:34 UTC
From: sidcelery@cix.co.uk
Message-ID: <9h3fo2$t3s$3@plutonium.compulink.co.uk>
Source record: 44690

```
On 20 Jun 2001 16:42:07 , Hallvard Tangeraas wrote:
> Has "Fcopy Pro" been released as freeware?
> ...
> --------------------
> - Thanks to Martin Backschat for the free copy of FCcopyPro.
> Use it free for copying Roland-Discs.
> ...
> -------------------------------------
>
> So, has it been freely released, or is this an illegal copy?

Out of interest, what version is it? My last upgrade was to v1.2,
75979 bytes dated 14/3/97 ...

rgds
H
```

924. Atari ST stuff for sale at e-bay

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 01:51:07 UTC
From: Brooklyn Man <pmarcell@erols.com>
Message-ID: <bisajtcf7ldreeivartmfli2mj2duj7jn5@4ax.com>
Source record: 44691

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1248018670

925. Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 06:39:51 UTC
From: jdplace@prodigy.net
Message-ID: <9h41vl$8ceq$1@newssvr06-en0.news.prodigy.com>
Source record: 44694
Body handling: HTML body converted to readable text

I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
but some take a very long time to display. It will say Formating

for a very long time. Can anyone help? Is this normal, or
are there some settings I can change? I am using it text only.

Thanks,
Joseph D. Place
jdplace@prodigy.net

926. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 07:57:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <7wBk9LAx1ZN7EwIL@atari.org.uk>
Source record: 44695

In article <9h2o37qva2@newsg4.svr.pol.co.uk>, Roger Cain
<roger@cainr.freeserve.co.uk> writes
>Yup, you can drive yourself nuts trying to replicate a copy protected disc.
>If you are locked out of a favourite bit of software your only guaranteed
>solution is to disassemble the object code and track down the protection
>algorithm which can usually be short-circuited with a patch of a few bytes.
>
>This is a helluva job so you really have to WANT to regain access. The large
>variety of protection algorithms means that any other method is unreliable
>to say the least!

Yup. but it's fun getting there:)

If you can remove the protection BUT leave the code INTACT, as if it
passed the tests, was my preferred method. You never know if any part of
the code is used later in the software.

This is going to spawn a whole new thread, i can feel it in my isp:P

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

927. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 08:08:18 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <2ARnxXAy$ZN7EwKt@atari.org.uk>
Source record: 44496

In article <1evggfs.1el7rtux2ooeoN%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes
>Interesting reading, though the whole thing is a bit too complex for me.
>Anyway, I'm still puzzled by the fact that a disk can be *read* (i.e.
>you can run the program) as usual from the original disk, but when
>copying you fail.

When i use to back software up many moons ago, especially when i did the
mockingbird menu routines on the 8-bits, i always said if you can get
the computer to read it you can write!

>
>Isn't copying a disk just reading it, then writing back the same data?
>How can my protected disk for example choke on a particular track or two
>(obviously where the protection lies) and fail to copy (at least with a
>normal copier), but still be read successfully using the same disk
>drive, same computer etc.?
>

Trying to think of something to compare it against aint easy.

you could consider the disk as a 2 stage writing process.

1) theres the formatting, like the foundation of a house, without this
the file structure has no structure.

2) the file data.

when a program is read or copied the program file itself is read, but
NOT the disk structure.

You need to read the disk structure and rewrite it to be precise. It's
not the bits in the data field that's of interested, it's the bits
between sectors OR in the address fields.

for example: There are bytes called control bytes, these allow writing
of crc's etc, and they are 2 bytes codes that write ONLY 1 byte in the
track format!!!

I hope this helps, cause it is a large subject.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

928. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 08:23:04 UTC
From: mt@telebyte.nl
Message-ID: <9h4818$68b$1@rubens.telebyte.nl>
Source record: 44497
Body handling: HTML body converted to readable text

On 24 Jun 2001 06:39:51 , Joseph D. Place wrote:
>I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
>but some take a very long time to display. It will say Formating
>
for a very long time. Can anyone help? Is this normal, or
>are there some settings I can change? I am using it text only.
>
>Thanks,
>Joseph D. Place
>jdplace@prodigy.net
>
>.
CAB is not fast. Everyone who uses it knows this, but it is still the
most stable Atari browser. Text only mode helps, but makes some
webpages completely useless.
Have you tried the 2.8 demo version, or thought of buying the
commercial version? Even the demo version is much better than 1.5.
1.5 does not support frames. In the demo version the hotlist is
disabled, use 1.5 to manage your hotlist, use STinG/STiK and Dan
Ackerman's OVL and you can use the 2.8 demo perfectly!

Version 2.8 is a little bit faster, but still very slow.

929. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 10:25:58 UTC
From: swampfax@atlantic.net
Message-ID: <WejZ6.1$ma3.4140@news1.atlantic.net>
Source record: 44498

Hi Lyndon,

On 23 Jun 2001 14:18:04 , Lyndon Amsdon wrote:
>On 22 Jun 2001 22:01:15 , John Garone wrote:

Various Snips...

>
>> I replaced the clock patch....
>
>Does it boot into TOS fine and work on this OS?

TOS 4.04 here. Everything else works ok (my normal boot set-up,
programs, etc.).

>Which version of Magic do you use?

I don't :) Never liked loosing my Falcon desktop/keyboard features!
But for this thread, Magic 5 and 6 loaded and re-booted this Falcon MKI
fine when they were purchased! Now, They both load from their original
disks with no evident problems until the "system halted" message!

>Try renaming magx.inf to magx.cfg then when presented with file
>selector load up magxdesk.app which is your chosen desktop right?

Will try it!

>
>The Phantom has problems in some places, can't print with NVDI in turbo
>and under hard work (mainly audio DMA/DSP work) the machine will freeze
>with audio looping and nothing responding on screen. Switching off turbo
>overcomes this problem. I'll be modifying mine to somewhere about 40Mhz
>to be safer on chips and actually work on my Falcon. 50mhz is just a
>little to far me thinks.
>
>Lyndon Amsdon
>--

Only the new Clock Patch is installed here! I'm still at 32mhz and
have'nt installed the CD Clock yet either.

John G.

930. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 10:48:35 UTC
From: swampfax@atlantic.net
Message-ID: <7AjZ6.2$ma3.4322@news1.atlantic.net>
Source record: 44501

Hi Lyndon,

On 23 Jun 2001 14:18:04 , Lyndon Amsdon wrote:
>On 22 Jun 2001 22:01:15 , John Garone wrote:

Various Snips...

>
>> I replaced the clock patch....
>
>Does it boot into TOS fine and work on this OS?

If you mean does my Falcon (TOS 4.04) boot ok with the new clock patch,
the answer is yes. Everything works as did before (my normal boot set-up,
programs, etc.).

>Which version of Magic do you use?

I don't :) Never liked loosing my Falcon desktop/keyboard features!
But for this thread, Magic 5 and 6 loaded and re-booted this Falcon MKI
fine when they were purchased! They both load now from their original disks
with no problems until after the re-boot and then "fatal gemdos error..
system halted"! I then have to shut the hard drive off to get it to boot
from the floppy because holding down the ALT key won't do it (it usually
does in other cases).

>Try renaming magx.inf to magx.cfg then when presented with file
>selector load up magxdesk.app which is your chosen desktop right?

Will try it!

>
>The Phantom has problems in some places, can't print with NVDI in turbo
>and under hard work (mainly audio DMA/DSP work) the machine will freeze
>with audio looping and nothing responding on screen. Switching off turbo
>overcomes this problem. I'll be modifying mine to somewhere about 40Mhz
>to be safer on chips and actually work on my Falcon. 50mhz is just a
>little to far me thinks.
>
>Lyndon Amsdon
>--

Only the new Clock Patch is installed here! I'm still at 32mhz and
have'nt installed the CD Clock yet either.

John G.

931. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 10:57:27 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9h4h06nhr01$1@news.t-online.com>
Source record: 44502
Body handling: HTML body converted to readable text

> I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
> but some take a very long time to display. It will say Formating
>
for a very long time. Can anyone help? Is this normal, or
> are there some settings I can change? I am using it text only.
>
There's nothing wrong with CAB. The STE is just a very slow computer to
browse the web. Pages containing tables may also take longer to display
because the browser has to "calculate" the complete page before displaying
it.
Later versions of CAB are a bit more quickly but don't expect wonders - you
are browsing the net with a computer that is basically 16 years old.

Greetings,
Matthias

932. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 12:19:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993477142-477605AEicMi@cwcom.net>
Source record: 44454

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Fri, 22 Jun 2001 21:38:00 +0200

Hi Peter,

>DC>another. Problem! HDUtility for 7.71 refused to run, complaining that
>DC>it "Couldn't load driver file"! What's going on here?
>I suppose you can't modify a recent driver file (HDDRIVER.SYS) with an
>'old' configuration tool (HDDRUTIL).
You can't, as you get the "Wrong driver version" alert, and that's the end of
that.

This is a really wierd problem, it's only 7.71 and 7.80 that exhibit this
problem of not being able to load the driver file...

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

933. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 12:36:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993477146-478502AEicMi@cwcom.net>
Source record: 44456

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 23 Jun 2001 14:18:04 -0000

>>>Disable the TSL line in magx.inf and check for conflicting auto folder

>> Don't see a TSL line? and I'm Booting vanilla with Magic!
>
>Right that's OK then.

No, it's not. Pre-emptive multitasking at the time the inf file is read is
the default setting. You must ADD the line ;TSL in order to turn this setting
off.

>The Phantom has problems in some places, can't print with NVDI in turbo

Try the IPRN driver, the demo of which is in the NVDITOOLS folder of NVDI.

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

934. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 12:50:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993477148-478974AEicMi@cwcom.net>
Source record: 44457

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Sat, 23 Jun 2001 21:02:27 GMT

>>Not really a solution, but just another option. Mint is fine, but much
>>harder to setup than Magic.
>
>MiNT is as easy to set up as MagiC. In fact I had more problems to get
>MagiCMac running on my G3 then I ever have had with MiNT on the Hades.

It seems to be down to ones' mind-set. If you just want an install with a
couple of mouseclicks then MagiC is the way to go. I'm afraid that I fall
firmly in that camp!

>The big difficulty is setup MiNT-net which is indeed rather hard to get
>it running. MiNT-net is however not required in order to work with MiNT.

I grabbed the "MiNT-net for dummies" distribution, but it's still sitting on
my hard drive! I suspect that that's where it'll stay, as I don't really have
a use for it.

I suspect that you're right about the future of MagiC, on the Atari at least.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

935. Re: Problem: TT030, SLM 804, and DynaCADD - SOLVED!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 12:50:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993477144-478078AEicMi@cwcom.net>
Source record: 44455

Hi Ken,

>So, does anyone have the complete set of disks for an SLM installation with
>files dates of 1990 or newer?

Look for a link to the last version of the Diablo emulator plus a CPX to control it on the pages of either Christian Felsch or Julian Rescke (sp), I'm afraid that the exact details are stored on a server some miles away from here.

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

936. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 13:03:13 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tjbp72icqpkaed@corp.supernews.co.uk>
Source record: 44503

> clumsy half compatible GEM. Note, apps prolly wont be developed exactly
> for CF or PPC...

People go on about apps not being made for the CF or PPC and that is why we have to stick with 68K code (i.e. CF or PPC with emulation).

This is rubbish, how many "GEM" apps (I say that loosely) are out there which have been re-compiled for different CPUs, many would say "none"..... but think again, many apps have different code for all the different CPUs such as 68K, 030, 040, 060. If we put CF on the end would it be much harder for the programmers? Few apps are written in Assembly these days, Basic, C, etc apps can be re-built with the CF instructions.

Elliot...

937. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 13:03:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993477152-479463AEicMi@cwcom.net>
Source record: 44458

From: Steve Stupple <Steve@atari.org>
Date: Sun, 24 Jun 2001 08:57:37 +0100

>If you can remove the protection BUT leave the code INTACT, as if it
>passed the tests, was my preferred method. You never know if any part of
>the code is used later in the software.
>
>This is going to spawn a whole new thread, i can feel it in my isp:P

Go for it, it's fascinating! ;-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

938. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 13:06:12 UTC
From: bindon@madasafish.com
Message-ID: <tjbpe4jmjg7ec@corp.supernews.com>
Source record: 44504
Body handling: HTML body converted to readable text

On 24 Jun 2001 06:39:51 , Joseph D. Place wrote:

Hi

>I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly, >but
>some take a very long time to display. It will say Formating >

>for >a very long time. Can anyone help? Is this normal, or >are there
>some >settings I can change? I am using it text only.

I used to do the same thing on my STE, CAB 1.5. It really is slow and
there is no way to change that except for :-

1) Get a big accelerator in your machine.
or
2) Get CAB 2.8 which is a lot faster, believe me.

Well if you have a lot of cash floating around get both :)

CAB 2.8 also supposrts frames and can format a table faster, a page like
Yaho really did slow down an STE with CAB 1.5, I would imagine CAB 2.8
would help.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

939. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 13:28:50 UTC
From: Elliot <esrs@u.genie.co.uk>
Message-ID: <tjbqn45ijngn14@corp.supernews.co.uk>
Source record: 44506

The way you are talking one would think that the ST range of computers started (and ended) with the Falcon.

We would all like a new TOS machine with an 68090 at 300Mhz in it but it is not going to happen, the upgrade paths have been presented to us. We still have problems with speed - internet is a big part of what I do and I can't do it on an Atari as much as I would like to it is not going to happen on an 030 CPU.

Atari realised the ST was not good enough for some jobs so they brought out LOTS of new ones, Atari went under, but if they didn't do you really think they would have stopped at the Falcon saying "no one would want more than this, the apps that it runs are fine".

I have never used them but do you think that papillon and photoline would run nicely on a 512 ST? So you use a faster machine..... the point I am trying to make is that better applications *can* be made if we have better machines.

Elliot...

"SWE/YesCREW" <jvalant@m42.cx> wrote in message
news:Pine.MNT.4.21.0106221016460.228-100000@localhost...
> On Thu, 21 Jun 2001, Djordje Vukovic wrote:
>
> > > Would u rethink those word please? Do we want new compatible machine
or
> > >emulator?
> >
> > The difference may be academic hair-splitting. I.e. if you can't feel
the
> > difference then it does not matter. And doesn't even a Falcon, sort of,
> > "emulate" (afaik called "backward" or something like that) an ST for
some
> > old programs?
>
>
> It may be academic hair-splitting for u... But rethink carefuly: U want
> to make Ataris to be PC like.. Noone as i can see realy cheerish that
> Ataris are DIFERENT as PC, hardware and software wise, because of that
> Falcon on 16mhz can run mp3 player, Apex and such apps, while others
> cant... Thats just one example.. U keep mentioning (not u personaly, ppl
> to which i try to opopose) gemulators and its speed, HOW fast can it run
> let say Noise tracker, non-gem games, demos.. YES those are genuine ATARI
> programs as well, because of those, Atari earned its reputation.. We
> didnt have better apps as autocad, max3d, frameworks etc, we did have

> beter paint apps, midi apps, trackers, games. And thats what make ST a
> good machine.. We had dynacadd, ldw and other but they were always a bit
> behind PC apps.. What use we will have in runing papillon, photoline (i
> love that app) and others at 100 times greater speed.. they will do
> exactly same, nothing more, just faster, and they arent exactly slow now
> on TT, falcon, maybe CT2 falcon. I had many PC pals at time when ST was
> popular, noone came to see serious apps (i think Calamus was bright
> exception) they did like trackers, gfx stuff a lot! And now u all talk
> bout Milans, Hades's, Emulators and try to make us who just simply likethe
> machine as it is, even with faults, dummy? Im not against new stuff, but
> they should be special and different.. Branko said that best...
>
> So it may be hair-splitting to u, its Atari to me! About Falcon: yes it
> aint 100% compatible, its was new machine.. STILL videl offers ST mode, ST
> pallete, they used a compromise with BUS to regain some
> compatibility. Backward just enable some stuff (timers) prevent crashes
> caused by diferent memory handling.. not emulating anything.. denying all
> stuff except pure GEM etc is denying the machine! As soon u have same
> hardware for diff OS-es, no matter if OS is started as main OS or on top
> of other OS, u did kill the machine flavor..
>
>
> Janez
>

940. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 13:32:26 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-DD0D3D.09322524062001@news.bellglobal.com>
Source record: 44507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, x@x.xx (Hallvard Tangeraas)
wrote:

> <sinclap@nospam.net> wrote:

> > > And u are idiot...
> > >
> > > misspelled u...
> >
> > I don't think you're the one to talk about misspelling....
> >
> > a) If you read this person's news-header you can see he's not located in
> > an English speaking country so he's got an excuse, unlike you,
> > .... moron!
> >
> > b) Getting back to your poor excuse for trying to be serious in a reply
> > to my posting you have quite a few typographical mistakes yourself; and
> > you're a native English speaker:

what's even more pathetic - not only does The iDiot Forever Known As
Sinclap claims that it is a college graduate - which, if this is an
example of what American colleges put out, then the USA is doomed - but
also claims to be an "Apple Power Rep", which is highly unlikely due to
the fact that real "Apple Power Reps" (yes, I have spoken to real ones
at Macworld Expo NY) require a high level of reading and writing
comprehension as a term of employment. TiFKAS is still refusing to
divulge who employs it (muttering twaddle about "Atari Jihads" who are
"out to get it").

> >> I'm not even going to start commenting on the actual subject, because
> >> I'm sure you don't care. Besides, I don't feel the need to waste time
> >> defending my favourite computer platform. Some people like pears,
> >> >some oranges, and some.... apples. So what? I also use an Apple
> >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> >> so is the STe I have next to it.

> >A free country, unless up north is not. I could not care what people
> >use.
> >
> > A free country? As if your postings only reach your own US of A?
> > Another ignorant American thinking he's in the centre of the universe!
> > (My apologies to the other Americans here, but this kind really makes me
> > want to puke).
> >
> > The next thing you're going to talk about is probably your freedom of

> speech and all that stuff many of you Americans babble about all the
> time someone criticizes you.

years ago TiFKAS would defend its constant attacking of Atari users
in c.s.a.st (which was in violation of the newsgroup charter, which
forbid "computer vs. computer" debates) by wrapping itself in the
American flag and claiming that it was protected under the First
Amendment of the US Constitution, which promises freedom of speech.
When, however, I discovered that the US Supreme Court had ruled in 1974
(in the landmark case "FCC Vs. Pacifica" AKA "Pacifica Broadcasting's
playing George Carlin's Seven Words You Must Never Say On Television")
that public nuisances were not protected under the 1st Amendment and
could indeed be subject to criminal and libel prosecution, and made that
clear in that forum that TiFKAS defined "public nuisance" to a T,
TiFKAS promptly shut up.

I find it interesting that TiFKAS is accusing you of being from
Canada, Hallvard (notice the "up North" reference) -its known emnity to
the Great White North is showing, due to the fact that a number of its
most vocal critics who have totally humiliated it in exposing its vast
ignorance of anything computer-related hail from there, often claiming
we have a lousy "socialist government", are sinking economically, and
are nothing more than "US-owned territory". It must really hurt it to
discover that currently Canadian economic growth is larger than the US,
not to mention that at least in our elections we can count, unlike in
TiFKAS' US where they allowed the dumbest politician since Dan Quayle to
become president due to a stupid concept like the Electoral College.
(It's also funny that the newspaper it uses as "evidence" of the bad
stuff about Canada, The National Post, is also considered a national
joke which has bled red ink since its inception, and that its publisher,
Conrad "Tubby" Black, has fled Canada with his tail between his legs out
of shame).

> >> If you think you're bringing "Mac-evangelism" to the world you've
> >> truly misunderstood the whole concept and surely bring disgrace to
> >> the rest of your fellow Macintosh fanatics. If you believe your
> >> postings will bring Atari users to start using Macs you're dead
> >> wrong. Check your head man!
>
> >How did Mac evangilism get into this? What makes you think I am a Mac
> >fanactic? I use one as a tool to get the job done.. You're being to
> >emotional ..
>
> Again, I see no need to comment on this as your postings speak for
> themselves.

ROTFLMAO! well said, Hallvard!

TiFKAS is now denying that it is a "Mac Evangelist"? After all these
years of carpet-bombing c.s.a.st and .advocacy with its obvious pro-Mac
drivel? After calling users of fuji-badged computers "Atari boobs" who
"need to get laid"? After saying such things like "Calamus is crap", and

"90% of all Atari applications fall over on the Milan"? Who once claimed
that Apple, depite a BILLION DOLLAR LOSS in 1997, still showed a profit?
>
>
> >sinclap!
> >somewere in mpls
>
> Still too scared to reveal who you really are...
> Can't stand behind your worthless drivel, can you?

its name: Peter Sinclair (sometimes Peter Sinclair-Day)
its ISP - Earthlink (check the headers, that's where it's posting
from)

> Makes me wonder how many Internet providers you've been banned from....
> I'm sure this isn't the only newsgroup you've been polluting with your
> endless stream of crap.

TiFKAS has also been known to spread its reign of error in the amiga
groups, as well as the Lynx and Jaguar groups.

TiFKAS has also been reprimanded by Cedarnet.org for violating its
user agreement when it was active in attacking users in c.s.a.st (a
charge it denies, despite the fact that I was e-mailed by Cedarnet and
was told that it had been warned and reprimanded, subsequently TiFKAS
disappeared from c.s.a.st for a time like a whipped puppy), was tossed
off DejaNews for a time for posting sexually explicit content in
.advocacy, and was banned from Hotmail after it used the service to send
harrassing e-mail to one of its critics.

941. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 14:34:11 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106241424210.94-100000@Hades060>
Source record: 44521

On Sun, 24 Jun 2001, Hallvard Tangeraas wrote:

> <sinclap@nospam.net> wrote:

snip

> >sinclap!
> >somewere in mpls
>
> Still too scared to reveal who you really are...
> Can't stand behind your worthless drivel, can you?

People like this always hide behind some fake name.
He probably won't ever give his real name or exact location.
This allows such morons to speak in such a manner and never
really be held accountable. In fact nothing he's ever said
can be taken serious, probably all lies since he lies about
his name.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

942. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 14:40:59 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106241435200.94-100000@Hades060>
Source record: 44517

On Sun, 24 Jun 2001, Daniel L. Dreibelbis wrote:

> what's even more pathetic - not only does The iDiot Forever Known As
> Sinclap claims that it is a college graduate - which, if this is an
> example of what American colleges put out, then the USA is doomed - but
> also claims to be an "Apple Power Rep", which is highly unlikely due to
> the fact that real "Apple Power Reps" (yes, I have spoken to real ones
> at Macworld Expo NY) require a high level of reading and writing
> comprehension as a term of employment. TiFKAS is still refusing to
> divulge who employs it (muttering twaddle about "Atari Jihads" who are
> "out to get it").

If by some miracle that is even true at all then it might explain
the fake name. If my work place seen me conduct myself in this
manner they would not be happy at all. Of all the MAC users I
ever met, they are quite the opposite of sinflap...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

943. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 14:57:15 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.mqcpptod@localhost>
Source record: 44508

```
Elliot wrote:
>
> > clumsy half compatible GEM. Note, apps prolly wont be developed
> > exactly for CF or PPC...
>
> People go on about apps not being made for the CF or PPC and that is
> why we have to stick with 68K code (i.e. CF or PPC with emulation).
>
> This is rubbish, how many "GEM" apps (I say that loosely) are out
> there which have been re-compiled for different CPUs, many would say
> "none"... .... but think again, many apps have different code for all
> the different CPUs such as 68K, 030, 040, 060. If we put CF on the
> end would it be much harder for the programmers? Few apps are
> written in Assembly these days, Basic, C, etc apps can be re-built
> with the CF instructions.
>
> Elliot...
```

Indeed.�I�think�it�is�a�choice�of�moving�on�to�another�cpu�natively�or�go�for�emulation.�I�don't�see�how�68k-cpu's�can�be�an�option�in�the�future�(if�we�want�to�see�TOS-clones�being�produced�in�the�future)�since�they�aren't�really�developed�anymore.�And�for�stuff�like�demos�and�old�games,�these�things�are�pretty�much�always�written�to�work�on�special�hardware,�so�I'd�say�it�would�make�more�sense�to�emulate�missing�exotic�hardware�instead�of�focusing�too�much�on�machine�specific�compatibility.�To�me�the�most�interesting�solution�could�be�to�try�to�adjust�any�of�the�existing�PPC-boards�and�turn�it�into�a�TOS-clone.�

Right�now�there's�not�really�much�hope�for�the�platform�as�I�see�it,�mostly�because�of�the�lack�of�possible�upgrade�paths�for�the�future.�It�will�be�interesting�to�see�if�CT60�and�Tempest�are�available�some�time,�but�they�still�are�only�good�for�speeding�existing�machines�up.�Situation�would�feel�much�better�if�there's�an�alternative�to�get�a�new�PPC�(or�even�CF�if�PPC's�out�of�the�question)�based�board�that�could�offer�decent�CPU-power.�Such�a�machine�would�have�a�lot�of�power�to�spare�when�running�demanding�stuff�like�mp3's�(which�could�be�really�fast�by�using�something�like�Desse-card�perhaps?)�and�as�their's�no�browser�with�good�specs�for�our�platform�still�being�developed,�we�could�use�a�ported�one�instead.�If�the�CPU's�fast�enough.�

Sure,�some�will�always�frown�at�ported�apps,�but's�it�really�better�to�see�all�atari�users�one�by�one�ditching�their's�old�platform�since�they�cannot�use�it�anymore?�We�all�use�out�ataris�for�different�things,�some�

enjoys�a�lot�of�the�classic�games,�and�spend�a�lot�of�time�on�coding�demos.�That�is�great,�since�it�keeps�ppl�attached�to�their�ataris,�so�all�coders�does�make�a�great�job�on�that�so�much�respect�to�them.�But�I�think�I�am�not�the�only�one�that�wants�to�use�the�atari�for�stuff�other�ppl�use�their�pc�s�for.�

I�might�be�naive,�but�I�d�like�to�think�we�could�open�up�new�possibilities�by�moving�on�to�PPC�(or�even�CF�if�PPC�is�out�of�the�question).�It�might�not�be�what�everybody�wants,�but�it�would�at�least�bring�more�power.�Power�which�I�think�we�are�in�desperate�need�of.�

Ah�well,�let�the�flaming�begin..

/Joakim

944. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 14:59:31 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106241444580.94-100000@Hades060>
Source record: 44518

On Sun, 24 Jun 2001, SWE/YesCREW wrote:

> > Amen! And IMO that would not have to interfere with the atari feel. Ppl
> > might object here, but to me it is the OS and its parts that is the
> > great thing about the atari. The hardware is the stuff supplying the
> > power, but the neat stuff is in the software above all. And I think you
> > put it nicely, "better applications *can* be made if we have better
> > machines". Iï¿½ll second that. Not saying there is no good software at
> > present time, but it would open up new possibilities.
>
> So lack of sofware is due the fact we have bad machines?

Well you can insert whatever word you want if you wish to keep
beating this topic to death. He obviously meant "faster"
when he said "better" machines. You think some newer raytracer
would be ported to Atari? Nope. It's not cause the machine is bad,
but lacks enough speed to make such a project worth while. Speed
can be a serious issue and it plays a factor in what gets released
for our platform. At some point one has to bend, something has to
give or we can all be happy fussing with a mixture of half assed
GEM apps/unix apps trying to do some simple task the rest of the world
takes for granted. If you don't like the emu idea, or ppc idea
don't buy it, keep your falcon next to you. That's how you solve that.

Frankly I'm tired of CAB, it messes up I try lynx. Lynx fails
I try w3m... this is not how it should be. It's frustrating and
if I have to run to my freinds house to do some work on the
web something is very wrong with this picture. It seems to come
back to speed... no speed no usable browser...

Am I alone in this frustration? I think not. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

945. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 15:04:36 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.aijaaafc@localhost>
Source record: 44510

```
Elliot wrote:
>
> The way you are talking one would think that the ST range of computers
> started (and ended) with the Falcon.
>
> We would all like a new TOS machine with an 68090 at 300Mhz in it but
> it is not going to happen, the upgrade paths have been presented to
> us.
> We still have problems with speed - internet is a big part of what I
> do and I can't
> do it on an Atari as much as I would like to it is not going to
> happen on an 030 CPU.
>
> Atari realised the ST was not good enough for some jobs so they
> brought out LOTS of new ones, Atari went under, but if they didn't do
> you really think they would have stopped at the Falcon saying "no one
> would want more than this, the apps that it runs are fine".
>
> I have never used them but do you think that papillon and photoline
> would run nicely on a 512 ST? So you use a faster machine.......
> the point I am trying to make is that better applications *can* be
> made if we have better machines.
```

Amen! And IMO that would not have to interfere with the atari feel. Ppl might object here, but to me it is the OS and its parts that is the great thing about the atari. The hardware is the stuff supplying the power, but the neat stuff is in the software above all. And I think you put it nicely, "better applications *can* be made if we have better machines". I'll second that. Not saying there is no good software at present time, but it would open up new possibilities.

/Joakim

946. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 15:10:46 UTC
From: bindon@madasafish.com
Message-ID: <tjc0nmeiqam785@corp.supernews.com>
Source record: 44511

On 24 Jun 2001 14:03:13 , "Elliot" wrote:

Hi

>People go on about apps not being made for the CF or PPC and that is why we
>have to stick with 68K code (i.e. CF or PPC with emulation).
>
>This is rubbish, how many "GEM" apps (I say that loosely) are out there
>which have been re-compiled for different CPUs, many would say "none".....
>but think again, many apps have different code for all the different CPUs
>such as 68K, 030, 040, 060.

Well from using Lattice C the hard work is doen in the compiler and all
you have to do is select the processor. I'm not sure but I don't think
there is a PPC compiler for the Atari, maybe GCC?

>If we put CF on the end would it be much harder
>for the programmers? Few apps are written in Assembly these days, Basic, C,
>etc apps can be re-built with the CF instructions.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

947. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 15:43:19 UTC
From: bindon@madasafish.com
Message-ID: <tjc2knd4sgbu9b@corp.supernews.com>
Source record: 44512

On 23 Jun 2001 12:44:34 , Steve Sweet wrote:

Hi Steve

>As a related aside to this thread, yesterday i was in a game shop, i
>think it was either Electronic Boutique or Game, anyway, some items i
>spotted on their shelf was a Spectrum emulator for the PC with about
>5000 games and also a Amiga emulator for the PC with a thousand or so
>games. I couldnt find an Atari emulator though!!.

I went to a Radio Rally today and a stall was seliing all sorts of
emulators on CDs! Playstation, Amiga, Gameboy, amiga and..... Atari,
although I think they were more the older ones as the CD was called "Atari
Classics".

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

948. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 16:39:25 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b361842$0$12818$272ea4a1@news.execpc.com>
Source record: 44515

On 24 Jun 2001, Martin Tarenskeen wrote:

> Have you tried the 2.8 demo version, or thought of buying the
> commercial version?

Hi,

I Use FlashII (text only), and as mentioned, some sites are totally
useless.
I would like to try CAB 2.x demo
But when I go to the following site,
my system says: 14meg read out of 16meg. (Something like that)
I freeze up at this site, and cursor will not move around to
highlight links. What's wrong?

The site is:
user/tninet.se/~gcc561r/english/

Very interesting site, by the way.

ken

949. PDF files

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 16:41:04 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b3618a4$0$12824$272ea4a1@news.execpc.com>
Source record: 44514

Hello,

Is Ghostscript freeware or shareware?
I would like to read some .PDF files?

ken

950. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 17:02:34 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106241631440.191-100000@localhost>
Source record: 44509

fOn Sun, 24 Jun 2001, Elliot wrote:

> The way you are talking one would think that the ST range of computers
> started (and ended) with the Falcon.

Where exactly did i say that? What i did said is that Atairs introduced
something new and different to computer world, ST did have great hardware
design at its time, MIDI... later Falcon introduced DSP which can be
programable to mass users, sound matrix etc.. or Jaguar, or Lynx.. Now how
can PC board or Mac board with emulator compete with that? Or deserve a
name "new atari"?

> We would all like a new TOS machine with an 68090 at 300Mhz in it but it is
> not going to happen, the upgrade paths have been presented to us. We still
> have problems with speed - internet is a big part of what I do and I can't
> do it on an Atari as much as I would like to it is not going to happen on an
> 030 CPU.

I guess nobody told that to SCT1 guys... While all present Atari
comunity cried how mp music aint possible, how cool would be to have PPC
bla bla, they did mp3 player! Same for Nocrew guys and their mp2 player. I
have 030 machine and i dont have any speed problems. Im easy person, i
dont need all to be done in miliseconds, i CAN wait few secs for page to
load.

About internet problems: partialy i agree, but please dont mention
Netscape again.. It is slow, big, bad piece of code.. Put it on ST or
Falcon or TT, load super simple text only page, without any goodies like
flash, java etc and measure time, CAB is F1 car compred to it! Do u really
wanna such app? And: i dont care about CPU too much, but as i said, i wana
genuine machine, not a emulator! If u remeber Phenix project u can see
that today good, genuine and diferent projects CAN be done.

> I have never used them but do you think that papillon and photoline would
> run nicely on a 512 ST? So you use a faster machine..... the point I am
> trying to make is that better applications *can* be made if we have better
> machines.

Sure they can be! Tell me one? Ill mention Mp3 player again, and as we
speak New Beat makes ACE softsynth, which was tested by music comunity and
results are not bad, a year or so back DHS came out... Or Vision, which
looks a bit odd, but filtering etc vis DSP is fast. All those guys dont
admit, or u didnt tell them, that 030 is bad. And dont think Papilon for
example is good.. A lot better can be done on 030, infact i think Papilon
was done on MAC. That would explain why it slow and slugish on my machine
and only thing where it is fast is crashing.

So u re right apps can be made, but it seems ppl who LOVE their machines, not dream about some high end stuff does them atm. Can u tell me one company which did app which can use great Milan/Hades gfx capabilities? Or CAD prg or Renderer etc which use 060 speed? Or simply any piece of code to realy use those capabilities? And if few ppl now buy new machine developers and company will just pop out?

I see u dislike Falcon, but thanks to guys who love it as it is, and seek posibilites WITHIN the machine i have bunch of apps that cant run on Hades/Milan, which are better as those on Hades/Milan, some are even faster.. I agree i have speeder, but im still on 030 for which u say "its not going to happen".. It did happen and still does! And if i will one day really need soe humongous RAW cpu power for apps like Netscape, Autocad etc, ill get myself PC/MAC.. i wont try to rape Atari with those, not too mention that anyone who use such apps profesionaly also want support and fast upgrades, some 3rd habd modules, libs etc.. which are only provided on those machines..

951. Re: Compaq 5301 - Adding 2nd hard drive Question

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 17:49:30 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993495604-134718AEicMi@lineone.net>
Source record: 44473

Hi Derryck

>>Now that wasn't very helpful was it!

>Steve was suggesting that you'd get a better answer from a newsgroup
>which specifically supported your platform/whatever.

Amen.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

952. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 17:53:38 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993495606-135192AEicMi@lineone.net>
Source record: 44474

Hi Dip-shit

>> And u are idiot...

>misspelled u...

I think you'l find its not a mis spelling but an abreviation generaly
accepted as "You", intended to save bandwidth, such as would also be
achieved by killing SinClap or getting his posting account terminated,
again.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

953. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 18:35:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h5bto$g7p$1@snipp.uninett.no>
Source record: 44516

gokmase <fale@cybercrap.no> wrote:

> willï¿½beï¿½interestingï¿½toï¿½seeï¿½ifï¿½CT60ï¿½andï¿½Tempestï¿½areï¿½availableï¿½someï
¿½time,ï¿½
> butï¿½theyï¿½stillï¿½areï¿½onlyï¿½goodï¿½forï¿½speedingï¿½existingï¿½machinesï¿½up.ï¿½

You could turn a CT60 or Tempest into a complete, standalone computer,
just add a PCI-bridge to them. Add a graphics-card, a SCSI/IDE card, an
ethernet-card and soundcard, and all you need is a small host-card to
replace the functionality of the Falcon (mouse/keyboard and a boot-ROM).

The problem here is that in addition to develop the hardware, which can be
hard enough, the OS must be adapted and drivers must be made. By using
existing hardware one could eliminate a huge part of the work. Also,
developing and producing hardware is very, very expensive, software can be
developed at little cost and risk.

In fact, almost everything we need is available for free as we speak. We
have a free kernel (FreeMiNT), a free VDI (fVDI) with a free driver for
ATI Rage PCI-cards, a free AES (XaAES) that works under FreeMiNT, a free
driver for Soundblaster PCI-cards (GSXB with ES-driver) etc. What's
missing is a free 030-emulator, a PCIBIOS and harddisk-driver for a
current PC or PPC motherboard and some changes to FreeMiNT to let it boot
on this hardware.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

954. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 18:38:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106241838020.154-100000@localhost>
Source record: 44513

> > I have never used them but do you think that papillon and photoline
> > would run nicely on a 512 ST? So you use a faster machine.......
> > the point I am trying to make is that better applications *can* be
> > made if we have better machines.
>
> Amen! And IMO that would not have to interfere with the atari feel. Ppl
> might object here, but to me it is the OS and its parts that is the
> great thing about the atari. The hardware is the stuff supplying the
> power, but the neat stuff is in the software above all. And I think you
> put it nicely, "better applications *can* be made if we have better
> machines". I´ll second that. Not saying there is no good software at
> present time, but it would open up new possibilities.

So lack of sofware is due the fact we have bad machines?

955. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 19:24:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9h5eq8ian1@plutonium.compulink.co.uk>
Source record: 44519

In message <ocd8jt43fdu0nt2p1ckraj48o94ne1pp8t@4ax.com>, bobr1@provide.net said:

>The entire point of "copy protection" is to create a disk which can
>NOT be copied "exactly".

---SNIP---
Steve,

Many thanks for the info - I have file this for reference.

>The "Happy" board, the "Archiver" chip (for the 8-bit Ataris), and the
>"Discovery" cartridge (for the ST) are all HARDWARE modifications
>which will allow a disk drive to re-create the oddities of the format
>on the original disk.

I have Power Computing's Ultimate Diascovery cartridge which I
think may also be able to do that. Had it for years but never used
it!

>The "Blitz" cable mentioned in another reply actually does what you
>think an image copy should do, but it does it with HARDWARE.

I think I have one of those too somewhere, but again never used
it with my STFM - the Falcon doesn't have a second floppy drive,
of coursde, though I suppose a socket for it could be fitted.

>There are a few books available that give more info about copy
>protection methods- The Abacus book on the ST disk drives gives some
>hints, and there was a good one on ST Protection Techniques by George
>Morrow. Unfortunately I sold my copy of the latter some time ago, but
>they may still pop up from time to time.

I have the Abacus book, though haven't got as far as the
protection section :-(

Thanks again - you really are a mine of information!

Regards, /Peter/

956. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 19:27:32 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B363F24.84E7C801@greeleynet.com>
Source record: 44520

Galen wrote:

> The Y2K bug of XBOOT is fairly minor in that certain features don't
> save correctly after 1/1/00. Kindly set your clock for 1999 before
> playing with XBOOT and set it back when completed. (Actually, my
> version of XBOOT works fairly well without doing that, but perhaps I'm
> just lucky.)

I asked Derryk for the unpacker. Hopefully that will solve that
problem. If not, I'll just do the date changing.
>
> As for your SLM problem, I suspect that it can be solved. Many TT
> owners used to use the SLM. Is it possible to use a HD off the SCSI
> port, thus leaving the ASCI for the SLM alone? Having owned a SLM for
> only a few months, I don't remember much about it save that it sure
> pulled a lot of watts!

The external drive is a DMA device, no SCSI ports. It's got and ICD
host adapter.

As you probably read by now, newer software has solved the problem. But
I have just minimal files, I believe. I'd like to find the complete
set. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

957. Re: PDF files

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 19:54:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3652fc7d1a180@pandora.be>
Source record: 44522

on Sun 24-06-2001 11:41 Ken Kosut wrote:

>
>
>Hello,
>
>Is Ghostscript freeware or shareware?
>I would like to read some .PDF files?

It's freeware and it does its job slow but good.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

958. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 20:12:04 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9h5hg5reg06$1@news.t-online.com>
Source record: 44523

>And for stuff like demos
> and old games, these things are pretty much always written to work on
> special hardware, so Iï¿½d say it would make more sense to emulate
> missing exotic hardware instead of focusing too much on machine
> specific compatibility.

I agree. Machine specific compatibility would also increase the price.

> Situation would feel much better if there was an alternative to get a
> new PPC (or even CF if PPC is out of the question) based board that
> could offer decent CPU-power.

I don't know if you know about the bPlan board (http://www.bplan-gmbh.de).
They're doing exactly that and the next AmigaOS and LinuxPPC will work on
that machine.

>Such a machine would have a lot of power
> to spare when running demanding stuff like mp3's (which could be really
> fast by using something like Desse-card perhaps?) and as their is no
> browser with good specs for our platform still being developed, we
> could use a ported one instead. If the CPU was fast enough.

You could easily port dozens of application without spending months on
optimizations. Ported apps often don't look as fine as genuine ones so
there's a place for both ones.

> That is great, since it keeps ppl attached to their ataris, so
> all coders does make a great job on that so much respect to them. But I
> think I am not the only one that wants to use the atari for stuff other
> ppl use their pcï¿½s for.

I'm using a PC (but I still have my Falcon though). Why? Because my Falcon
was much too slow for web sites and there are some apps which just don't
exist on the Atari. It would be great to have a fast TOS clone with a new
extended TOS.

>It might not be what everybody wants, but it would at least
> bring more power. Power which I think we are in desperate need of.

Yes! And some apps could really use some more power (e.g. STemBoy).

Greetings,
Matthias

959. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 21:17:38 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3mlcjt0sr8g19mpkbiqrjca96roe9cj8s2@4ax.com>
Source record: 44524

On Sat, 23 Jun 2001 19:43:44 +0100, "Roger Cain"
<roger@cainr.freeserve.co.uk> wrote:

>
>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:ocd8jt43fdu0nt2p1ckraj48o94ne1pp8t@4ax.com...
>
>> The entire point of "copy protection" is to create a disk which can
>> NOT be copied "exactly".
>
>Yup, you can drive yourself nuts trying to replicate a copy protected disc.
>If you are locked out of a favourite bit of software your only guaranteed
>solution is to disassemble the object code and track down the protection
>algorithm which can usually be short-circuited with a patch of a few bytes.
>

Heh... this worked... at first.

You'd find the Jump to Subroutine that would branch to the copy
protection check, and simply NOP out those bytes. The program
would get to that point and ignore the NOPs, and never execute the
protection routines.

Then... those bastard programmers started putting "double checks" in
their code. Later on in the game they'd check to see if the JSR
command to jump to the protection routine was still there. If it
wasn't, it meant the code had been "cracked", and they'd do something
like disable the guns on your ship. Or jump to a message that said
"Go Buy the Game".

Then.. they'd add another check to see if you left the JSR, but had
diddled with the protection routine itself.

Then... they added a complete second disk check during the game,
located who knows where in the code.

Or... they'd do a checksum of the entire game code to see if it had
been modified, independent of the disk protection.

Talk about brain numbing..!

BobR

960. Re: PDF files

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 21:50:23 UTC
From: bindon@madasafish.com
Message-ID: <tjco4vsar2s93f@corp.supernews.com>
Source record: 44525

On 24 Jun 2001 11:41:04 , Ken Kosut wrote:

Hi

>Is Ghostscript freeware or shareware?
>I would like to read some .PDF files?

Chapelie server, under editors and ghostscript. Pick up both fnt
packages, the lib and the binary and I think a small RSC file. AL in
that directory so I found it easy to install.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

961. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 21:50:28 UTC
From: bindon@madasafish.com
Message-ID: <tjco54btu8ri42@corp.supernews.com>
Source record: 44526

On 24 Jun 2001 10:48:35 , John Garone wrote:

Hi

>>Which version of Magic do you use?
>
> I don't :) Never liked loosing my Falcon desktop/keyboard features!
>But for this thread, Magic 5 and 6 loaded and re-booted this Falcon MKI
>fine when they were purchased! They both load now from their original disks
>with no problems until after the re-boot and then "fatal gemdos error..
>system halted"! I then have to shut the hard drive off to get it to boot
>from the floppy because holding down the ALT key won't do it (it usually
>does in other cases).

Erm not really understanding you here. Magic AFAIK has to be installed
onto the hard disk. When you say "original disks" do you mean floppy
disks or hard disks?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

962. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 21:56:20 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <k8mcjt89cmi6oudvc12uud9ib88iohj14t@4ax.com>
Source record: 44527

On Sat, 23 Jun 2001 21:47:09 GMT, x@x.xx (Hallvard Tangeraas) wrote:

>Bob Retelle <bobr1@provide.net> wrote:
>
>> The entire point of "copy protection" is to create a disk which can
>> NOT be copied "exactly".
> [......]
>> For example, early protection methods simply used a special disk drive
>> which could write sectors with header numbers greater than the normal
>> range.
>
>Interesting reading, though the whole thing is a bit too complex for me.
>Anyway, I'm still puzzled by the fact that a disk can be *read* (i.e.
>you can run the program) as usual from the original disk, but when
>copying you fail.
>
>Isn't copying a disk just reading it, then writing back the same data?

Well, obviously any "protection" on the disk MUST allow the disk to be
read reliably so the program you've bought can be run normally.

There HAVE been protection schemes which DID interfere with this, and
thus were dropped. (Same for "protection" on things like video tapes
and audio CDs.) If you can't play the original, you're never going
to buy anything else from that manufacturer.

Virtually all the protection methods used on disks rely on SPECIAL
disk drive setups that the manufactures use to create the disks they
sell. These are different from the disk drives you can buy in a
"normal" computer.

The protection relies on the fact that while your computer disk drive
can read the data, and write it back to a disk, it can NOT write it
back to the copy disk EXACTLY THE SAME WAY it was written on the
original disk.

Yes, it is the same data, and yes, the DATA can be read back from the
copy exactly as it was on the original, but there are DIFFERENCES in
the WAY it is positioned on the disk, or the way it is "described" in
the headers, which allow the software to detect that it is not on the
original disk any longer.

These special drives can write things to the original disk in ways
which are "impossible" in a normal situation. When you write a copy
on your computer, your "normal" disk drive will write it in the
"normal" way. The software can detect this, and knows it's a copy.

>How can my protected disk for example choke on a particular track or two
>(obviously where the protection lies) and fail to copy (at least with a
>normal copier), but still be read successfully using the same disk
>drive, same computer etc.?
>

In a case like this, there have been copy protection methods which
take over control of how the disk is read from the original disk when
you load it normally.

That is, then you put the disk in and execute the "program", you may
actually be executing a "loader" which is designed to load the actual
program from disk, then turn control over to the program and run it.

The loader may load tracks 1 through 18, then skip track 19, and
continue to load from 20 on through the end of the data.

Then, track 19 is either left unformatted, or may be formatted with
"impossible" sector headers which will confuse anything which tries to
read them.

When loaded "normally", everything works just fine because the loader
skips the bad track.

When you try to copy the disk however, the copy program doesn't know
anything about the special setup on the disk, so it tries to copy all
the tracks sequentially.

It will copy tracks 1-18 just fine, but when it tries to copy track
19, it will choke and hang.

This was an early copy protection method, and it can be defeated by
"intelligent" copy programs which either find and skip unreadable
tracks and sectors automatically, or which let you manually tell them
which tracks to copy and which to skip.

The problem even with doing it this way is that you really have no way
of knowing exactly what is in that "bad" track 19. Simply skipping it
may not make a runnable copy because the copy protection routines may
make a check after the main program is loaded to see if track 19 has
the PROPER errors in it.

Also, once again, if the track is intentionally left unformatted,
you're screwed, because your "normal" disk drive can NOT "skip" a
track when formatting the copy disk. The special drives the software
manufacturer uses CAN do that.

That is, the manufacturer will set up his drives to format tracks
0-18 and 19-39. leaving one track unformatted and unreadable.

When you format a disk for the copy, your "normal" disk drive will
just go ahead and format tracks 0-39 as usual. There's no way to skip
a track with a "normal" setup.

So you end up with track 19 which is blank, but which otherwise is completely normal.

All the protection routines have to do is to try reading a sector from track 19. If they can, the disk has obviously been copied.

>Hallvard

It's usually more complex than this, but this should give a good idea of how the "cat and mouse" game between the manufacturers and the pirates is played.

BobR

963. Atari Online News, Etc. #03-25

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 23:03:53 UTC
From: danap8@aol.com
Message-ID: <20010624190353.19430.00001044@ng-ff1.aol.com>
Source record: 44528

```
A-ONE #0325 06/22/01

~ Net Tax Talks Renewed! ~ People Are Talking! ~ MyMail Updated!
~ Sonic's 10th Year! ~ eBay Feedback Modified ~ Mac OS X Upgraded!
~ Midway To End Coin-Ops ~ Net Tax Debate Renewed ~ New AtarICQ Version!
~ eBay Upsets Members! ~ Aimster's Suit Stays! ~ 100 GB Hard Drive!

-* New Microsoft Antitrust Case *-
-* Key Senators Slam Broadband Measure *-
-* AdMail Tool Feeds Ads To Your E-Mail Spam! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

964. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-24 23:41:32 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.tnfnamgc@localhost>
Source record: 44529

SWE/YesCREW wrote:
>
> > > I have never used them but do you think that papillon and
> > > photoline would run nicely on a 512 ST? So you use a faster
> > > machine..... the point I am trying to make is that better
> > > applications *can* be made if we have better machines.
> >
> > Amen! And IMO that would not have to interfere with the atari feel.
> > Ppl might object here, but to me it is the OS and its parts that is
> > the great thing about the atari. The hardware is the stuff
> > supplying the power, but the neat stuff is in the software above
> > all. And I think you put it nicely, "better applications *can* be
> > made if we have better machines". I'll second that. Not saying
> > there is no good software at present time, but it would open up new
> > possibilities.
>
> So lack of sofware is due the fact we have bad machines?

That is not what I said or meant. But they are getting old and outdated and so there are things they are not that well suited for, because they might be lacking raw speed.

Some may not think speed matters that much these days, so to them a new clone should not be interesting anyway.

/Joakim

965. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 00:02:52 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <we2GGKAs+nN7EwKA@atari.org.uk>
Source record: 44530

In article <9h5eq8ian1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>I have Power Computing's Ultimate Diascovery cartridge which I
>think may also be able to do that. Had it for years but never used
>it!

Do you mean Power Computings Ultimate Ripper Cartridge?

This is a very useful tool, but has some bugs. It also has a few a
feature not documented. As a matter of interest I contacted power
computing not long after the cartridge had come out, asking various
questions. They didn't seem to be bothered much about it though.

They then produced a double cartridge which had the ripper and supermon
together. The ripper part of this is bugged to hell. They claimed that
this couldn't be helped and was down to the programs sharing the
eproms!! Well I programmed my eproms and had no problems getting them
working together without the bugs.

They told me, on the phone, that they weren't really interested in the
cartridge anymore and after-sales service were non-existent. The
technical dept, even said that i could play around with the carts and
data to my hearts content. They had no idea of the routines and bits the
cartridge could also do.

So.. i went through the code, byte by byte and transformed it into an
asm listing. It took weeks, and what's more it worked when recompiled.

The ring inturrupt feature of the cartridge is good for stepping through
programs. Although the hex digit a will be found under the q key. Yep
they got the key code wrong:P

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

966. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 00:27:04 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cR79VVAYVoN7EwfW@atari.org.uk>
Source record: 44531

In article <k8mcjt89cmi6oudvc12uud9ib88iohj14t@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>Also, once again, if the track is intentionally left unformatted,
>you're screwed, because your "normal" disk drive can NOT "skip" a
>track when formatting the copy disk. The special drives the software
>manufacturer uses CAN do that.

I beg to differ.

The drives in the Atari can format a disk a track at a time, and can
skip tracks entirely. No special drives are needed just little
programming.

By accessing the fdc yourself, you can create custom formats yourself
without ANY special disk drives or extra hardware.

All it takes is a little thought.

You can format a track, step out, step out, format the next track

track 18 - format track, step out
track 19 - step out (no formatting)
track 20 - format track, step out
track 21 - ....

When you format from the desktop, you set off routines that do just
this. You can use routines just to format a specific track, without
having to control the fdc yourself.

If you know what a track format consists of and the rules, you can
create a custom track yourself.

Going back to the miss the track protection, yes we are talking the type
used by Activision's Power Drift. It's not a new protection, in the
5.25" 8-bit days, they left large amounts of unformatted tracks because
it gave quite a bit of wear n tear on the drives and also took ages.

more modern ones aren't necessarily there for protection. Some companies
just format the disk that's being used (the tracks the program uses).
You can set fastcopy to copy only the tracks used, and not format the
others.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

967. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 01:09:15 UTC
From: jonk <atari@wcoil.com>
Message-ID: <9h62vrva0@206.230.189.18>
Source record: 44532
Body handling: HTML body converted to readable text

"Matthias Jaap" wrote in message
news:9h4h06nhr01$1@news.t-online.com...
> > I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
> > but some take a very long time to display. It will say Formating
> >
for a very long time. Can anyone help? Is this normal, or
> > are there some settings I can change? I am using it text only.
> >
> There's nothing wrong with CAB.

Are you kidding?? hahaha
CAB sucks! :)

968. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 01:21:18 UTC
From: swampfax@atlantic.net
Message-ID: <imwZ6.23$ma3.24234@news1.atlantic.net>
Source record: 44533

On 23 Jun 2001 09:59:26 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Fri, 22 Jun 2001 22:01:15 GMT
>
>>>Disable the TSL line in magx.inf
>
>> Don't see a TSL line? and I'm Booting vanilla with Magic!
>
>ADD this line to your magx.inf file:
>
>;#_TSL <non-preemptive>
>
>Stick it in the section with the SLB directives is probably good!
>
>Make sure that you have the timeslice.cpx active and loaded, with the pre-
>emptive timeslice box ticked.
>
>HTH.
>
Hi Derryck,
Will try the ;#_TSL <non-preemptive> line.
Haven't gotten that far to use timeslice.cpx, etc. The "system halted"
message occurs on an otherwise blank screen before the desktop!
Thsnks,
John G.

969. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 01:31:51 UTC
From: swampfax@atlantic.net
Message-ID: <bwwZ6.24$ma3.24191@news1.atlantic.net>
Source record: 44534

On 24 Jun 2001 21:50:28 , Lyndon Amsdon wrote:
>On 24 Jun 2001 10:48:35 , John Garone wrote:
>
>Hi
>
>>>Which version of Magic do you use?
>>
>> I don't :) Never liked loosing my Falcon desktop/keyboard features!
>>But for this thread, Magic 5 and 6 loaded and re-booted this Falcon MKI
>>fine when they were purchased! They both load now from their original disks
>>with no problems until after the re-boot and then "fatal gemdos error..
>>system halted"! I then have to shut the hard drive off to get it to boot
>>from the floppy because holding down the ALT key won't do it (it usually
>>does in other cases).
>
>Erm not really understanding you here. Magic AFAIK has to be installed
>onto the hard disk. When you say "original disks" do you mean floppy
>disks or hard disks?
>Lyndon Amsdon
>--
>Email: bindon@madasafish.com
>ICQ: UIN-120425214 Nick-stimpy
>Website: http://www.lyndonamsdon.co.uk/
>
>
>.
There are Install.prg's on both Magic 5 and 6 original floppys which
install Magic onto the hard drive (drive C here). From there I re-boot
the system (tried soft, hard and switching the power off and on). Then
there are two boot screens: the second is after Magic re-boots. That's
where the "fatal gemdos error...system halted" message appears!
John G.

970. Re: New MyMAIL version out now

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 05:06:58 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9h6gti$1m8$1@newstoo.ericsson.se>
Source record: 44536

In article <926a9946.0106212124.50f70559@posting.google.com>,
ekaljuma@mtsac.edu (Galen) writes:
> epkerha@epk.ericsson.se (Erik Hall) wrote in message
news:<9gs29q$l9$1@newstoo.ericsson.se>...
>> Hi all !
>>
>> New version of MyMail (1.40) at my homepage.
>> http://www2.tripnet.se/~erikhall/programs/mymail.html
>>
> Erik,
>
> Thank you for continuing to work on a completely invaluable program.
> MyMail keeps getting better!

Thanks :-)

/Erik Hall

971. Quaderno and Hypnosis: More Atari-Midi Freeware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 05:20:13 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106242120.643a87e2@posting.google.com>
Source record: 44535

Quaderno and Hypnosis: More Atari-Midi Freeware!

Manfred Hanke has released to me the Atari ST version of his Quaderno program which is a spectacular alternate mouse program with sequencer.A composition application. He also released an algorithmic program called Hypnosis. I have created the page for it. The only drawback is..no docs. Perhaps in the nearby future. He is also looking in his archives for a 256 color version for the Falcon! Now THAT would be cool. In the meantime, please check out these very unique programs.

Link: http://sites.netscape.net/timconrardy/quad.htm

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardyindex.htm

972. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 05:23:21 UTC
From: jdplace@prodigy.net
Message-ID: <dVzZ6.405$qg2.88429805@newssvr15.news.prodigy.com>
Source record: 44537
Body handling: HTML body converted to readable text

On 24 Jun 2001 08:23:04 , Martin Tarenskeen wrote:
>On 24 Jun 2001 06:39:51 , Joseph D. Place wrote:
>>I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
>>but some take a very long time to display. It will say Formating
>>
for a very long time. Can anyone help? Is this normal, or
>>are there some settings I can change? I am using it text only.
>>
>>Thanks,
>>Joseph D. Place
>>jdplace@prodigy.net
>>
>>.
>CAB is not fast. Everyone who uses it knows this, but it is still the
>most stable Atari browser. Text only mode helps, but makes some
>webpages completely useless.
>Have you tried the 2.8 demo version, or thought of buying the
>commercial version? Even the demo version is much better than 1.5.
>1.5 does not support frames. In the demo version the hotlist is
>disabled, use 1.5 to manage your hotlist, use STinG/STiK and Dan
>Ackerman's OVL and you can use the 2.8 demo perfectly!
>
>Version 2.8 is a little bit faster, but still very slow.
>
>.
Thanks! I wasn't sure really what to expect, since I am new to this.
I wasn't aware of the demo version, and would be glad to buy the
commercial version if it works well. I'll check it out.

973. Re: TV monitor out (1040 STE Q:)

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 08:26:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TGNOwgABXvN7EwuD@atari.org.uk>
Source record: 44540

In article <altered-ya02408000R2506010011460001@news.lynx.net>, Keven Fedirko <altered@lynx.net> writes
>I just booted up my old 1040 STE system after about six years of storage,
>and it still seems to work. I only have a mono monitor left that works, as
>my color bit the dust in 1995. I tried to get the composite feed out to a
>monitor, but I didn't get a signal. Tried w and w/o the mono monitor
>hooked up. Is this supposed to work, or do I need a color monitor patched
>in to get a signal out to a regular TV . . . or is my port fried or what?

Hi

Doesn't your STE have a RF output on it? to allow you to connect it to
your tv's aerial socket? (usually a rca phono socket)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

974. XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 08:39:34 UTC
From: Tomasz Mazur <tmazur@aem.com.pl>
Message-ID: <3B36F8C6.D7993D84@aem.com.pl>
Source record: 44541

HI,
looking for some.
Where can I get?

thx
--
tmazur

http://www.aem.com.pl/tmazur

975. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 09:18:28 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9h6vik$33i$04$1@news.t-online.com>
Source record: 44543

> > There's nothing wrong with CAB.
>
> Are you kidding?? hahaha
> CAB sucks! :)

Then go and program a browser faster than CAB with the same stability and
the same support for HTML :)

976. Re: TV monitor out (1040 STE Q:)

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 09:20:30 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010625091554.45A-100000@localhost>
Source record: 44538

On Mon, 25 Jun 2001, Keven Fedirko wrote:

> I just booted up my old 1040 STE system after about six years of storage,
> and it still seems to work. I only have a mono monitor left that works, as
> my color bit the dust in 1995. I tried to get the composite feed out to a
> monitor, but I didn't get a signal. Tried w and w/o the mono monitor
> hooked up. Is this supposed to work, or do I need a color monitor patched
> in to get a signal out to a regular TV . . . or is my port fried or what?

U need to wire pins 1 and 2 (sound and composite) and pin 13 (gnd) to TV
via SCART or to RGB monitor. Without mono monitor connected. As i know all
STE's have composite signal except French ones.

> Is it possible to get/make a cord to use a current mac/pc multi-sync
> monitor on an ST? That would make me pretty happy...

No. New Multisync dont support horizontal frequencies bellow 30khz and
for RGB mode (Atari, Amiga, 8 bit machines) u need 15.7khz.. U can get
older Nec (Nec3D) and u then can have all resolutions on it..

Janez

977. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 09:38:24 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010625092122.45B-100000@localhost>
Source record: 44539

On Mon, 25 Jun 2001, gokmase wrote:

> > So lack of sofware is due the fact we have bad machines?
>
> That is not what I said or meant. But they are getting old and outdated
> and so there are things they are not that well suited for, because they
> might be lacking raw speed.
>
> Some may not think speed matters that much these days, so to them a new
> clone should not be interesting anyway.

Hm lets make one thing clear... I NEVER said im against clones ir faster machines. I said its pitty that 060 wasnt even listed in CPU options. and that PC running emulator aint a solution i prefer. That is all.. People who dont dislike emus and such halfsolutions, they can get PC/MAC at this moment, they can run Gemulator, TOS2WIN, Maic.. and have fast machine.. If that emulator will be basic OS not on top of existing OS that in my eyes still dont make such machine an Atari.. And compatibility of such machine wont be any hgher as to run emulator on top. With some special and super accurate emulators (which wont pop out of the sky) it may be more compatible and also slower. Such emuluatpe would need to emulate Shifter as well, maybe even Videl, YM etc and that will eat a lot of CPU (as does in any emulator, emuxl from draco is manytimes faster as real XL, until it comes to Antic emulation which really slows all down under original XL speed, and hard video modes Antic can produce aint emulated yet. Thats on on 50mhz 030, so u can calculate the factor, and emuxl is one of fastest things arround, completely done in asm and optimized a lot) But thats no problem, because noone actualy dont want that, all just want fast GEM only machine, so they wont be ambaressed infront of ignorant PC/MAC ppl, which needs 100mhz just to print "hello world" on screen.

978. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 10:01:12 UTC
From: swampfax@atlantic.net
Message-ID: <IZDZ6.30$ma3.27108@news1.atlantic.net>
Source record: 44544

On 23 Jun 2001 09:59:26 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Fri, 22 Jun 2001 22:01:15 GMT
>
>>>Disable the TSL line in magx.inf
>
>> Don't see a TSL line? and I'm Booting vanilla with Magic!
>
>ADD this line to your magx.inf file:
>
>;#_TSL <non-preemptive>
>
>Stick it in the section with the SLB directives is probably good!
>
>Make sure that you have the timeslice.cpx active and loaded, with the pre-
>emptive timeslice box ticked.
>
>HTH.
Derryck,
Tried it. Did'nt work! Note, the system never gets to a desktop (halts
first) so nothing is available to activate! I get a mostly blank screen
with only the message: "fatal error in gemdos....system halted"!
Thanks for the effort,
John

979. Re: TV monitor out (1040 STE Q:)

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 11:06:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106251102540.176-100000@localhost>
Source record: 44542

> Thanks for the amazlingly quick reply, but I'm still confused. What is
> "SCART", and are you trying to explain how to take/make the multi-pin
> monitor port signals to a TV or passing this signal from an RGB monitor to
> a regular composite TV...

SCART is TV standard to connect VCR's etc... All u need to do is to
connect pin 1 (sound) from Atari monitor port to "sound in" pin in SCART,
pin 2 (composite) from Atari monitor port to "composite or video" pin in
SCART and pin 13 (ground) to ground pin in SCART.. or use RF
(antenna) cable..

> Are there spec's online somewhere that already explain all of this stuff in
> a FAQ...?

Im sure it is, i dont have any URL's though :(

Janez

980. Re: What's Happening with ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 11:23:47 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b3721fd@dnews.tpgi.com.au>
Source record: 44545

Some times I can get on, sometimes I can't. Seems to be a intermittent
problem?

Mark

Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr> wrote in message
news:3B3363AD.EE529773@ief.u-psud.fr...
> Hi Everyone,
>
> Is there bad troubles with ATARI.ORG Web site ? Ping on
> gem.atari.org is time-out. The E-mail forwarding seems
> to work, but, for example, counter services are not. Is that
> temporary ? Does anyone know ?
>
> Best regards,
>
> -- Francois LE COAT
> Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
> http://eureka.atari.org
> mailto:lecoat@atari.org

981. Re: Quaderno and Hypnosis: More Atari-Midi Freeware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 11:28:38 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b372321@dnews.tpgi.com.au>
Source record: 44446

Hi Tim, how many Music apps have you got hold of now? ust be hundreds. Keep up the good work

Mark Bedingfield

Tim Conrardy <tconrardy@hotmail.com> wrote in message news:ce22d101.0106242120.643a87e2@posting.google.com...
> Quaderno and Hypnosis: More Atari-Midi Freeware!
>
>
> Manfred Hanke has released to me the Atari ST version of his Quaderno
> program which is a spectacular alternate mouse program with
> sequencer.A composition application. He also released an algorithmic
> program called Hypnosis. I have created the page for it. The only
> drawback is..no docs. Perhaps in the nearby future. He is also looking
> in his archives for a 256 color version for the Falcon! Now THAT would
> be cool. In the meantime, please check out these very unique programs.
>
> Link: http://sites.netscape.net/timconrardy/quad.htm
>
>
> Tim Conrardy
> TAMW
> http://sites.netscape.net/timconrardyindex.htm

982. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 12:07:53 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.qqkaqodr@localhost>
Source record: 44447

gokmase wrote:
>
> SWE/YesCREW wrote:
> >
> > On Mon, 25 Jun 2001, gokmase wrote:
> >
> > > > So lack of sofware is due the fact we have bad machines?
> > >
> > > That is not what I said or meant. But they are getting old and
> > > outdated and so there are things they are not that well suited
> > > for, because they might be lacking raw speed.
> > >
> > > Some may not think speed matters that much these days, so to them
> > > a new clone should not be interesting anyway.
> >
> >
> > Hm lets make one thing clear... I NEVER said im against clones ir
> > faster
> > machines.
>
I think that depends on they way a clone is defined. Like I said
elsewhere in this thread I don't see a point supporting the old custom
hardware that might be needed to run demo's and old hardware dependant
games. At least not on the hardware level, if there is a great need to
run older stuff then it can be emulated. To stuff like that, it would
make more sense to use the original hardware in any case.

> I said its pitty that 060 wasnt even listed in CPU options.

Imo there would not be a market for 060, since it would not really
bring anything new out. You can get Milan or Hades with 060 IIRC. Why
put yet another one out if these clones are not good/fast/satisfying
enough?

> and that PC running emulator aint a solution i prefer.

I would agree with you there. Situation would in my mind be better if
an x86 board was running MiNT natively, although there are even nicer
alternatives around. Why not a PPC-board running MiNT natively? Or the
suggestion by Jo Even, to turn the Tempest into full system?

/Joakim

983. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 12:17:56 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.bfrraoca@localhost>
Source record: 44448

Matthias Jaap wrote:
>
> >And for stuff like demos
> > and old games, these things are pretty much always written to work
> > on special hardware, so I'd say it would make more sense to emulate
> > missing exotic hardware instead of focusing too much on machine
> > specific compatibility.
>
> I agree. Machine specific compatibility would also increase the price.

Yup. And stuff like demos are pretty much always written to work on a certain machine, that would not work on other clones either, like Hades or Milan.

> I don't know if you know about the bPlan board (http://www.bplan-gmbh.
> de). They're doing exactly that and the next AmigaOS and LinuxPPC
> will work on that machine.

No, not heard of that paricular project, although it sounds like a neat scheme! If Amiga can move on to a new platform, why shouldn't we be able to? Unless the XTOS project with a CF clone is a huge success and it shows that Motorola continues to develop the Coldfire series, I think we have reached a very dead end here by using the 68k cpu.

> You could easily port dozens of application without spending months on
> optimizations. Ported apps often don't look as fine as genuine ones so
> there's a place for both ones.

That is exactly my thoughts! We often have pretty nicely optimated stuff on the atari, so our native apps should be able to compete. Hopefully it would be possible to compile for the new CPU (possibly PPC then) by adjusting compilers for the various languages used. Not saying this is easy, or that I know how to do it, but it should be possible to make a C compiler or GFA compiler spit out PPC code instead of 68k code I think. Probably much easier for the C compiler though.

> I'm using a PC (but I still have my Falcon though). Why? Because my
> Falcon was much too slow for web sites and there are some apps which
> just don't exist on the Atari. It would be great to have a fast TOS
> clone with a new extended TOS.

Indeed. At the moment I need to use the PC pretty often to do stuff, I'd be happy if I could have a powerful TOS clone that would be able to do all I want. But it is getting harder and harder to justify the use of atari to myself.

>
> >It might not be what everybody wants, but it would at least
> > bring more power. Power which I think we are in desperate need of.
>
> Yes! And some apps could really use some more power (e.g. STemBoy).

Yup, lots of new possibilities.

Regards,

Joakim

984. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 12:22:16 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.bdefkler@localhost>
Source record: 44449

Jo Even Skarstein wrote:
>
> gokmase <fale@cybercrap.no> wrote:
>
> > will be interesting to see if CT60 and Tempest are available some t-
> > im- e,
> > but they still are only good for speeding existing machines up.
>
> You could turn a CT60 or Tempest into a complete, standalone
> computer, just add a PCI-bridge to them. Add a graphics-card, a
> SCSI/IDE card, an ethernet-card and soundcard, and all you need is a
> small host-card to replace the functionality of the Falcon
> (mouse/keyboard and a boot-ROM).

This sounds most interesting to me, as it appears as if most of the
work might already be done here! Have you mentioned this idea to Sven
Karlsson?

> The problem here is that in addition to develop the hardware, which
> can be hard enough, the OS must be adapted and drivers must be made.
> By using existing hardware one could eliminate a huge part of the
> work. Also, developing and producing hardware is very, very
> expensive, software can be developed at little cost and risk.
>
> In fact, almost everything we need is available for free as we speak.
> We have a free kernel (FreeMiNT), a free VDI (fVDI) with a free
> driver for ATI Rage PCI-cards, a free AES (XaAES) that works under
> FreeMiNT, a free driver for Soundblaster PCI-cards (GSXB with ES-
> driver) etc. What's missing is a free 030-emulator, a PCIBIOS and
> harddisk-driver for a current PC or PPC motherboard and some changes
> to FreeMiNT to let it boot on this hardware.

Regarding 030 emulator, isn't such a thing used for the Tempest already?
Or can it only be used by Fenix and not MiNT?

Also, using an approach like this, the Tempest would be happy to run
both programs compiled for 680x0 and PPC, right?

Regards,

Joakim

985. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 13:35:32 UTC
From: ebaiz@skyenet.net
Message-ID: <E6HZ6.3525$KW3.440@newsfeed.slurp.net>
Source record: 44451

On 24 Jun 2001 01:28:29 , Harry Sideras wrote:
>On 19 Jun 2001 00:38:06 , James Alexander wrote:
> > Hi Harry
> > Although the anodyne website says it isn't possible I have seen a
> > pair of Yamaha cd-writers write CD's quite easily interfacted to an
> > adscsi. The president of the local user group demo'd this setup in
> > february, saw it in person. My doubts dissapeared after that.
>
>Hi James,
>I'd been thinking about a Yamaha CDRW earlier this year, but was put
>off even trying it by the Extendos manual. Tahnks for the information
>- I may reconsider...

I have a Yamaha CDRW drive working find with Extendos Gold on my Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

986. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 13:35:34 UTC
From: ebaiz@skyenet.net
Message-ID: <G6HZ6.3526$KW3.440@newsfeed.slurp.net>
Source record: 44452
Body handling: HTML body converted to readable text

On 24 Jun 2001 06:39:51 , Joseph D. Place wrote:
>I a using CAB 1.5 on a 4 MB 520STE. The web pages download quickly,
>but some take a very long time to display. It will say Formating
>
for a very long time. Can anyone help? Is this normal, or
>are there some settings I can change? I am using it text only.

I used to have the same setup with my 1040STe. Cab 1.5 is slow, but
works fine. I would highlight the option to operate Cab without
graphics. This will speeds thing sup alitlle. I would also get Cab 2.8
with is alot better than 1.5. 2.8 also is has cookies which is needed
for most websites. Still, you should be able to get on most sites with
1.5. It will just take alittle more time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

987. Re: PDF files

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 13:35:36 UTC
From: ebaiz@skyenet.net
Message-ID: <I6HZ6.3527$KW3.440@newsfeed.slurp.net>
Source record: 44453

On 24 Jun 2001 11:41:04 , Ken Kosut wrote:
>
>
>Hello,
>
>Is Ghostscript freeware or shareware?
>I would like to read some .PDF files?

I believe it is freeware. I have it on my hard drive and it works great
for reading PDF files. Try the sites below:

http://godel.ph.utexas.edu/Members/timg/gs/gs.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

988. Last CCAG update

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 14:15:04 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3b374768$1_3@athena.netset.com>
Source record: 44459

ATTENTION RETROGAMERS, COMPUTER COLLECTORS, VIDEO GAME FANATICS!!!!

WE'RE BACK!!..

CCAG 2001
(Classic Computer and Gaming 2001)

If you like collecting old computers, video games, and enjoy using them
still, then come join us on:

June 30th, 2001
9AM till 6PM

National Guard Armory
IT'S ON ROUTE 57!!!

(actual address)
3520 Grove Avenue
Lorain, Ohio 44055-2048
(On Route 57, going North of I-90/Route 2)

IT'S FREE!

Both vendors and attendees!
Computer User Groups and vendors inside, flea market outside!

5,000 square feet of indoor space and an additional 5,000 square feet of
outdoor space is available along with ample parking.

Setup: 29th, June, 2001
6PM-10PM

Please Call Ahead for Reservations:

Jim W. Krych jwkrych@n2net.net
440-979-9295
Fred M. Horvat fmh@netzero.net
440-286-2566
And these other CCAG 2001 organizers:
Thomas J. McLaren sirthomas@uk2.net

Please visit this site:
http://tomheroes.com/ccag.htm

Just a few days to go!!!

As of 06/24/2001
User Groups:
Erie PA Atari Group

TI Chips
Cleveland Classic Atari Group

Vendors:
1632 Systems-From the UK!!!
C.S. Vintage Games
L.R.O. Computers
Tomorrow's Heroes
Retropolis
Songbird Productions
Video Game Connection
Ramcharged Computers

People/Organizations:
John Legg-From the UK!!!
Chuck Amicone
David S. Brain
Vince Briel
Harry Dodgson
Alan Hewston
Thomas Mclaren
Michael White(Bally/Astrocade)
Classic Gamer Magazine
John Litva

Special Guest!!!
Pitfall Harry

We are looking to do a "Classic Game Experience" this year!
One room is going to be set up for playing classic computer and video game cartoons and commercials. The other room is going to be an emulator room-MAME, etc.

We already have one person bringing a Crazy Climber cocktail arcade game, John Litva. And, another vendor has promised to bring several arcade games as well. Please email us if you wish to bring an arcade game to the show.

We have a food service this year! The wife of one of our organizers, will be providing food, soda, and such!

Attention Atari ST/Falcon/TT users!!!
If you want anything from 1632 Systems, please contact:

Nick Harlow
http://www.1632systems.co.uk/
http://catalog.zen.co.uk/actinic/1632Systems/

Also, we have been told that a CCAG 2001 specific Atari 2600 game will be available for limited release!

See ya at the CCAG!

989. WANTED: Aerochopper software URGENTLY

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 14:23:57 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4dy0GHB9l0N7EwbO@atari.org.uk>
Source record: 44460
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I've just got hold of a piece of hardware i've been after for yonks...
but the software disk has gone bad during transit.

I haven't got my main STE up and running at the moment, so i won't be
able to try and recover the disk for a while yet.

So if someone has the software on the internet or cang et it to me, i
will be more than grateful:)))) I will be a very happy chappy:))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

990. Re: TV monitor out (1040 STE Q:)

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 14:31:02 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <0t03qSBms0N7Ew5V@atari.org.uk>
Source record: 44461

In article <Pine.MNT.4.21.0106251102540.176-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> writes
> SCART is TV standard to connect VCR's etc... All u need to do is to
>connect pin 1 (sound) from Atari monitor port to "sound in" pin in SCART,
>pin 2 (composite) from Atari monitor port to "composite or video" pin in
>SCART and pin 13 (ground) to ground pin in SCART.. or use RF
>(antenna) cable..

All the SCART cables i've had for the Atari ST, ALL have resistors on
and aren't and aren't just connected.

If anyone has any SCART leads in the UK, to get rid off. I do know of
someone who is after quite a few of these.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

991. Video or Network needed

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 14:39:41 UTC
From: Alexander Chaney <achaney@voicenet.com>
Message-ID: <N2IZ6.3865$85.6637@news3.voicenet.com>
Source record: 44462

Newbie TT030 owner looking to find one of the mysterious video cards or ethernet networking crds.

I do understand that these are extremely rare, but I cannot find the site where I read that someone was creating new video and network cards.

If anyone can point me to a current FAQ, I could spare everyone a bunch of old questions.

Also, are their any users or user groups in the northeast part of the US particularly NJ, PA, or NY.

Lastly, are there any magazines online or otherwise or active websites that will help me better understand a few topics including, mint, Linux on Atari, Networking, and video?

Thank you in advance for all of your support.

-Alex

992. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 14:54:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0106251452160.191-100000@localhost>
Source record: 44450

On Mon, 25 Jun 2001, gokmase wrote:

> I think that depends on they way a clone is defined. Like I said
> elsewhere in this thread I don´t see a point supporting the old custom
> hardware that might be needed to run demo´s and old hardware dependant
> games. At least not on the hardware level, if there is a great need to
> run older stuff then it can be emulated. To stuff like that, it would
> make more sense to use the original hardware in any case.
>
> > I said its pitty that 060 wasnt even listed in CPU options.
>
> Imo there would not be a market for 060, since it would not really
> bring anything new out. You can get Milan or Hades with 060 IIRC. Why
> put yet another one out if these clones are not good/fast/satisfying
> enough?

I give up!!

993. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 16:48:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h7q06$3eo$1@snipp.uninett.no>
Source record: 44464

SWE/YesCREW <jvalant@m42.cx> wrote:

> machines. I said its pitty that 060 wasnt even listed in CPU options. and
> that PC running emulator aint a solution i prefer. That is all.. People
> who dont dislike emus and such halfsolutions, they can get PC/MAC at this
> moment, they can run Gemulator, TOS2WIN, Maic.. and have fast machine.. If

Lots of people do this already. What does this tell you?

> that emulator will be basic OS not on top of existing OS that in my eyes
> still dont make such machine an Atari.. And compatibility of such machine

A computer that runs a TOS-compatible OS natively is "Atari" good enough
for me. Atari (the company) hasn't done anything for me the last 8 years,
so my brand-loyalty is zero.

> wont be any hgher as to run emulator on top. With some special and super

Not necessarily, but it will be as simple and stable (hehe...) as running
MiNT or MagiC on e.g. my Afterburned Falcon or the upcoming (?) CT60.

> accurate emulators (which wont pop out of the sky) it may be more
> compatible and also slower. Such emuluatpe would need to emulate Shifter
> as well, maybe even Videl, YM etc and that will eat a lot of CPU (as does

There are lots of emulators that does this already, so what's the problem?
Emulating obsolete hardware will be cheaper, easier and probably more
compatible than doing it in hardware, not to mention that it can be
upgraded easily. As for eating CPU - programs that requires certain
hardware usually also requires 100% original CPU-speed. A modern CPU would
be able to run several emulated ST's simultaneously, so I don't see the
problem here.

> in any emulator, emuxl from draco is manytimes faster as real XL, until it
> comes to Antic emulation which really slows all down under original XL
> speed, and hard video modes Antic can produce aint emulated yet. Thats on
> on 50mhz 030, so u can calculate the factor, and emuxl is one of fastest

This should tell you how slow a 030 is... My old 180MHz AMD K6 emulates a
MSX1 almost perfectly, and there's *plenty* of CPU left (80-90% perhaps).

> things arround, completely done in asm and optimized a lot) But thats no
> problem, because noone actualy dont want that, all just want fast GEM only
> machine, so they wont be ambaressed infront of ignorant PC/MAC ppl, which
> needs 100mhz just to print "hello world" on screen.

Ahh, so *that's* why I want more power. I've always believed that I just
wanted to do more, and do it faster, thanks for correcting me.

```
--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

994. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 16:54:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h7qbm$3eo$2@snipp.uninett.no>
Source record: 44463

gokmase <fale@cybercrap.no> wrote:

>> You could turn a CT60 or Tempest into a complete, standalone
>> computer, just add a PCI-bridge to them. Add a graphics-card, a
>> SCSI/IDE card, an ethernet-card and soundcard, and all you need is a
>> small host-card to replace the functionality of the Falcon
>> (mouse/keyboard and a boot-ROM).

> This sounds most interesting to me, as it appears as if most of the
> work might already be done here! Have you mentioned this idea to Sven
> Karlsson?

I believe he came up with this idea long before me ;-)

> Regarding 030 emulator, isnï¿½t such a thing used for the Tempest already?

Yes, but it's written for PPC's, thus not suited for existing hardware. Or
do you know anyone who makes fast, affordable computers with
PPC-processors?

> Or can it only be used by Fenix and not MiNT?

The Tempest' emulator runs under Fenix, but can run TOS, MiNT and possibly
MagiC (I say "possibly" because I've never asked Il Profesore about this).

> Also, using an approach like this, the Tempest would be happy to run
> both programs compiled for 680x0 and PPC, right?

Well, if you run Fenix you can. To run native PPC-code (i.e. not
translated 68k code) under TOS, MiNT or MagiC I guess these operating
systems must be adapted to launch these.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

995. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:00:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h7qmk$3eo$3@snipp.uninett.no>
Source record: 44465

gokmase <fale@cybercrap.no> wrote:

>> I agree. Machine specific compatibility would also increase the price.

> Yup. And stuff like demos are pretty much always written to work on a
> certain machine, that would not work on other clones either, like Hades
> or Milan.

A sufficiently fast clone could emulate legacy hardware without problems,
thus allowing trackers, demos and games to run.

> Hopefully it would be possible to compile for the new CPU (possibly PPC
> then) by adjusting compilers for the various languages used. Not saying
> this is easy, or that I know how to do it, but it should be possible to
> make a C compiler or GFA compiler spit out PPC code instead of 68k code
> I think. Probably much easier for the C compiler though.

Well, if you could settle for a x86 you could always compile your
GFA-sources with GFA-Basic for DOS/Windows ;-) Compilers for more common
languages (c, c++, pascal, java, you name it...) is not a problem at all,
they exist already.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

996. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:00:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993538904-64732AEicMi@cwcom.net>
Source record: 44490

From: Ken Springer <wordworks@greeleynet.com>
Date: Sun, 24 Jun 2001 13:27:32 -0600

>> The Y2K bug of XBOOT is fairly minor in that certain features don't

>I asked Derryk for the unpacker. Hopefully that will solve that
>problem. If not, I'll just do the date changing.

I emailed that unpacker to you days ago Ken, no sign of it yet?

On an SLM-related issue, I've written a couple of times in this area or in c.s.a.tech about powering the controller seperately from the laser - means that you can still use your Atari without that jet-engine noise! The newsgroup archives on Google should still have them.
--

```
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

997. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:06:30 UTC
From: bindon@madasafish.com
Message-ID: <tjersm54g5bbbf@corp.supernews.com>
Source record: 44466

On 25 Jun 2001 13:35:32 , Edward S. Baiz Jr. wrote:

Hi

>>Hi James,
>>I'd been thinking about a Yamaha CDRW earlier this year, but was put
>>off even trying it by the Extendos manual. Tahnks for the information
>>- I may reconsider...
>
>I have a Yamaha CDRW drive working find with Extendos Gold on my Hades.

I've heard quite a lot of stories of Yamaha CD writers failing, so I think
I might stay away from them. On the other hand I hear poeple like you who
have never had reliablilty problems (or have you? :).
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

998. Re: Video or Network needed

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:06:32 UTC
From: bindon@madasafish.com
Message-ID: <tjersopk8u1sc2@corp.supernews.com>
Source record: 44467

On 25 Jun 2001 14:39:41 , Alexander Chaney wrote:

Hi

>Newbie TT030 owner looking to find one of the mysterious video cards or
>ethernet networking crds.
>
>I do understand that these are extremely rare, but I cannot find the site
>where I read that someone was creating new video and network cards.
>
>If anyone can point me to a current FAQ, I could spare everyone a bunch of
>old questions.

Sounds like Mario Becroft, although there is no FAQ. For network help see
Kenneth Medins site.

>Also, are their any users or user groups in the northeast part of the US
>particularly NJ, PA, or NY.
>
>Lastly, are there any magazines online or otherwise or active websites
>that will help me better understand a few topics including, mint, Linux on
>Atari, Networking, and video?

http://www.myatari.net, http://www.atariuptodate.de erm Atari Times and
Atari Users but don't have a URL for those. There is
http://www.freemint.de for Mint but I think it's mostly German.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

999. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:12:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993538908-65368AEicMi@cwcom.net>
Source record: 44491

From: swampfax@atlantic.net (John Garone)
Date: Mon, 25 Jun 2001 10:01:12 GMT

>>ADD this line to your magx.inf file:
>>
>>;#_TSL <non-preemptive>

>Derryck,
> Tried it. Did'nt work! Note, the system never gets to a desktop (halts
>first) so nothing is available to activate! I get a mostly blank screen

It was worth the try. Anyone any ideas on how John can proceed from here?

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1000. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 17:38:46 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106251730110.99-100000@Hades060>
Source record: 44477

On Mon, 25 Jun 2001, SWE/YesCREW wrote:

> On Mon, 25 Jun 2001, gokmase wrote:
>
> > > I said its pitty that 060 wasnt even listed in CPU options.
> >
> > Imo there would not be a market for 060, since it would not really
> > bring anything new out. You can get Milan or Hades with 060 IIRC. Why
> > put yet another one out if these clones are not good/fast/satisfying
> > enough?

Good point. It would make more sense for someone to simply code some
USB drivers for some cheap PCI card and extend the life of the
currently available 060 clones. Or other such drivers...

> I give up!!

What's there to give up? The 060 is not produced anymore as far
as I know, it seems to me obvious why it was not in that poll.
I even have an 060 machine and I agree it really had no place in the
poll, especially for a NEW clone. Chill. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1001. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 18:13:08 UTC
From: bindon@madasafish.com
Message-ID: <tjevpkrl47qt48@corp.supernews.com>
Source record: 44469

On 25 Jun 2001 16:54:14 , Jo Even Skarstein wrote:

Hi

>> Regarding 030 emulator, isn't such a thing used for the Tempest already?
>
>Yes, but it's written for PPC's, thus not suited for existing hardware. Or
>do you know anyone who makes fast, affordable computers with
>PPC-processors?

Riored by Czuba?

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1002. FS (UK) Atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 18:33:07 UTC
From: ash@coldblackroom.demon.co.uk
Message-ID: <ash-2506011833070001@coldblackroom.demon.co.uk>
Source record: 44468

Here's my latest list of items for sale. A few items are reserved awaiting payment, but are listed in case the deal isn't completed.

For full details and prices, take a look at the following web page:

http://www.coldblackroom.demon.co.uk/for_sale/atari.htm

Mail me if you have problems accessing the page and I can mail you a copy.

Offers or enquiries to ash@coldblackroom.demon.co.uk

Note the change of web and email addresses due to problems with Madasafish newsgroup access.

best wishes,

Ash

Atari Falcon, Cased SCSI Hard Drive & CDR, Cubase Audio Falcon 2, CD- Recorder Pro v2.0, GFA BASIC v3.5 and Face Value v1 Suite, Wangtek Tape Streamer, Lattice C v5.6, Wavemaster, Pagestream v2.2, Calligrapher Professional, Floppyshop Collection CD-ROM, Devpac DSP, MegaST Keyboard, Home Accounts 2, Superbase Personal 2, VIP Professional, Falcon030 4MB Memory Board, MIDIQuest, Floppyshop DTP+ CD-ROM, Just Call Me Internet CD-ROM, Textstyle, Borodino, Oxford Chess, Chuck Yeager's Advanced Flight Simulator, Imperium, Blue Max, GFA BASIC v3 Interpreter, Quick ST v3.0, Universal Item Selector III, EdHak, STraTOS CD-ROM Zine, Chaos Strikes Back, Falcon Mission Disks Vol.1 Forget-Me-Clock II

1003. [WEB] Aniplayer 2001 v2.16

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 18:38:43 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <9h80fj$if4$1@wanadoo.fr>
Source record: 44470

Hi,

The latest version of Aniplayer is on my site.
Now it's possible to save sound in MP3 or open AVI files with
video encoded in OpenDivX and audio track encoded in MP3.
The player uses 2 shared library from Unix library
libmp3lame 2.88 and libdivxdecode 0.4.7

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 46Mb 13Go HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

1004. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 18:38:55 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B75CD389.15DDC%nameerf@flash.net>
Source record: 44471

in article Usenet.mqcpptod@localhost, gokmase at fale@cybercrap.no wrote on 6/24/01 6:57 AM:

> Sure,ï¿½someï¿½willï¿½alwaysï¿½frownï¿½atï¿½portedï¿½apps,ï¿½butï¿½isï¿½itï¿½reallyï¿½betterï¿½toï¿½
> seeï¿½allï¿½atariï¿½usersï¿½oneï¿½byï¿½oneï¿½ditchingï¿½theirï¿½oldï¿½platformï¿½sinceï¿½theyï¿½
> cannotï¿½useï¿½itï¿½anymore?ï¿½Weï¿½allï¿½useï¿½outï¿½atarisï¿½forï¿½differentï¿½things,ï¿½someï¿½
> enjoysï¿½aï¿½lotï¿½ofï¿½theï¿½classicï¿½games,ï¿½andï¿½spendï¿½aï¿½lotï¿½ofï¿½timeï¿½oniï¿½codingï¿½
> demos.ï¿½Thatï¿½isï¿½great,ï¿½sinceï¿½itï¿½keepsï¿½pplï¿½attachedï¿½toï¿½theirï¿½ataris,ï¿½soï¿½
> allï¿½codersï¿½doesï¿½makeï¿½aï¿½greatï¿½jobï¿½oniï¿½thatï¿½soï¿½muchï¿½respectï¿½toï¿½them.ï¿½Butï¿½Iï¿½
> thinkï¿½Iï¿½amï¿½notï¿½theï¿½onlyï¿½oneï¿½thatï¿½wantsï¿½toï¿½useï¿½theï¿½atariï¿½foriï¿½stuffï¿½otherï¿½
> pplï¿½useï¿½theirï¿½pcï¿½sï¿½for.ï¿½

I am an exmple of this. I've basically owned nothing but Atari computers since 1984, and fought tooth and nail against buying another machine, but eventually broke down and got a Mac, because there were sites that I needed to get to that Atari browsers just wouldn't work on, and if they did were incredibly slow. I still love using my Falcon much more than the Mac. If there was a very fast (PPC?) accelerator for the Falcon, or a very powerful (PPC?) clone, and they had ported Netscape or some other modern browser by that time and it would run reasonably well on it, I would never have chosen the Mac. But this never happened. Although if it ever does, anyone want to guess which computer will be going in the closet or on the yard sale table? :)

> Ahï¿½well,ï¿½letï¿½theï¿½flamingï¿½begin..

Well, you've got my support on this! :)

Mike Freeman
nameerf@flash.net

1005. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 18:53:00 UTC
From: kopaczm@thrisc.if.uj.edu.pl
Message-ID: <8f47fa90.0106251052.1db9291f@posting.google.com>
Source record: 44472

Uwe Seimet <us@seimet.de> wrote in message news:<3B319BFA.A0920DB9@seimet.de>...
> Marcin Kopacz wrote:
>
> > Yes, I need it because I heard that there are problems with MINT on
> > IDE drives. Correct me if I'm wrong.
>
> It's not MiNT but the hard disk driver that is responsible for accessing
> IDE (and SCSI) drives. So if there are problems with IDE drives and MiNT
> there will be the same problems without MiNT. MiNT does not include any
> IDE code.

So, it looks like I should buy some IDE adapter and try it. It's
really much cheaper than SCSI and AFAIK works pretty fine. Thx for
help for All. :)
Marcin

1006. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 19:20:45 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B75CDD2C.15DDD%nameerf@flash.net>
Source record: 44475

in article Pine.MNT.4.21.0106241631440.191-100000@localhost, SWE/YesCREW at jvalant@m42.cx wrote on 6/24/01 9:02 AM:

> About internet problems: partialy i agree, but please dont mention
> Netscape again.. It is slow, big, bad piece of code.. Put it on ST or
> Falcon or TT, load super simple text only page, without any goodies like
> flash, java etc and measure time, CAB is F1 car compred to it! Do u really
> wanna such app?

For me, it's a matter of whether it works or not. I would of course prefer a purely Atari-based web browser to a Netscape port. But is that ever going to happen? Probably not, if the way it's been going recently is any indication. CAB is no longer being upgraded, so that's out. Neither is WENSuite. Adamas is too buggy and slow, and hasn't seen a whole lot of progress recently. Highwire project has more or less faded out. Even if one of these gets an upgrade, it will most likely take too long, and it will be obsolete the day it comes out. What other options are there? Waiting for the promised browser that will never come? Or using a ported application that at least would get the job done? I choose the latter.

> And: i dont care about CPU too much, but as i said, i wana
> genuine machine, not a emulator! If u remeber Phenix project u can see
> that today good, genuine and diferent projects CAN be done.

What has come of the Phenix project? Haven't heard much about this recently, and it's been years since it was introduced, and it's not released.

Besides, unless you actually open up the case and examine the hardware chip-by-chip, are you really going to notice that the computer uses genuine Atari parts (which is no longer a possibility anyway) or really good, seamless emulations of these parts, which is what any new "genuine" machine will have to do anyway to remain compatible anyway? Probably not. As far as CPU speed, I moved from my 8-bit, to my ST, and eventually to my Falcon because I wanted increasingly more power to be able to run more modern software as it was released. I eventually got a G3 Mac because the Falcon was either underpowered or lacking much needed software (like a good browser). If there was a good, superfast Atari that had good modern software, that would never have happened. But these things don't exist. So we need other alternatives.

> So u re right apps can be made, but it seems ppl who LOVE their
> machines, not dream about some high end stuff does them atm. Can u tell me
> one company which did app which can use great Milan/Hades gfx
> capabilities? Or CAD prg or Renderer etc which use 060 speed? Or simply
> any piece of code to realy use those capabilities? And if few ppl now buy
> new machine developers and company will just pop out?

You've hit on a good point here. We have a catch-22 situation that *must* be resolved here. We need better hardware before we can make better software. However, the newer hardware won't get sold unless we have better software for it. If the new machines don't sell, then the newer sofware won't be made. Etc., etc... If there is going to be any advancement, then we need something to break through this barrier. My suggestion: Make hardware that is fast enough to run ported apps extremely well in addition to running Atari software at a high level of compatibility and speed, then port all the apps that are currently available to port. This should all be done by either one company, or a coalition of companies, so that the release of the hardware and software happens simultaneously, and maybe the new hardware can come with some of the ported software included to add interest. Once this is done, people will hopefully see the hardware *and* software is available and buy these machines, spurring on more "native" software development.

> I see u dislike Falcon, but thanks to guys who love it as it is, and
> seek posibilites WITHIN the machine i have bunch of apps that cant run on
> Hades/Milan, which are better as those on Hades/Milan, some are even
> faster.. I agree i have speeder, but im still on 030 for which u say "its
> not going to happen".. It did happen and still does! And if i will one day
> really need soe humongous RAW cpu power for apps like Netscape, Autocad
> etc, ill get myself PC/MAC.. i wont try to rape Atari with those, not too
> mention that anyone who use such apps profesionaly also want support and
> fast upgrades, some 3rd habd modules, libs etc.. which are only provided
> on those machines..

This is the problem. It is inevitable that software requirements will make the m68k family obsolete (if they haven't already). You were mentioning the mp3 player and such as an example. For these kinds of things, the programmers are needing to do incresingly more programming tricks to get these to work. This adds to the compatibility problems as newer machines come out, because the more tricks programmers have to use, the more hardware-specific the software becomes. As this happens, we are getting more and more tied down to one set piece of hardware, instead of having software that is more cleanly written and usable on more than one specific computer. As an extreme example, what if Atari had died at the 8-bit stage. Have you ever seen an 8-bit Atari capable of playing mp3's? That's eventually the state our current m68k-based hardware will be in if we don't move on to newer and better hardware. You *will* have to buy a PC or Mac if we don't agree to change processor families, port software, etc. There's no choice about that. New standards will become set in the computer world that our machines are completely incapable of handling, even with a 68060 and a DSP. Ten years down the road, the two or three people still using Atari's will be stuck using the 1998-2001 versions of Calamus, Vision, and CAB, while PC/Mac users will have new things not even imagined in 2001, which would possibly be portable to the Atari machines if we had kept up with technology. But oh well, that's our loss... It's called progress. Sticking with the old way is always the fastest way to extinction.

Mike Freeman
nameerf@flash.net

1007. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 20:40:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <c38fjts95nfinvk133tj1solbbmub5ftbr@4ax.com>
Source record: 44476

On Mon, 25 Jun 2001 01:27:04 +0100, Steve Stupple <Steve@atari.org>
wrote:

>In article <k8mcjt89cmi6oudvc12uud9ib88iohj14t@4ax.com>, Bob Retelle
><bobr1@provide.net> writes
>>Also, once again, if the track is intentionally left unformatted,
>>you're screwed, because your "normal" disk drive can NOT "skip" a
>>track when formatting the copy disk. The special drives the software
>>manufacturer uses CAN do that.
>
>I beg to differ.
>
>The drives in the Atari can format a disk a track at a time, and can
>skip tracks entirely. No special drives are needed just little
>programming.
>
>By accessing the fdc yourself, you can create custom formats yourself
>without ANY special disk drives or extra hardware.
>

Yes, but the original question addressed "standard" copy programs,

A desktop copy, or a simple disk copy program is going to call the
standard desktop format routine which will just do the entire disk- a
"normal" format.

Obviously if you know how to program the individual chips, or how to
write programs that call low level routines, you can do some pretty
nifty things, but that's beyond the scope of the original question.

BobR

1008. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 21:51:28 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106252149020.89-100000@Hades060>
Source record: 44486

On Mon, 25 Jun 2001, RobM wrote:

> Geez Guys.. I didn't mean to get a big debate going over a poll question!

I thought it was an interesting poll myself.
How about for the next one we try: "What makes an Atari an Atari?"
That's a joke, don't actually do that! ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1009. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 22:02:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9h8cdn$6tl$1@snipp.uninett.no>
Source record: 44478

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Yes, but it's written for PPC's, thus not suited for existing hardware. Or
>>do you know anyone who makes fast, affordable computers with
>>PPC-processors?

> Riored by Czuba?

Please show me a finished computer, where I can buy it and what it costs
;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1010. Re: [PUB]: New on Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 22:25:16 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B37D6AB.8E353AA2@chello.at>
Source record: 44479
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Martin \"Nightowl\" Byttebier wrote:

> New at the Belgian ftp-site chapelie.rma.ac.be

Why don't you post massages like these in comp.sys.atari.announce like
in the past? Or is that group dead now? (I have it still on my
NewsServer, but for two or three months it's always empty)

Best Regards, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

1011. XaAES v0.914

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 22:51:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B37BFE2.A47BF4AD@chello.nl>
Source record: 44480

LS

I uploaded a new version on my homepage (see sig)
A few bug fixes and improvements.

When atari.org doesnt work you can always go through my real homepage.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1012. Re: TV monitor out (1040 STE Q:)

Newsgroup: comp.sys.atari.st
Date: 2001-06-25 23:07:21 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <e69fjt8461nucatdeqqsq4ikdnfuckde5s@4ax.com>
Source record: 44481

On Mon, 25 Jun 2001 08:06:39 GMT, altered@lynx.net (Keven Fedirko)
wrote:

>
>Thanks for the amazlingly quick reply, but I'm still confused. What is
>"SCART",

"SCART" is a EUROPEAN video cable standard. Only useful if you're
in the region where TV sets have the SCART connector on them.

> and are you trying to explain how to take/make the multi-pin
>monitor port signals to a TV

Yes- the pins mentioned need to be connected to the composite video
input on a TV. Ground goes to the ground on the TV input, the
others have to be combined for the video in signal. Usually there are
some resistors involved, although I have no idea what the values may
be. Hopefully someone else has more detailed info available.

Another thought- check on eBay under their "Vintage Computers"
category. You'll find lots of people selling Atari hardware,
including monitors, usually very cheaply.

BobR

1013. Re: Protection/copies

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 00:05:11 UTC
From: vdjole@EUnet.yu
Message-ID: <9h8jjffgr1@news.eunet.yu>
Source record: 44482

On 23 Jun 2001 15:07:45 , Steve Stupple wrote:
>
>>I have a text which says that Amiga had a very good control over
>>floppy disk drive, as it did not have a disk-controller and CPU personally
>>did all the work, so it had access to anything written on the disk,
>>bit by bit: sector headers, syncs etc. The text said that physically Amiga
>>might copy almost anything that was written on a floppy. If those statements
>>are true than maybe someone who is desperate to copy a protected disk may
>>try that route, if an appropriate copying utility exists.
>>[...]
>Hmm.. me thinks this is an Amiga user based on amiga thinking and not
>much knowledge of the Atari!

I posted a text on copy-protection problems which reffered to possible
use of an Amiga to solve the problem. I have not been deeply into this
problem, but I think that some of the criticism this text received
is unjust. Maybe I made a mistake of not posting the complete text,
but just some portions of it, which maybe gave way to misinterpretation.
The text was a conversation from the pacifist-emulator mailing list
which I saved a couple of years ago, so I think it it unlikely that the
author is some die-hard Amiger.

His message states, briefly, that, because of its design, the WD1772
controller can read some data which it can not be commanded to write- and
vice versa- which creates possibilities for copy protecting disks.
He suggested that an Amiga might be of help in some of such cases,
because of hardware differences.

>The Amiga can't always copy it's own disks, and the data on Amiga disks
>isn't that secure. At a bit level you can store around 7.5k per track,
>which means that an 11 sector (using 512bytes) will be pushing it for
>data security.

Probably- but neither I or the original author stated that Amiga's way
was better- just different, and he stated that it may be more suitable
to meddling with strange disks.

>>>>Is it possible to bypass the MFM controller that the Atari uses so that
>>>>it reads what is really there, not what it thinks is there? Is it
>>>>possible to access an Atari formatted disk at the individual bit level?
>
>Yep the atari can write and read 11 sector per track disks, but you have
>to have good quality of media.

But here is talking about different things. First one is thinking about sync
marks, sector headers, etc. and the other one is about non-standard

number of sectors.

>>>That is not possible because the Floppy serial data in and out lines are
>>>connected to the WD1772 MFM controller.
>
>It isn't!!! That's news to me!

But it is- see the schematics. Ok, there is a 7406 buffer/inverter between,
but it does not matter- floppy data and control lines go to/from WD1772
(except drive select signal). The original text was a conversation
between two persons, and the first one asked if Atari CPU can directly
control each bit of information sent to a floppy- to which I think that
the correct answer was NO- as quoted above.

>>>ST/PC uses MFM to write a bit to a magnetic media:
>
>The amiga doesn't use magnetic media!!!

Sorry, I don't understand this remark?

>>>The Amiga does the following in GCR coding, (the MAC does similar on DD
>>>disks, but other code, also the C64 used GCR code!!!)
>
>It does what!!!!

In the original text this was followed by rather lengthy examples of
MFM and GCR data encoding, bit by bit, which seemed more-less reasonable
to me. There were also examples of sector markings, etc. etc.
I don't suppose all that was invented by the original author just then,
so I suppose there is some substance in his explanations.

And so the man just said that Atari and Amiga use not only different file
systems but also different low-level data encoding- so what?

>Yes it's a different system. So maybe thats why the Amiga runs slower
>that the Atari/pc while accessing the disk, and gives that annoying
>click from the drives!

Probably. But, again, noone was arguing Amiga's way was better (I can quite
believe that it was worse)! Btw. I sort of remember reading somewhere that
this is due to a "slow" file system on Amiga.

>>>Now let us play copy protecting...
>
>This is going to be fun:)
>

My impression was that the author discussed protection methods in general,
not strictly referring to Atari, e.g. tracks 80, 81... which are quite
readable/writable on an Atari are not exactly "standard" format.
Also, the disks need not necessarily be produced on an Atari.

> But we are suppose to be talking protections that the ST can't do.

And I suppose that anything which an average user can't -easily- do can qualify as a sort of copy protection- AFAIK some are better than others and some are just stupid.

Regards;

1014. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 00:52:04 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993660866-680592AEicMi@lineone.net>
Source record: 44424

Hi John

> Tried it. Did'nt work! Note, the system never gets to a desktop
>(halts first) so nothing is available to activate! I get a mostly blank
>screen with only the message: "fatal error in gemdos....system halted"!

If this was my machine, by now i'd have made sure that my
hard disk driver had background DMA switched off,

I'd have disabled all auto folder app's except magxboot
I'd have disabled all Accessories,
hidden all icon files,
deleted magic.inf,
delete applicat.inf
hidden the start folder,
hidden the extensions folder,
hidden all CPX's.

I'd have a system where /only/ magxboot loads.
If that blew up its time to check for disk corruption!!!.

Have you changed your hard disk driver recently, what do you now use?.
If its ICD then thats a potential problem, or for that matter if youve
re-partitioned recently with ICD then thats a major problem, magic only
likes AHDI compatible partition schemes.

Are you able to visit the Cheshunt Computer Club this wednesday with
your machine?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1015. Re: Video or Network needed

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 01:42:47 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tjfpe41gpaok5d@corp.supernews.com>
Source record: 44483

Hi,

You might want to check out Mario's new Galaxy Card.. Graphics AND
Ethernet card in one for the TT and Mega STE. the url is
http://gem.win.co.nz/mb/ click on the Atari hardware link for the Galaxy.
The US dealer is SystemforTomorrow (.com)

News site..
www.Atari-Users.Net (my site)
www.AtariNews.Org A-ONE Magazine
www.Atari.org ISP problems - but will be back up
www.myatari.net online magazine
and more.. check out the links on my site and on Atari.org

User groups.. don't know of any active groups in the Northeast. (I'm in
Massachusetts).

If you are free on Tuesday nights at 9pm (-5 GMT).. join us on our Atari
chat on Atarinews.org
telnet://www.atarinews.org
login ans password are "bbs"
then create a new account.
to get to the chat room.. from the main menu.. "T" alk (return) "C" hat
(return) then hit enter for the chat id
it's open to EVERYONE.. so stop by! We chat every Tuesday rain or shine!

Rob
webmaster@atari-users.net
http://www.Atari-Users.Net

"Alexander Chaney" <achaney@voicenet.com> wrote in message
news:N2IZ6.3865$85.6637@news3.voicenet.com...
>
> Newbie TT030 owner looking to find one of the mysterious video cards or
> ethernet networking crds.
>
> I do understand that these are extremely rare, but I cannot find the site
> where I read that someone was creating new video and network cards.
>
> If anyone can point me to a current FAQ, I could spare everyone a bunch of
> old questions.
>
>
> Also, are their any users or user groups in the northeast part of the US
> particularly NJ, PA, or NY.
>

> Lastly, are there any magazines online or otherwise or active websites
> that will help me better understand a few topics including, mint, Linux on
> Atari, Networking, and video?
>
> Thank you in advance for all of your support.
>
> -Alex
>

1016. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 01:58:15 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tjfqb3aq3f49f4@corp.supernews.com>
Source record: 44484

Geez Guys.. I didn't mean to get a big debate going over a poll question!

Rob
webmaster@atari-users.net

1017. Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 01:59:22 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tjfqd5m9fii313@corp.supernews.com>
Source record: 44485

Time for a new poll.. any suggestions for the question?

Rob
webmaster@atari-users.net
http://www.atari-users.net

1018. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 02:26:41 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9h8rt1$av6$0@206.230.189.38>
Source record: 44487

> How about for the next one we try: "What makes an Atari an Atari?"
> That's a joke, don't actually do that! ;-)
>
> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
>

Well I think if you have a PC with a good emulator like MagiC that is about
the best Atari you'll get.
hahaha! but seriouslly the only 'real' Atari is an 8-bit cause Jeff Mintor
is a god... but seriouslly if I could get TOS apps to run on my Amiga 500 I
would be happy ;-) LOL

1019. LBC Results

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 02:58:15 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B75D5665.10B41%bengy@mac.com>
Source record: 44488

We've just finished counting up all the results for the Little Big Competition 2001. So Who won? Who lost (No one, of course!)? How did it all boil down? Visit the LBC homepage for the complete breakdown. Good Job programmers, there was not a single bad entry! On behalf of MagiC Online, your work was very much appreciated.
Sponsors: You will be contacted soon regarding prize distribution.
Programmers/Artists: You also will be contacted soon regarding prize distribution.
Thanks to all who voted!

Results at: http://www.magical-sides.de/lbc/

Bengy

1020. Re: [PUB]: New on Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 04:30:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200106260630.a44759@b.maus.de>
Source record: 44401

```
[comp,sys.atari.announce]
>Or is that group dead now? (I have it still on my NewsServer, but for
>two or three months it's always empty)

The last messages were posted on 2001-05-05.
```

1021. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 05:52:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B382313.47F6D4D8@siemens.at>
Source record: 44489

Tomasz Mazur wrote:
>
> HI,
> looking for some.
> Where can I get?

You won't be happy with 2% of the original speed, will you ?
That's the fastest at the moment I think. But there's one guy
in Germany who started to write a new one about two month ago.
So you can still hope.

Gerhard

1022. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 10:44:29 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.qbblmmlo@localhost>
Source record: 44492

Jo Even Skarstein wrote:

> > This sounds most interesting to me, as it appears as if most of the
> > work might already be done here! Have you mentioned this idea to
> > Sven Karlsson?
>
> I believe he came up with this idea long before me ;-)

Sounds cool, just would be nice if Istari/Fmax could keep their info on www up to date ;) But I guess an idea like this is not likely to be published on the web before something has been decided, to avoid rumours.

> > Regarding 030 emulator, isn't such a thing used for the Tempest
> > already?
>
> Yes, but it's written for PPC's, thus not suited for existing
> hardware. Or do you know anyone who makes fast, affordable computers
> with PPC-processors?

Well I did get the impression that you were talking about possibilities to use either PC or PPC board. Perhaps it could be interesting to look into the stuff that Matthias Jaap mentioned, about the PPC board that supposedly will be used to run Linux and AmigaOS under PPC.

> The Tempest' emulator runs under Fenix, but can run TOS, MiNT and
> possibly MagiC (I say "possibly" because I've never asked Il
> Profesore about this).
>
> > Also, using an approach like this, the Tempest would be happy to
> > run both programs compiled for 680x0 and PPC, right?
>
> Well, if you run Fenix you can. To run native PPC-code (i.e. not
> translated 68k code) under TOS, MiNT or MagiC I guess these operating
> systems must be adapted to launch these.

TOS is probably not that necessary to port but I would think that MiNT could be adjusted to achive this. MagiC is (I think) in asm and might be hard to adjust, not saying it cannot be done though.

/Joakim

1023. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 11:04:53 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9h9q8lese1@newstoo.ericsson.se>
Source record: 44493

In article <tjersm54g5bbbf@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) writes:
> On 25 Jun 2001 13:35:32 , Edward S. Baiz Jr. wrote:
>
> Hi
>
>>>Hi James,
>>>I'd been thinking about a Yamaha CDRW earlier this year, but was put
>>>off even trying it by the Extendos manual. Tahnks for the information
>>>- I may reconsider...
>>
>>I have a Yamaha CDRW drive working find with Extendos Gold on my Hades.
>
> I've heard quite a lot of stories of Yamaha CD writers failing, so I think
> I might stay away from them. On the other hand I hear poeple like you who
> have never had reliablilty problems (or have you? :).
> Lyndon Amsdon

I have used Yamaha CD writers for very long at home (in my Hades and Falcon)
and at work, never got any problems with them.
My brother had one minor problem at his Mac
so he needed a firmware update but it was only a Mac <-> Yamaha problem.

/Erik Hall

1024. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 12:18:56 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b3887b82af12e0@free.fr>
Source record: 44495

Hello,

in article <%R%X6.2$7v5.11427@news1.atlantic.net> (comp.sys.atari.st)
John Garone wrote on Wed 20-06-2001 11:33 (GMT):

> Hi All,
> Can't get Magic 5 or 6 to finish booting! I haven't used it in a good
> while (never liked loosing my Falcon desktop features) but 5 worked and
> also the upgrade to 6. I'm running a vanilla Falcon MKI (TOS 4.04). I've
> tried several times and it gets as far as the second boot screen. The
> first shows Magic booting. The second shows the message: Fatal Error in
> Gemdos....System Halted! Anyone have a clue?
> John G.

I used to have the same problem on my Falcon on a regular basis, and
never on my TT. It usually happens only when I fire up the Falcon. The
only way I've found is to reboot the system when there is this screen,
either with the reset button or with the key combo ctrl-alt-del (or
ctrl-alt-rshift-del).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

1025. [ANN][ES] Stand alone SDK

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 12:18:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b3887b82af12e2@free.fr>
Source record: 44494
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi all,

After a few requests, we decided to make a SDK CD with the following:

ï¿½ The GCC kit
ï¿½ GCC Shell, registered version
ï¿½ Ressource Master, registered version, with paper manual
ï¿½ Windom libraries with their printed documentation (200 pages)
ï¿½ EZ Edit text editor (with syntax "colourisation")
ï¿½ Many development libraries
ï¿½ Many development tools

All this for only 49.00 Euros!

(reminder: for active developers the price remains 75.00 Euros for the
SDK including MagiC).

Have a look at the MagiC SDK page (in French):
http://www.europe-shareware.org/atari/logiciels/magic_sdk.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

1026. Re: Quaderno and Hypnosis: More Atari-Midi Freeware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 13:12:00 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106260512.68ca5b1e@posting.google.com>
Source record: 44396

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:<3b372321@dnews.tpgi.com.au>...
> Hi Tim, how many Music apps have you got hold of now? ust be hundreds. Keep
> up the good work
>
> Mark Bedingfield

Hi Mark

Thanks...it has been a rewarding effort. The good news is..there is
still more coming! You never knew there was so many Atari programs
coded!!

So far on my page I have 65 downloads! There are more on the
Atari-Midi file section as well as the newly created Atari-Midi
Archives site. Both links are on my site.

If anyone else here (programmers, ect) has any Atari-Midi applications
I would be happy to represent it on my site. My site is not fancy,
just basic HTML, with screen shots and tutorials, ect representing the
different programs.

If anyone wants to start ther own Atari-midi web site, feel free to
use any of the screen shots or downloads from my page...just don't
sell'em! :-)

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardyindex.htm

1027. Re: Quaderno and Hypnosis: More Atari-Midi Freeware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 14:20:03 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ndjonhog@localhost>
Source record: 44397

Hiya Tim,

> If anyone else here (programmers, ect) has any Atari-Midi applications
> I would be happy to represent it on my site. My site is not fancy,
> just basic HTML, with screen shots and tutorials, ect representing the
> different programs.

Don't know if my hear trainer qualifies, but you are of course welcome to put it up for download on your site if you wish. You'll find the program (hEARCoach) on my site, and it can be used to practise intervals or chords, both replay and input can be done via midi.

http://gokmase.atari.org

Just out of curiosity, are any of the programs on your site bundled with the source? Could be nice if the author has left the platform :)

Anyway, keep up the good work,

Joakim

1028. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 15:39:04 UTC
From: sinclap@nospam.net
Message-ID: <260620011038467411%sinclap@nospam.net>
Source record: 44398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
wrote:

> <sinclap@nospam.net> wrote:
>
> > In article <Pine.MNT.4.21.0106152254120.191-100000@localhost>,
> > SWE/YesCREW <jvalant@m42.cx> wrote:
> >
> > > > PDF is here.. Email apps will incorporate with the recipient recieveing
> > > > an open PDF in the email..Sounds like progress..But you would not know
> > > > since your stuck in 16 bits..
> > >
> > > And u are idiot...
> > >
> > misspelled u...
>
> I don't think you're the one to talk about misspelling....

You ar coricт mi spilliend is hurribl....

> a) If you read this person's news-header you can see he's not located in
> an English speaking country so he's got an excuse, unlike you,
> .... moron!

He was taking short cuts and being sloppy in the language. At least I
tri tu spill curekly...

> b) Getting back to your poor excuse for trying to be serious in a reply
> to my posting you have quite a few typographical mistakes yourself; and
> you're a native English speaker:

And a very careless one at it to..I make the attempt to be curekt...

> >> ...or do you just not have anything better to do than piss the rest
> >> of the world off? I'm sure you have a lot of really good friends.
>
> >Who me..How am I pissing off people..Your the one who is excited..
>
> Yet another one who doesn't know the difference between "your" (as in
> "your and mine") and "you're (as in "you are").
> You also forgot a question mark after that question.

Oh shumbug! But I did not use a single letter to be recognized as a
word or meaning..

>
> >> This sort of thing really makes your day, doesn't it? I mean, since
> >> you've been hanging out in this group for years with not a single
> >> constructive and helpful posting to show for.
>
> >Saids who. My posts have meanings and purpose..
>
> "Saids"?????
> "Meanings"???
> It's called "Says who?" and "meaning and purpose".
> (on the subject of postings with meaning and purpose -I haven't yet come
> across any of the sort from you).

Usenet is sloppy..Were all guilty of it.. Just that person was obvious
not trying..

> Better take a look in your dictionary. Or how about leaving the Internet
> altogether? No, of course not -your empty, worthless and meaningless
> life wouldn't be the same if you were to stop pestering people.

How I am pestering? All of my critics are the ones who are getting a
hard one for some reason.

>
> >> What exactly is your problem?
> >> Yes, *YOUR* problem. What exactly is your agenda here since you
> >> obviously hate Atari computers (and their users) in every single way.
>
> >I do not understand why you think that way. I love my Atari items..
>
> I don't feel any need to comment on this. Anyone who's read at least two
> of your postings will understand why.
> (for once though I can agree with you one something -the part about not
> understanding. Poor chap... it really is hard to comprehend things like
> this, isn't it? Can't expect too much of you of course.

I do not understand the point...

>
> >> I'm not even going to start commenting on the actual subject, because
> >> I'm sure you don't care. Besides, I don't feel the need to waste time
> >> defending my favourite computer platform. Some people like pears,
> >> >some oranges, and some.... apples. So what? I also use an Apple
> >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> >> so is the STe I have next to it.
>
> >A free country, unless up north is not. I could not care what people
> >use.
>
> A free country? As if your postings only reach your own US of A?
> Another ignorant American thinking he's in the centre of the universe!
> (My apologies to the other Americans here, but this kind really makes me
> want to puke).

Your view not mine. Always scapegoating the American people when you
lose..

> The next thing you're going to talk about is probably your freedom of
> speech and all that stuff many of you Americans babble about all the
> time someone criticizes you.

No..Just when others try to take that right away..

>
> >> If you think you're bringing "Mac-evangelism" to the world you've
> >> truly misunderstood the whole concept and surely bring disgrace to
> >> the rest of your fellow Macintosh fanatics. If you believe your
> >> postings will bring Atari users to start using Macs you're dead
> >> wrong. Check your head man!
> >
> >How did Mac evangilism get into this? What makes you think I am a Mac
> >fanactic? I use one as a tool to get the job done.. You're being to
> >emotional ..
> >
> Again, I see no need to comment on this as your postings speak for
> themselves.

No way!
>
> >sinclap!
> >somewere in mpls
> >
> Still too scared to reveal who you really are...
> Can't stand behind your worthless drivel, can you?

For spam purposes..

>
> Makes me wonder how many Internet providers you've been banned from....
> I'm sure this isn't the only newsgroup you've been polluting with your
> endless stream of crap.

You would be surprised..off to alt.simpsons)
>
>
> Hallvard

1029. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 15:54:45 UTC
From: sinclap@nospam.net
Message-ID: <260620011054284041%sinclap@nospam.net>
Source record: 44399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-DD0D3D.09322524062001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <1evhbqw.d96e9e1piz8j4N%x@x.xx>, x@x.xx (Hallvard Tangeraas)
> wrote:
>
> > <sinclap@nospam.net> wrote:
>
> > > > And u are idiot...
> > >
> > > misspelled u...
> >
> > I don't think you're the one to talk about misspelling....
> >
> > a) If you read this person's news-header you can see he's not located in
> > an English speaking country so he's got an excuse, unlike you,
> > .... moron!
> >
> > b) Getting back to your poor excuse for trying to be serious in a reply
> > to my posting you have quite a few typographical mistakes yourself; and
> > you're a native English speaker:
>
> what's even more pathetic - not only does The iDiot Forever Known As
> Sinclap claims that it is a college graduate - which, if this is an
> example of what American colleges put out, then the USA is doomed - but
> also claims to be an "Apple Power Rep", which is highly unlikely due to
> the fact that real "Apple Power Reps" (yes, I have spoken to real ones
> at Macworld Expo NY) require a high level of reading and writing
> comprehension as a term of employment. TiFKAS is still refusing to
> divulge who employs it (muttering twaddle about "Atari Jihads" who are
> "out to get it").
>
> > >> I'm not even going to start commenting on the actual subject, because
> > >> I'm sure you don't care. Besides, I don't feel the need to waste time
> > >> defending my favourite computer platform. Some people like pears,
> > >> >some oranges, and some.... apples. So what? I also use an Apple
> > >> Macintosh machine, but I'm no fanatic. For me it's just a tool, and
> > >> so is the STe I have next to it.
> >
> > >A free country, unless up north is not. I could not care what people
> > >use.
> >
> > A free country? As if your postings only reach your own US of A?

> > Another ignorant American thinking he's in the centre of the universe!
> > (My apologies to the other Americans here, but this kind really makes me
> > want to puke).
> >
> > The next thing you're going to talk about is probably your freedom of
> > speech and all that stuff many of you Americans babble about all the
> > time someone criticizes you.
>
> years ago TiFKAS would defend its constant attacking of Atari users
> in c.s.a.st (which was in violation of the newsgroup charter, which
> forbid "computer vs. computer" debates) by wrapping itself in the
> American flag and claiming that it was protected under the First
> Amendment of the US Constitution, which promises freedom of speech.
> When, however, I discovered that the US Supreme Court had ruled in 1974
> (in the landmark case "FCC Vs. Pacifica" AKA "Pacifica Broadcasting's
> playing George Carlin's Seven Words You Must Never Say On Television")
> that public nuisances were not protected under the 1st Amendment and
> could indeed be subject to criminal and libel prosecution, and made that
> clear in that forum that TiFKAS defined "public nuisance" to a T,
> TiFKAS promptly shut up.

What dream was this?

> I find it interesting that TiFKAS is accusing you of being from
> Canada, Hallvard (notice the "up North" reference) -its known emnity to
> the Great White North is showing, due to the fact that a number of its
> most vocal critics who have totally humiliated it in exposing its vast
> ignorance of anything computer-related hail from there, often claiming
> we have a lousy "socialist government", are sinking economically, and
> are nothing more than "US-owned territory". It must really hurt it to
> discover that currently Canadian economic growth is larger than the US,
> not to mention that at least in our elections we can count, unlike in
> TiFKAS' US where they allowed the dumbest politician since Dan Quayle to
> become president due to a stupid concept like the Electoral College.
> (It's also funny that the newspaper it uses as "evidence" of the bad
> stuff about Canada, The National Post, is also considered a national
> joke which has bled red ink since its inception, and that its publisher,
> Conrad "Tubby" Black, has fled Canada with his tail between his legs out
> of shame).

Speaking of dumb politicians, you have one in your neck of the woods.
What boob stereotyped Africa? All that money down the drain because he
had a dream that a tribe was dancing around a big cooking pot being
boiled with him inside.. I am sure that the business community is
amused..

There is discussion of implementing user fees for visits to the health
clinic. Seems that costs are spiraling out of control..

> > >> If you think you're bringing "Mac-evangelism" to the world you've
> > >> truly misunderstood the whole concept and surely bring disgrace to
> > >> the rest of your fellow Macintosh fanatics. If you believe your

> > >> postings will bring Atari users to start using Macs you're dead
> > >> wrong. Check your head man!
> >
> > >How did Mac evangilism get into this? What makes you think I am a Mac
> > >fanactic? I use one as a tool to get the job done.. You're being to
> > >emotional ..
> >
> > Again, I see no need to comment on this as your postings speak for
> > themselves.
>
> ROTFLMAO! well said, Hallvard!
>
> TiFKAS is now denying that it is a "Mac Evangelist"? After all these
> years of carpet-bombing c.s.a.st and .advocacy with its obvious pro-Mac
> drivel? After calling users of fuji-badged computers "Atari boobs" who
> "need to get laid"? After saying such things like "Calamus is crap", and
> "90% of all Atari applications fall over on the Milan"? Who once claimed
> that Apple, depite a BILLION DOLLAR LOSS in 1997, still showed a profit?

You said it not me...Still looking for the first one?

> >
> > >sinclap!
> > >somewere in mpls
> >
> > Still too scared to reveal who you really are...
> > Can't stand behind your worthless drivel, can you?
>
> its name: Peter Sinclair (sometimes Peter Sinclair-Day)
> its ISP - Earthlink (check the headers, that's where it's posting
> from)

At least you have an imagination..

> > Makes me wonder how many Internet providers you've been banned from....
> > I'm sure this isn't the only newsgroup you've been polluting with your
> > endless stream of crap.
>
> TiFKAS has also been known to spread its reign of error in the amiga
> groups, as well as the Lynx and Jaguar groups.

Oh puleaze...Do you have alt names for your critics on other groups
like the Simpsons?

> TiFKAS has also been reprimanded by Cedarnet.org for violating its
> user agreement when it was active in attacking users in c.s.a.st (a
> charge it denies, despite the fact that I was e-mailed by Cedarnet and
> was told that it had been warned and reprimanded, subsequently TiFKAS
> disappeared from c.s.a.st for a time like a whipped puppy), was tossed
> off DejaNews for a time for posting sexually explicit content in
> .advocacy, and was banned from Hotmail after it used the service to send
> harrassing e-mail to one of its critics.

I was never on hot mail. You must mistake me with another. As for cedarnet, I was never reprimanded with a letter... just a note that there was a complaint. Replied to the complaint note... No violation of usenet policies. Don't know what they sent to you.. If this standard was held up, usent would be as empty as the Aussie outback or the Alberta province

1030. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 17:36:38 UTC
From: bindon@madasafish.com
Message-ID: <tjhi1650ui0p0d@corp.supernews.com>
Source record: 44400

On 25 Jun 2001 17:12:58 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Mon, 25 Jun 2001 10:01:12 GMT

>>>ADD this line to your magx.inf file:
>>>
>>>;#_TSL <non-preemptive>
>
>>Derryck,
>> Tried it. Did'nt work! Note, the system never gets to a desktop (halts
>>first) so nothing is available to activate! I get a mostly blank screen
>
>It was worth the try. Anyone any ideas on how John can proceed from here?

Dodgy Magic disks? Seems odd.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1031. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 18:37:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106262037.a35702@su2.maus.de>
Source record: 44442

Hi Derryck,

DC>This is a really wierd problem, it's only 7.71 and 7.80 that exhibit
DC>this problem of not being able to load the driver file...
sorry.

So I'm afraid Uwe may be the only one to give a helpful answer.

Und TTschï¿½
ps

1032. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 19:55:16 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <993588936-594213AEicMi@xs4all.nl>
Source record: 44402

>From: Derryck Croker <derryck@NOSPAMcix.co.uk>
>Date: Mon, 25 Jun 2001 17:12:58 -0000
>
>From: swampfax@atlantic.net (John Garone)
>Date: Mon, 25 Jun 2001 10:01:12 GMT
>
>>>ADD this line to your magx.inf file:
>>>
>>>;#_TSL <non-preemptive>
>
>>Derryck,
>> Tried it. Did'nt work! Note, the system never gets to a desktop
>(halts
>>first) so nothing is available to activate! I get a mostly blank
>screen
>
>It was worth the try. Anyone any ideas on how John can proceed from
>here?
Hello,

I have the same sort of problem on my CLAB Falcon MKII. The
difference is that finally Magic boots. I always have to reboot 3
to 8 times before Magic appears on screen. Whenever the boot fails
I get the warning : Fatal error in Gemdos with bombs or, instead of
Magic, it loads TOS with the warning No NVDI or WDIALOG installed.
When a boot finally succeeds I get a blank screen during 30/40
seconds and then suddenly MagiC loads. Runs fine then. Tried
everything to cure it with no succes. My other (original) Falcon
doesn't have those problems, 1st boot of MagiC is always
succesfull. (both Falcons have the same order of prg in the
autofolder, same setup). Given up to cure this mysterious
behaviour.

Cheers
Dan

1033. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 20:55:05 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106262051410.87-100000@Hades060>
Source record: 44412

On Mon, 25 Jun 2001, RobM wrote:

> Time for a new poll.. any suggestions for the question?

How about a programming poll? It would concern only coders
but I'm wondering what languages are used.. "C", asm, pascal,
basic and such. Maybe too specific, just an ideaa though.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1034. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 20:57:21 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3b3911ad$0$13978@news.zetnet.co.uk>
Source record: 44406

```
| >>I'd been thinking about a Yamaha CDRW earlier this year, but was
put
| >>off even trying it by the Extendos manual. Tahnks for the
information
| >>- I may reconsider...
| >
| >I have a Yamaha CDRW drive working find with Extendos Gold on my
Hades.
|
| I've heard quite a lot of stories of Yamaha CD writers failing, so I
think
| I might stay away from them. On the other hand I hear poeple like
you who
| have never had reliablilty problems (or have you?
|

I had a Yamaha CDRW for the Hades but had problems. I replaced it with
a Plextor which, after being replaced because of damage in transit,
has worked fine ever since.
```

1035. Re: "Discovery" cartridge (was Re: Happy Computers Discovery Cartridge on Meaga STE's)

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 21:25:35 UTC
From: Freddie Jorevall <freddie@jorevall.com>
Message-ID: <j57_6.9699$G4.1448930@newsc.telia.net>
Source record: 44404

In your dreams!

It's a customized chip, if I remmmember right the name of the chip was HART.

I have two of those here some where!
One was fully populated with all the options, MAC roms, Realtime clock extra
Floppy ports!

If I recall I could use them on Mega STE aswell as a updated MEGA 4:a..
I don't remember how it was on a TT030 or on a Falcon..

Regards!

Freddie

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1etwv0h.xkphpbglmmtaN%my.mail@is.invalid...
> Steve Stupple <Steve@atari.org> wrote:
>
> > This is the BEST disk backup hardware available for the ST and can back
> > up not just Atari disks. The cartridge takes over control of your floppy
> > drives AND only needs ONE floppy drive, unlike blitz and syncro system
> > hardware. It also verifies the data on the drive, making very accurate.
> > Compare it to the blitz turbo hardware, which is very hit and miss!
>
> Has anyone got one of these for sale?
> If not, is the circuit inside complicated to duplicate? Anyone opened
> any of these to see?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

1036. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 21:30:54 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b390d1e9fe670@free.fr>
Source record: 44403

Hello,

in article <993588936-594213AEicMi@xs4all.nl> (comp.sys.atari.st)
Dan wrote on Tue 26-06-2001 21:55 (+0200):

> I have the same sort of problem on my CLAB Falcon MKII. The
.../...
> When a boot finally succeeds I get a blank screen during 30/40
> seconds and then suddenly MagiC loads. Runs fine then. Tried
.../...

Hmm does this Falcon have an IDE disk? If not this is the cause of the
delay. You need to patch MagiC to avoid the delay.
(don't have the url right now)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

1037. Re: Quaderno and Hypnosis: More Atari-Midi Freeware!

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 21:33:53 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106261333.2e0bff98@posting.google.com>
Source record: 44405

gokmase <fale@cybercrap.no> wrote in message news:<Usenet.ndjonhog@localhost>...
> Hiya Tim,
>
> > If anyone else here (programmers, ect) has any Atari-Midi applications
> > I would be happy to represent it on my site. My site is not fancy,
> > just basic HTML, with screen shots and tutorials, ect representing the
> > different programs.
>
> Donï¿½t know if my hear trainer qualifies, but you are of course welcome
> to put it up for download on your site if you wish. Youï¿½ll find the
> program (hEARCoach) on my site, and it can be used to practise
> intervals or chords, both replay and input can be done via midi.
>
> http://gokmase.atari.org

Thank you for this! I believe I already have you on our LINKS section.

> Just out of curiosity, are any of the programs on your site bundled
> with the source? Could be nice if the author has left the platform :)

YES: David Snow has some of his programs with source. As a matter of
fact, an Atari-midi member took MidiSquare and created a much better
version! The source to Midi Master drummer is available. It would be
great if someone took this and developed it more.

Tim C.

1038. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 23:22:19 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.gmmktfcf@localhost>
Source record: 44407

Jo Even Skarstein wrote:
>
> gokmase <fale@cybercrap.no> wrote:

>
> > Yup. And stuff like demos are pretty much always written to work on
> > a certain machine, that would not work on other clones either, like
> > Hades or Milan.
>
> A sufficiently fast clone could emulate legacy hardware without
> problems, thus allowing trackers, demos and games to run.

That must certainly be the best (and probably only) solution I think

> Well, if you could settle for a x86 you could always compile your
> GFA-sources with GFA-Basic for DOS/Windows ;-) Compilers for more
> common languages (c, c++, pascal, java, you name it...) is not a
> problem at all, they exist already.

Hopefully it will be possible to adjust compiler to produce PPC code.
Else I'll have to accept my code needs emulator to be used.

/Joakim

1039. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 23:26:50 UTC
From: ebaiz@skyenet.net
Message-ID: <_S8_6.14536$G25.4416@newsfeed.slurp.net>
Source record: 44408

On 25 Jun 2001 17:06:30 , Lyndon Amsdon wrote:
>On 25 Jun 2001 13:35:32 , Edward S. Baiz Jr. wrote:
>>I have a Yamaha CDRW drive working find with Extendos Gold on my Hades.
>
>I've heard quite a lot of stories of Yamaha CD writers failing, so I think
>I might stay away from them. On the other hand I hear poeple like you who
>have never had reliablilty problems (or have you? :).
>Lyndon Amsdon

What is it do you mean by failing? I have had things happen, but
nothing that I cannot fix. Most of the time it runs fine and I have
used CD Backup many times to back up my hard drive. If you can find a
Plextor, I would get that. I hear they are more reliable and quiet.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1040. Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-26 23:26:53 UTC
From: ebaiz@skyenet.net
Message-ID: <1T8_6.14537$G25.4416@newsfeed.slurp.net>
Source record: 44409

Hello,

I bought a used 3 gig Seagate external SCSI drive for only $30. It works fine with my Hades system. The only thing is that I have to turn off Kobold if I want to use it. I cannot copy anything to it when Kobold is activated. It is the same situation when I try to copy from certain CD Rom discs. I guess it really does not matter since I am planning on using the drive for Linux, but I was wondering if anyone has any ideas. I partitioned the drive into one big 3 gig partition. Could that be the problem?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1041. Re: scsi adapter for ste

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 00:12:57 UTC
From: Erik Closson <sqwirl@atarist.com>
Message-ID: <dy9_6.213$Qn3.159851@news2.news.adelphia.net>
Source record: 44410

Where can these IDE adapters be had and for how much. I have a couple IDE drives laying around.
"Marcin Kopacz" <kopaczm@thrisc.if.uj.edu.pl> wrote in message news:8f47fa90.0106251052.1db9291f@posting.google.com...
> Uwe Seimet <us@seimet.de> wrote in message news:<3B319BFA.A0920DB9@seimet.de>...
> > Marcin Kopacz wrote:
> >
> > > Yes, I need it because I heard that there are problems with MINT on
> > > IDE drives. Correct me if I'm wrong.
> >
> > It's not MiNT but the hard disk driver that is responsible for accessing
> > IDE (and SCSI) drives. So if there are problems with IDE drives and MiNT
> > there will be the same problems without MiNT. MiNT does not include any
> > IDE code.
>
> So, it looks like I should buy some IDE adapter and try it. It's
> really much cheaper than SCSI and AFAIK works pretty fine. Thx for
> help for All. :)
> Marcin

1042. Re: "Discovery" cartridge (was Re: Happy Computers Discovery Cartridge on Meaga STE's)

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 00:30:27 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tbmRHWAjkSO7EwBH@atari.org.uk>
Source record: 44411

In article <j57_6.9699$G4.1448930@newsc.telia.net>, Freddie Jorevall
<freddie@jorevall.com> writes
>n your dreams!
>
>It's a customized chip, if I remmmember right the name of the chip was HART.

Yep that's the name: happys all round thingy, i think it stands for.

>
>I have two of those here some where!
>One was fully populated with all the options, MAC roms, Realtime clock extra
>Floppy ports!
>
>If I recall I could use them on Mega STE aswell as a updated MEGA 4:a..
>I don't remember how it was on a TT030 or on a Falcon..

I have not been able to use the cartidges on the Mega STE, the software
fails it's software test. HOWEVER, there's no reason why the other bits
shouldn't work, extra drives or even the mac side of it.

So I can only use the backup side via an STE.

The Falcon may have a problem, as it doesn't have an external drive
socket for drive b.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1043. FA: Atari computers and more

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 03:08:22 UTC
From: Don <dons@qnet.com>
Message-ID: <3B394E26.309E8030@qnet.com>
Source record: 44413

I have the following on Ebay. All auctions have 2 days left.

520 STFM w/TOS 1.04, 2.5megs upgradeable to 4megs with 1 meg simms.
Drive Master
Mouse Master
Atari Portfolio system
Multisync monitor switch box w/NEC multisync monitor(if wanted)
Monitor switch box
SF314 in original box (complete)
SM124 monitor
Spectre GCR with ROMs and software

Check the auctions out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=dons@qnet.com&include=0&since=-1&sort=2&rows=25

Don

1044. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 04:55:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106262055.123bbe93@posting.google.com>
Source record: 44414

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<1T8_6.14537$G25.4416@newsfeed.slurp.net>...
> Hello,
>
> I bought a used 3 gig Seagate external SCSI drive for only $30. It
> works fine with my Hades system. The only thing is that I have to turn
> off Kobold if I want to use it.

I don't know Kobold at all, but I'd suspect that Kobald is having
trouble with the large drive either due to a programming limitation or
an incorrect sector size. You can't do much about the first, but you
could verify that your HD software has the sector size set correctly.

Galen

1045. Ultima 3 and 6 available for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 05:16:27 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9hbq78$87g$1@nnrp1.phx.gblx.net>
Source record: 44415

I thought you might want to know, since these are great games and Atari users are very loyal to their platform, sure you could get it easier for the PC, but then you'd have to play it on a PC. ;)

I will not tell you what website it is on because I do not want anymore trouble from people, but you know where to go. The place with all the stuff. I am a good, loyal Atari user, and I always appreciate a good tip on a cool ST game and I assume you do too.

Also check my other ultra rare stuff out, Hypnotic Lands for Atari 8-bit and other super rare goodies. All end on Sat. Thanks. -S2

1046. Re: [PUB]: New on Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 07:27:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b399860115f200@pandora.be>
Source record: 44416
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

on Mon 25-06-2001 22:25 Werner Romstorfer wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> New at the Belgian ftp-site chapelie.rma.ac.be
>
>Why don't you post massages like these in comp.sys.atari.announce like
>in the past? Or is that group dead now? (I have it still on my
>NewsServer, but for two or three months it's always empty)

Oh I still post these messages to comp.sys.atari.announce. AFAIK that
newsgroup is moderated so if the moderator -for whatever reason- doesn't
let them through no one will see these postings.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1047. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 09:10:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993712010-77398AEicMi@cwcom.net>
Source record: 44297

From: epkerha@epk.ericsson.se (Erik Hall)
Date: 26 Jun 2001 11:04:53 GMT

>>>>I'd been thinking about a Yamaha CDRW earlier this year, but was put

>> I've heard quite a lot of stories of Yamaha CD writers failing, so I think
>

>I have used Yamaha CD writers for very long at home (in my Hades and Falcon)
>and at work, never got any problems with them.

Yamaha CDR400T or whatever it is working well here too (Falcon), however,
Harry was originally asking about CDRW drives.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1048. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 09:15:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993712014-77915AEicMi@cwcom.net>
Source record: 44298

From: "Pascal Ricard" <paricard@free.fr>
Date: Tue, 26 Jun 2001 12:18:56 GMT

>> tried several times and it gets as far as the second boot screen. The
>> first shows Magic booting. The second shows the message: Fatal Error in
>> Gemdos....System Halted! Anyone have a clue?

>I used to have the same problem on my Falcon on a regular basis, and
>never on my TT. It usually happens only when I fire up the Falcon. The
>only way I've found is to reboot the system when there is this screen,
>either with the reset button or with the key combo ctrl-alt-del (or
>ctrl-alt-rshift-del).

The first boot screen shows the magxboot.prg loading - it's meant to run, and
then perform a warm boot to load the magx.ram file.

Centek CT2 owners will recognise the tip about issuing that key combo to kick-
start the second boot.

I wonder if it would be worth John's while to try the alternative
magxbot.prg, the one I use is called magxb032.prg

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1049. Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 09:21:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00204f4d@fmlynet.org>
Source record: 44421

FamilyNet Newsgate

> From: "RobM" <rmahlert@charter.net>
> Time for a new poll.. any suggestions for the question?
> Rob
> webmaster@atari-users.net
> http://www.atari-users.net

What is your favorite ST game?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1050. Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 09:25:32 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00204f4e@fmlynet.org>
Source record: 44422

FamilyNet Newsgate

> From: "RobM" <rmahlert@charter.net>
> Time for a new poll.. any suggestions for the question?
> Rob
> webmaster@atari-users.net
> http://www.atari-users.net

Or another I'd like to know... what hand held device do you use with your Atari setup?

Portfolio
Zoomer
DeVinci
Newton
Palm
Handspring
Visor
WinCE

Any others I'm forgetting?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1051. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 11:24:57 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b39c535@dnews.tpgi.com.au>
Source record: 44417

Janka Gerhard <gerhard.janka@siemens.at> wrote in message
news:3B382313.47F6D4D8@siemens.at...
> Tomasz Mazur wrote:
> >
> > HI,
> > looking for some.
> > Where can I get?
>
> You won't be happy with 2% of the original speed, will you ?
> That's the fastest at the moment I think. But there's one guy
> in Germany who started to write a new one about two month ago.
> So you can still hope.

Try STxformer on emulators.com, I think it is still avaliable. Better than
2%.

Mark

1052. Re: XaAES v0.914

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 11:31:39 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b39c6c7@dnews.tpgi.com.au>
Source record: 44418

Henk Robbers <h.robbers@chello.nl> wrote in message
news:3B37BFE2.A47BF4AD@chello.nl...
>
>
> LS
>
> I uploaded a new version on my homepage (see sig)
> A few bug fixes and improvements.
>
> When atari.org doesnt work you can always go through my real homepage.

Another one to try, I can't keep up. 913 was alot better. Lets see how it goes. Incedently how do you set up a console window under Xaaes? I had to resort to tos2gem and it aint pretty?

Mark

1053. GCC 3.0

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 14:36:09 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3B39EF59.E7B7F6B9@ief.u-psud.fr>
Source record: 44419

Hi all,

Is there anybody that is thinking to compile GCC 3.0 for
ATARI platforms ? I know, it is only been released since
18 of june, and my question may be premature, but I think
it would worth it.

Best regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

1054. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 15:24:08 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.bmodthni@localhost>
Source record: 44420

Michael and Nicole Freeman wrote:

>
> > Sure,�some�will�always�frown�at�ported�apps,�but�is�it�really�bette-
> > r�- to�
> > see�all�atari�users�one�by�one�ditching�their�old�platform�since�th-
> > ey- � cannot�use�it�anymore?
> > ��We�all�use�out�ataris�for�different�things,�some�
> > enjoys�a�lot�of�the�classic�games,�and�spend�a�lot�of�time�on�codin-
> > g� demos.
> > ��That�is�great,�since�it�keeps�ppl�attached�to�their�ataris,�so�
> > all�coders�does�make�a�great�job�on�that�so�much�respect�to�them.
> > ��But�I�
> > think�I�am�not�the�only�one�that�wants�to�use�the�atari�for�stuff�o-
> > th- er� ppl�use�their�pc�s�for.�
>
> I am an exmple of this. I've basically owned nothing but Atari
> computers since 1984, and fought tooth and nail against buying
> another machine, but eventually broke down and got a Mac, because
> there were sites that I needed to get to that Atari browsers just
> wouldn't work on, and if they did were incredibly slow. I still love
> using my Falcon much more than the Mac. If there was a very fast (PPC?
>) accelerator for the Falcon, or a very powerful (PPC?) clone, and
> they had ported Netscape or some other modern browser by that time
> and it would run reasonably well on it, I would never have chosen the
> Mac. But this never happened. Although if it ever does, anyone want
> to guess which computer will be going in the closet or on the yard
> sale table? :)

I would have a hunch ;))

I agree 100% that a decent browser could perhaps keep a few more users
from migrating. Since there are no up to date browsers for that atari I
certainly think it would be better if ppl used a port of an existing
browser on an atari clone intead of starting to do all app stuff on
other platforms.

>
> > Ah�well,�let�the�flaming�begin..
>
> Well, you've got my support on this! :)

Thanks, I am sure we aren't the only ones with these thoughts, just
hope there will some day be a solution.

/Joakim

1055. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 16:53:01 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hd31d$cu5$1@snipp.uninett.no>
Source record: 44423

gokmase <fale@cybercrap.no> wrote:

>> Well, if you could settle for a x86 you could always compile your
>> GFA-sources with GFA-Basic for DOS/Windows ;-) Compilers for more
>> common languages (c, c++, pascal, java, you name it...) is not a
>> problem at all, they exist already.

> Hopefully it will be possible to adjust compiler to produce PPC code.

I'm afraid that's not possible, unless someone decides to write a new
GFA-compiler. There's plenty of compilers for other languages though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1056. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:08:28 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106271706001.86-100000@Hades060>
Source record: 44436

On Wed, 27 Jun 2001, Lyndon Amsdon wrote:

> Yeah, that sounds good. I reckon this would be intersetting too as I only
> recently realised that GFA is still used to do Atari apps.
> Lyndon Amsdon

I am also trying to make sure it's used well into the future.
There might be a solution to my GFA Challenge on my web page.
Stay tuned...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1057. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:14:41 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106271711570.86-100000@Hades060>
Source record: 44437

On 27 Jun 2001, Jo Even Skarstein wrote:

> > Hopefully it will be possible to adjust compiler to produce PPC code.
>
> I'm afraid that's not possible, unless someone decides to write a new
> GFA-compiler. There's plenty of compilers for other languages though.

If something cool ever does come down the pike, and GFA is left
in the dust, I have enough information on the tokenized format to
produce some sort of converter, to "C" or whatever. Beats having
to do a total re-write even if you can't get a perfect conversion.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1058. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:22:58 UTC
From: bindon@madasafish.com
Message-ID: <tjk5ji3336iu51@corp.supernews.com>
Source record: 44425

On 26 Jun 2001 23:26:50 , Edward S. Baiz Jr. wrote:

Hi

>What is it do you mean by failing? I have had things happen, but
>nothing that I cannot fix. Most of the time it runs fine and I have
>used CD Backup many times to back up my hard drive. If you can find a
>Plextor, I would get that. I hear they are more reliable and quiet.

I've heard quite a few failing to write and lasers going. Not software
problems but serious hardware problems. I would get a Plextor but they're
expensive but damn good. I'm looking on ebay now for an old 4x write sort
of thing.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1059. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:23:00 UTC
From: bindon@madasafish.com
Message-ID: <tjk5jk6hts9m52@corp.supernews.com>
Source record: 44426

On 26 Jun 2001 20:55:05 , Lonny Pursell wrote:
>On Mon, 25 Jun 2001, RobM wrote:
>
>> Time for a new poll.. any suggestions for the question?
>
>How about a programming poll? It would concern only coders
>but I'm wondering what languages are used.. "C", asm, pascal,
>basic and such. Maybe too specific, just an ideaa though.

Yeah, that sounds good. I reckon this would be intersetting too as I only recently realised that GFA is still used to do Atari apps.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1060. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:23:02 UTC
From: bindon@madasafish.com
Message-ID: <tjk5jm53ebaq56@corp.supernews.com>
Source record: 44427

On 27 Jun 2001 13:47:51 , Hallvard Tangeraas wrote:

Hi

>I know that a "SHDRIVER.SYS" file should reside in the root directory of
>the boot drive, but I guess this involves more than just copying
>"AHDI.PRG" and renaming it to "SHDRIVER.SYS"? How do I actually install
>it?

Yes it does, there should be an option to install AHDI in one of those
programs. If not then you'll have to download it from somewhere else that
does have this program in its archive.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1061. ROM based ethernet adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:50:03 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106270950.1ce2f2d4@posting.google.com>
Source record: 44428

Having followed the previous thread in which the URL for the ROM based ethernet adapter was posted 3 times, I decided to check it out. THis device seems perfect for my needs. (I NEED ETHERNET;-).

That said, unless I have read the page wrong, there doesn't seem to be any of these devices available any longer.

Is this correct?

I could use a handful.

Later Brian.

1062. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 17:55:10 UTC
From: guido@lehwalder.de
Message-ID: <1evoeyo.h9lojq189kd3tN@lehwalder.de>
Source record: 44429

Hallvard Tangeraas <x@x.xx> wrote:

> So.... (a deep breath!!), I was wondering if I should give AHDI a go.
> I found the following from one of the FTP sites: AHDI 6.061 (only

Hi,

you should look for the HDX-Package... in this AHDI should ne included
and the Installer for the .SYS

Bye
Guido.

1063. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 19:17:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3A3141.B9C312E8@seimet.de>
Source record: 44430

Derryck Croker wrote:
>
> From: Peter_Schneider@su2.maus.de (Peter Schneider)
> Date: Fri, 22 Jun 2001 21:38:00 +0200
>
> Hi Peter,
>
> >DC>another. Problem! HDUtility for 7.71 refused to run, complaining that
> >DC>it "Couldn't load driver file"! What's going on here?
> >I suppose you can't modify a recent driver file (HDDRIVER.SYS) with an
> >'old' configuration tool (HDDRUTIL).
> You can't, as you get the "Wrong driver version" alert, and that's the end of
> that.
>
> This is a really wierd problem, it's only 7.71 and 7.80 that exhibit this
> problem of not being able to load the driver file...

I cannot remember that such a problem ever existed. If the driver
version *exactly* matches the version of HDDRUTIL you should be able to
configure HDDRIVER properly.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1064. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 19:23:03 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3A3297.8A35CE8C@seimet.de>
Source record: 44431

"Edward S. Baiz Jr." wrote:
>
> Hello,
>
> I bought a used 3 gig Seagate external SCSI drive for only $30. It
> works fine with my Hades system. The only thing is that I have to turn
> off Kobold if I want to use it. I cannot copy anything to it when
> Kobold is activated. It is the same situation when I try to copy from
> certain CD Rom discs. I guess it really does not matter since I am
> planning on using the drive for Linux, but I was wondering if anyone
> has any ideas. I partitioned the drive into one big 3 gig partition.
> Could that be the problem?

So this is a Linux (ext2fs) partition? In this case Kobold might have
problems accessing it, indeed. I think the last version of Kobold was
released before such partitions were usable for the Atari, or at least
before this partition type was used by a relevant number of users.
Note that in any case it's not the drive that causes problems but the
partition setup. Kobold does not know the drive at all. The only
software that knows the drive is the hard disk driver. And even the hard
disk driver does not have to care for particular drive models.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1065. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 19:23:32 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3A32B4.60E4DB9F@seimet.de>
Source record: 44432

Galen wrote:
>
> ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<1T8_6.14537$G25.4416@newsfeed.slurp.net>...
> > Hello,
> >
> > I bought a used 3 gig Seagate external SCSI drive for only $30. It
> > works fine with my Hades system. The only thing is that I have to turn
> > off Kobold if I want to use it.
>
> I don't know Kobold at all, but I'd suspect that Kobald is having
> trouble with the large drive either due to a programming limitation or
> an incorrect sector size. You can't do much about the first, but you
> could verify that your HD software has the sector size set correctly.

What do you mean with setting the sector size?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1066. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 19:32:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106271929520.104-100000@Hades060>
Source record: 44441

On 27 Jun 2001, Jo Even Skarstein wrote:

> > If something cool ever does come down the pike, and GFA is left
> > in the dust, I have enough information on the tokenized format to
> > produce some sort of converter, to "C" or whatever. Beats having
> > to do a total re-write even if you can't get a perfect conversion.
>
> Have you considered doing a GFA-frontend for GCC? Not only will you get a
> decent compiler, but you'll be able to compile GFA-code for almost every
> CPU out there. And you could extend the language too.

I'm not all that familiar with GCC, other than compiling some
canned stuff by typing "make". I can read "C" up to a point
but I'm not real good at it. Can you perhaps elaborate just
a bit so I get an of idea what you mean?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1067. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 19:52:06 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <993671526.14537.0.nnrp-08.9e983130@news.demon.co.uk>
Source record: 44433

On 26 Jun 2001 23:26:53 , Edward S. Baiz Jr. wrote:
>Hello,
>
>I bought a used 3 gig Seagate external SCSI drive for only $30. It
>works fine with my Hades system. The only thing is that I have to turn
>off Kobold if I want to use it. I cannot copy anything to it when
>Kobold is activated. It is the same situation when I try to copy from
>certain CD Rom discs. I guess it really does not matter since I am
>planning on using the drive for Linux, but I was wondering if anyone
>has any ideas. I partitioned the drive into one big 3 gig partition.
>Could that be the problem?

If you're not using Kobold 3.5 and have set the drive to use long file names this might be the problem. I use Kobold but the earlier version could not read partitions (10 x 2G) that were set for long file names.

Mike Bedford

1068. Programming Help for Neil

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 20:27:00 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0106271226.4791bc9@posting.google.com>
Source record: 44434

I am forwarding this from Atari-Midi. Neil Wakeling, programmer of
Pulsar needs some programming help!!!please reply directly to him!

thanks

Tim

Hi all,

This is concerning the re-programming of PULSAR.

I have been redoing the timing code to use interrupts instead of
polling the
sytem 200Hz timer.

Can anybody help me (and stop me tearing out my remaining hair) with a
few
small issues concerning programming the MFP timer in C or assembler?
I
can successfully get the timer to call my interrupt vector, but I am
having
trouble finding out/ or coding how to re-trigger the interrupt or tell
the
MFP that the interrupt has been handled.

Please reply off-list to : neil@tuva.demon.co.uk

Many Thanks,

Neil

1069. Megafile 44 Problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 20:51:34 UTC
From: "t.lenard" <t.lenard@3web.net>
Message-ID: <3B3A4755.E8A017A9@3web.net>
Source record: 44435

I've been using a megafile 44 with a 1040STE without problems but I've changed to a Mega 4ST and the Megafile will not work with it. If I use AHDI on disk I'm told there are no hard drives connected.Can anyone help me with this problem? Thanks in advance.

Tommy

1070. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 21:35:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hdjj9gfg1@snipp.uninett.no>
Source record: 44438

Lonny Pursell <fatal@syntax.error> wrote:

>> I'm afraid that's not possible, unless someone decides to write a new
>> GFA-compiler. There's plenty of compilers for other languages though.

> If something cool ever does come down the pike, and GFA is left
> in the dust, I have enough information on the tokenized format to
> produce some sort of converter, to "C" or whatever. Beats having
> to do a total re-write even if you can't get a perfect conversion.

Have you considered doing a GFA-frontend for GCC? Not only will you get a
decent compiler, but you'll be able to compile GFA-code for almost every
CPU out there. And you could extend the language too.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1071. Re: XaAES v0.914

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 22:50:51 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B3A62C6.E511F0A2@chello.nl>
Source record: 44439

Mark Bedingfield wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote in message
> news:3B37BFE2.A47BF4AD@chello.nl...
> > >
> > >
> > > LS
> > >
> > > I uploaded a new version on my homepage (see sig)
> > > A few bug fixes and improvements.
> > >
> > > When atari.org doesnt work you can always go through my real homepage.
>
> Another one to try, I can't keep up.

I could work for 2 years in isolation, and then fail to produce the perfect AES. ;-)

> 913 was alot better. Lets see how it
> goes. Incedently how do you set up a console window under Xaaes? I had to
> resort to tos2gem and it aint pretty?
>
It is the way it is. The AES is for running GEM programs. If you want a console under
GEM, a GEM program must do it for you.
GEM must not become a GEM app itself. A line must be drawn there.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1072. Re: What's Happening with ATARI.ORG

Newsgroup: comp.sys.atari.st
Date: 2001-06-27 23:06:54 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0106280102130.11769-100000@newgem.atari.org>
Source record: 44440

On Fri, 22 Jun 2001, Francois Le_Coat/mailaxis wrote:

> Is there bad troubles with ATARI.ORG Web site ? Ping on
> gem.atari.org is time-out. The E-mail forwarding seems
> to work, but, for example, counter services are not. Is that
> temporary ? Does anyone know ?

Hello,

our ISP, Utfors (http://www.utfors.se) have been very unreliable lately.
We hope that the ISP will perform better in the future.

You can read a more detailed text on our Websites news section,
http://www.atari.org/.

--
Anders Eriksson
support@atari.org

1073. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 03:13:03 UTC
From: swampfax@atlantic.net
Message-ID: <3hx_6.9712$ma3.107329@news1.atlantic.net>
Source record: 44444

Hi Steve,
Thanks for your input. See inserts:
John G.

On 25 Jun 2001 23:52:04 , Steve Sweet wrote:
>Hi John
>
>> Tried it. Did'nt work! Note, the system never gets to a desktop
>>(halts first) so nothing is available to activate! I get a mostly blank
>>screen with only the message: "fatal error in gemdos....system halted"!
>
>If this was my machine, by now i'd have made sure that my
>hard disk driver had background DMA switched off,
>

No Driver = no hard drive! Magic is installed in Drive "C". I don't
think it will fit on a floppy if I tried to run it from there!

>I'd have disabled all auto folder app's except magxboot
>I'd have disabled all Accessories,
>hidden all icon files,
>deleted magic.inf,
>delete applicat.inf
>hidden the start folder,
>hidden the extensions folder,
>hidden all CPX's.
>
>I'd have a system where /only/ magxboot loads.

Did that! no good!

>If that blew up its time to check for disk corruption!!!.
>

I also tried my original Magic 5 disks and both 5 and 6 install OK!
All 4 disks (2 ea.) should'nt be corrupted!

>Have you changed your hard disk driver recently, what do you now use?.

No and ICD (6.5)

>If its ICD then thats a potential problem, or for that matter if youve
>re-partitioned recently with ICD then thats a major problem, magic only
>likes AHDI compatible partition schemes.

Have'nt re-partitioned.

>
>Are you able to visit the Cheshunt Computer Club this wednesday with
>your machine?.
>

I'll look.

>
>--
>
>eMail: steve-sweet@lineone.net
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

1074. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 05:57:06 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B3AC732.8B3BC105@siemens.at>
Source record: 44445

Mark Bedingfield wrote:
> Try STxformer on emulators.com, I think it is still avaliable. Better than
> 2%.

But is not very accurate, e.g. doesn't emulate PMG etc.

Gerhard

1075. Re: Megafile 44 Problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 06:56:32 UTC
From: "t.lenard" <t.lenard@3web.net>
Message-ID: <3B3AD51F.562D5246@3web.net>
Source record: 44296

> > I've been using a megafile 44 with a 1040STE without problems but I've
> > changed to a Mega 4ST and the Megafile will not work with it. If I use
> > AHDI on disk I'm told there are no hard drives connected.Can anyone help
> > me with this problem? Thanks in advance.
> >
> Could it be that your DMA chip is faulty ? IIRC some ST machines had small
> signal diode (like 1N4148) between DMA chip's Vcc and system's Vcc. It was
> soldered manually as chip's pin 40 was twisted 90ï¿½ and diode was soldered
> between the pin and the nearest convenient Vcc point on the PCB...
>
> Just a thought,
>
> Branko

Well, I have used a megafile 30 and SH204 with the Mega 4ST so I dont think
its a faulty DMA chip. Funny thing is also my SH204 wont work on my 1040STE
but Ive heard that the 204's have problems on the STE's for some reason.

Tommy

1076. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 07:16:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200106280916.a26689@du3.maus.de>
Source record: 44160

JG>You won't be happy with 2% of the original speed, will you ?

He can try a800 from Petr Stehlik. On my afterburner falcon it is running at ~
50% speed of an original XL.

JG>That's the fastest at the moment I think. But there's one guy
JG>in Germany who started to write a new one about two month ago.
JG>So you can still hope.

Tschuess,

Frank

1077. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 07:28:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002087a2@fmlynet.org>
Source record: 44308

FamilyNet Newsgate

> From: Janka Gerhard <gerhard.janka@siemens.at>
> Tomasz Mazur wrote:
>>
>> HI,
>> looking for some.
>> Where can I get?
> You won't be happy with 2% of the original speed, will you ?
> That's the fastest at the moment I think. But there's one guy
> in Germany who started to write a new one about two month ago.
> So you can still hope.
> Gerhard

Not to forget the that ST X-FORMER is actually quite fast, handles the disk images faster than normal speed, can run basic programs and even run Z-games like Zork and so forth quite well.
Drawbacks...

1) No emulation for antic/pokey chips. Image a bare bones 6502 Atari 8-bit
2) X-Former external drive setup to 1050 only works at 8 mhz.
(Though the program itself works at other speeds.)

At one time Derrick was going to tell me which lines to modify for a TT, but that never happened. Nice enough guy, and the emulator is the best for a 8 mhz ST I've seen yet.

BETTER OPTION...

Pick up a 800 XL, get a SIO2PC cable, and then run virtual drives on the ST for the Atari 8-bit. That way the rather inexpensive 800 xl will take care of the antic/pokey functions, and all the ST has to do is supply the 8 virtual drives and take advantage of the hard drive space of the ST!

If you want a "external 8-bit module" then get a XEGS, which looks in case style like a ST product... same grey color and everything!

Let me know what you think of these suggestions,

Doctor Clu
User of a Atari EST (eight/sixteen/thirty-bit) setup.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1078. Help Interested in Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 07:36:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002087a3@fmlynet.org>
Source record: 44309

FamilyNet Newsgate

> From: David Bruce <rza@mac.com>
> What is the Atari ST? When did it come out and what are its uses? I am
> really into old computers and stuff, but I just do not know much about them.
> What peripherals software etc are made? What should I expect to pay and
> what model/features should I look for?
> thanks

Welcome to the world of Atari. Seems to have been real strong as a
computer from 1985 to about 1995 or so, but then, there was still a following
for this platform when I first found out about it in 1998, and there is still a
following now. I like it for desktop publishing, .mod music making, BBS'ing,
Macintosh emulation, and as a virtual drive setup for my Atari 800.

To get good information on Atari history, check out...

http://www.atari-history.com

Or for a awesome bit about the sixteen/thirty-two bit line...

http://www.atari-history.com/computers/16bits/a1632bit.html

And to get a good idea about prices... keep watching here or try ebay.

How's that for an answer? :)

Take it easy, and if you have a moment, check out every Thursday at 8 pm
CST the Atari chat at...

http://stargate.cs.swau.edu/atari

Doctor Clu
Member of JYBOLAC ... "Just Your Basic On-Line Ancient (or Atari) Computer

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1079. ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 07:41:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002087a4@fmlynet.org>
Source record: 44310

FamilyNet Newsgate

Hi folks, I'm currently trying to get a CD rom drive configured properly with Extendos. I've managed to get my Chinon CD 431 (I believe it is) working as far as being able to fast forward, reverse, and stop. Play doesn't work, but I can usually get that started if I go to the record area and hit the musical notes.

Anyway, any suggestions, or is there a site with the extendos documentation? I probably have it somewhere.. packed away in some box... Hehehe...

Figure since I'll be keeping the ST around a little longer I might as well get those annoying kinks ironed out. :)

Later,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1080. Help Interested in Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 08:47:31 UTC
From: David Bruce <rza@mac.com>
Message-ID: <B7603CBA.2BC%rza@mac.com>
Source record: 44299

What is the Atari ST? When did it come out and what are its uses? I am really into old computers and stuff, but I just do not know much about them.

What peripherals software etc are made? What should I expect to pay and what model/features should I look for?

thanks

1081. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:21:53 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9hest0ofr04$1@news.t-online.com>
Source record: 44300

>but seriouslly the only 'real' Atari is an 8-bit cause Jeff Mintor
> is a god...

haha, you didn't even spell his name right (Jeff Minter) + he was much
better on other machines (C64, ST, Jaguar)!

Matthias

1082. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:26:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993806664-51813AEicMi@cwcom.net>
Source record: 44349

From: Uwe Seimet <us@seimet.de>
Date: Wed, 27 Jun 2001 21:17:21 +0200

>> This is a really wierd problem, it's only 7.71 and 7.80 that exhibit this
>> problem of not being able to load the driver file...
>
>I cannot remember that such a problem ever existed. If the driver
>version *exactly* matches the version of HDDRUTIL you should be able to
>configure HDDRIVER properly.

It does. If the versions are found not to match when HDDRUTIL is run, it should still run so that the driver on the hard disk can be updated. In this case, the load does not complete. I think that the error message is referring to the fact that the utility cannot load the data from the program that is later used to copy to the drive when the driver is installed (?)

This is definitely connected to the CT2 card, for I can access the program properly when the Falcon is switched to "Atari" mode.

I'm wondering now if there is some corruption in the NVRAM actually.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1083. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:33:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993806666-52280AEicMi@cwcom.net>
Source record: 44350

From: swampfax@atlantic.net (John Garone)
Date: Thu, 28 Jun 2001 03:13:03 GMT

>>Have you changed your hard disk driver recently, what do you now use?.
>
> No and ICD (6.5)

You could try the demo version of HDDriver from Uwe's web site.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1084. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:38:33 UTC
From: Ratko Jovicic <ratko@torkul.hr>
Message-ID: <9hetn9$2q0d$1@as201.hinet.hr>
Source record: 44301

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:9hest0ofr04$1@news.t-online.com...
> >but seriouslly the only 'real' Atari is an 8-bit cause Jeff Mintor
> > is a god...
>
> haha, you didn't even spell his name right (Jeff Minter) + he was much
> better on other machines (C64, ST, Jaguar)!

Probably he thinks at Jay Miner. Hardware genius who made Atari VCS 2600,
Atari 800, CBM Amiga...

1085. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:38:40 UTC
From: swampfax@atlantic.net
Message-ID: <AWC_6.9715$ma3.112156@news1.atlantic.net>
Source record: 44302

On 27 Jun 2001 09:15:28 , Derryck Croker wrote:

>I wonder if it would be worth John's while to try the alternative
>magxbot.prg, the one I use is called magxb032.prg
>

Hi Derryck,
I have Magxb032.prg (part of the Magic package).
Which is better, from the Auto folder when booting or from the desktop?
I'll be trying both but wondered which would be more the proper way.
John G.

1086. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 09:42:04 UTC
From: mt@telebyte.nl
Message-ID: <9heu5caum1@rubens.telebyte.nl>
Source record: 44303

On 24 Jun 2001 11:39:25 , Ken Kosut wrote:
>On 24 Jun 2001, Martin Tarenskeen wrote:
>
>> Have you tried the 2.8 demo version, or thought of buying the
>> commercial version?
>
>Hi,
>
>I Use FlashII (text only), and as mentioned, some sites are totally
>useless.
>I would like to try CAB 2.x demo

The CAB demo can be found on ASH's own website
http://www.application-systems.de/atari/produktefuratari.html

don't be afraid for a little German. There is are english RSC files
available.

1087. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 10:10:15 UTC
From: swampfax@atlantic.net
Message-ID: <boD_6.9716$ma3.112806@news1.atlantic.net>
Source record: 44304

On 28 Jun 2001 03:13:03 , John Garone wrote:
>Hi Steve,
> Thanks for your input. See inserts:
> John G.
>
>
>On 25 Jun 2001 23:52:04 , Steve Sweet wrote:
>>Hi John
>>
>>> Tried it. Did'nt work! Note, the system never gets to a desktop
>>>(halts first) so nothing is available to activate! I get a mostly blank
>>>screen with only the message: "fatal error in gemdos....system halted"!
>>
>>If this was my machine, by now i'd have made sure that my
>>hard disk driver had background DMA switched off,
>>
>
> No Driver = no hard drive! Magic is installed in Drive "C". I don't
> think it will fit on a floppy if I tried to run it from there!

Steve,
Looks like I mis-read your suggestion above.."hard disk driver had background DMA switched off". Mine would have been a great response if you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a setting for background DMA.

>>Are you able to visit the Cheshunt Computer Club this wednesday with
>>your machine?.
>>

No probiem browsing the Cheshunt Computer Club or most other sites (less Java)!

John G.

1088. Re: Megafile 44 Problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 10:12:33 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <quv_6.219$bl.11127@news.siol.net>
Source record: 44443

"t.lenard" <t.lenard@3web.net> wrote in message
news:3B3A4755.E8A017A9@3web.net...
> I've been using a megafile 44 with a 1040STE without problems but I've
> changed to a Mega 4ST and the Megafile will not work with it. If I use
> AHDI on disk I'm told there are no hard drives connected.Can anyone help
> me with this problem? Thanks in advance.
>
> Tommy
Could it be that your DMA chip is faulty ? IIRC some ST machines had small signal diode (like 1N4148) between DMA chip's Vcc and system's Vcc. It was soldered manually as chip's pin 40 was twisted 90° and diode was soldered between the pin and the nearest convenient Vcc point on the PCB...

```
Just a thought,

Branko

>
```

1089. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 12:20:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0020989e@fmlynet.org>
Source record: 44320

FamilyNet Newsgate

> From: Steve Stupple <Steve@atari.org>
> In article <002087a4@fmlynet.org>, Greg Goodwin <Greg.Goodwinp0.f2.n8.z8
> @fmlynet.org> writes
>> FamilyNet Newsgate
>>
>> Hi folks, I'm currently trying to get a CD rom drive configured properly
>>with Extendos. I've managed to get my Chinon CD 431 (I believe it is) workin
>>as far as being able to fast forward, reverse, and stop. Play doesn't work,
>> but I can usually get that started if I go to the record area and hit the
>> musical notes.

> Is this a scsi drive and what is the Atari setup you are using and the
> version of extendos?
> -- Cheers! For Now
> Steve <>< * * *

Let's see...

External CD SCSI drive through a ICD Link II cable 1040STE 4 meg
Version of ExtenDos.... roughly four-five years old at least. Try to find this
one out.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1090. Re: Megafile 44 Problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 13:17:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3B2E72.6910753@seimet.de>
Source record: 44305

"t.lenard" wrote:
>
> I've been using a megafile 44 with a 1040STE without problems but I've
> changed to a Mega 4ST and the Megafile will not work with it. If I use
> AHDI on disk I'm told there are no hard drives connected.Can anyone help
> me with this problem? Thanks in advance.

You should also check whether other drivers than AHDI do not find this
drive. Most drivers packages (except for HDX/AHDI) include software that
does a device check. Wrong termination or bad cables are usually the
explanation for drives not being recognized.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1091. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 13:21:13 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3B2F49.35BC66A5@seimet.de>
Source record: 44306

John Garone wrote:
>
> On 27 Jun 2001 09:15:28 , Derryck Croker wrote:
>
> >I wonder if it would be worth John's while to try the alternative
> >magxbot.prg, the one I use is called magxb032.prg
> >
>
> Hi Derryck,
> I have Magxb032.prg (part of the Magic package).
> Which is better, from the Auto folder when booting or from the desktop?
> I'll be trying both but wondered which would be more the proper way.

Using MAGXBO32 or MAGXOBOOT only makes a difference if you also have the virtual memory manager OUTSIDE or ROMSPEED installed. (See http://www.seimet.de/atari_english.html for more information.) If you don't use this software it is not relevant whether you boot MagiC with MAGXBO32 or MAGXBOOT, except for MAGXBOOT saving some RAM compared with MAGXBO32.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1092. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 13:23:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3B2FB8.ED228D1A@seimet.de>
Source record: 44307

John Garone wrote:

> Looks like I mis-read your suggestion above.."hard disk driver had
> background DMA switched off". Mine would have been a great response if
> you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a
> setting for background DMA.

There is none, indeed, because the ICD software does not support
background transfers. Only CBHD and HDDRIVER do.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1093. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 13:23:19 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106281322310.94-100000@Hades060>
Source record: 44314

On Thu, 28 Jun 2001, Matthias Jaap wrote:

> >but seriouslly the only 'real' Atari is an 8-bit cause Jeff Mintor
> > is a god...
>
> haha, you didn't even spell his name right (Jeff Minter) + he was much
> better on other machines (C64, ST, Jaguar)!

How about Jeff MiNTer... lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1094. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 13:36:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00209bb9@fmlynet.org>
Source record: 44322

FamilyNet Newsgate

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> On Thu, 28 Jun 2001, Matthias Jaap wrote:
>> >but seriouslly the only 'real' Atari is an 8-bit cause Jeff Mintor
>> > is a god...
>>
>> haha, you didn't even spell his name right (Jeff Minter) + he was much
>> better on other machines (C64, ST, Jaguar)!
> How about Jeff MiNTer... lol

I believe he is referring to "Jay Miner", the co-creator of the Atari
400/800 chipset and later one of the developers in the Amiga chipset.

http://www.cris.com/~jws/TheMission/JayMinerLinks.html

I too have been tempted to walk the route of Jay Miner... I have a Atari
800 (which I call "Mini-Amiga") (putting pinky up to mouth in a Dr. Evil kind
of way), and maybe someday I'll walk the path of Amiga.

But that will take money and to vere off the Atari path could get way to
expensive. Oh well, guess Atari 400/800 will have to be my sampling of Mr.
Miner. :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1095. Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 14:11:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00209f38@fmlynet.org>
Source record: 44325

FamilyNet Newsgate

> From: metalsky@att.net (Chris)
> Does anyone know where I can get a defrag utility such as Diamond Edge
> for my hard drive.
> Chris.

Yeh, my 1 gig drive might need a bit of defrag work I suppose too.... :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1096. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 14:12:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00209f39@fmlynet.org>
Source record: 44326

FamilyNet Newsgate

> From: BMaedicke@t-online.de (Bernd Maedicke)
> Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> Not to forget the that ST X-FORMER is actually quite fast, handles the
>> disk images faster than normal speed, can run basic programs and even run
>> Z-games like Zork and so forth quite well.
> "EMU XL" from Draco (Yescrew) is a very fast XL emulator but it+s a
> early version.

Isn't that one more TT + saavy?

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1097. Re: Help Interested in Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 14:31:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wa1G3KAt+zO7EwSs@atari.org.uk>
Source record: 44311

In article <B7603CBA.2BC%rza@mac.com>, David Bruce <rza@mac.com> writes
>What is the Atari ST? When did it come out and what are its uses? I am
>really into old computers and stuff, but I just do not know much about them.
>
>What peripherals software etc are made? What should I expect to pay and
>what model/features should I look for?
>

Welcome to the world that is 'Atari':)

There is a HUGE amount of stuff hardware & software for the machines,
ranging from basic tetris programs, to full pledged dtp and music
programs.

Hardware.... SCSI drives, eprom programmers, scanner, the list is very
large.

Prices all depend where you live AND what you are after. I sell quite a
bit of Atari stuf, not just ST but also Falcon, Portfolio, Jaguar, 2600,
7800.... or anything i can get my hands on. The Atari Software eXchange
- www.the-asx.co.uk

I also took on the former LAPD pd library, now LaST PD. www.last-
pd.co.uk

I also have the odd spectrum, amstrad software machines etc.

I am based in the UK, but can ship to anywhere in the world at buyers
expense.

An ideal entry point would be a 4 meg STE, althoug not 100% compatable
with older stuff, it does run the new stuff that is STE/falcon only.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1098. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 14:33:30 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Jtg4qXA6A0O7Ewm5@atari.org.uk>
Source record: 44312

In article <002087a4@fmlynet.org>, Greg Goodwin <Greg.Goodwinp0.f2.n8.z8
@fmlynet.org> writes
>FamilyNet Newsgate
>
> Hi folks, I'm currently trying to get a CD rom drive configured properly
>with Extendos. I've managed to get my Chinon CD 431 (I believe it is) working
>as far as being able to fast forward, reverse, and stop. Play doesn't work,
>but I can usually get that started if I go to the record area and hit the
>musical notes.

Is this a scsi drive and what is the Atari setup you are using and the
version of extendos?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1099. Re: Help Interested in Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 17:10:22 UTC
From: bindon@madasafish.com
Message-ID: <tjmp7u2rf65lab@corp.supernews.com>
Source record: 44313

On 28 Jun 2001 08:47:31 , David Bruce wrote:
>NNTP-Posting-Date: Thu, 28 Jun 2001 01:47:31 PDT
>Organization: EarthLink Inc. -- http://www.EarthLink.net
>X-Received-Date: Thu, 28 Jun 2001 01:45:16 PDT (newsmaster1.prod.itd.earthlink.net)
>Xref: sn-us comp.sys.atari.st:238332
>
>What is the Atari ST? When did it come out and what are its uses? I am
>really into old computers and stuff, but I just do not know much about them.
>
>What peripherals software etc are made? What should I expect to pay and
>what model/features should I look for?

Look for the Atari FAQ on the net somewhere as it is being updated
sometime. I would look out for either the STE or a Mega ST or STE. The
STE is like an ST but with enhanced graphics and sound. The mega comes in
a desktop style case and the Mega STE has faster processor and cache. For
an old ST you should only be paying about 30 dollars for a system with
games. The Mega may set you back 100 dollars depending on whats included.
Shop around.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1100. Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 17:52:59 UTC
From: metalsky@att.net
Message-ID: <577d134a.0106280952.5eb89b02@posting.google.com>
Source record: 44315

Does anyone know where I can get a defrag utility such as Diamond Edge
for my hard drive.

Chris.

1101. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 18:06:45 UTC
From: BMaedicke@t-online.de
Message-ID: <1evq9m0.31q9j6r4hzyoN%BMaedicke@t-online.de>
Source record: 44316

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Not to forget the that ST X-FORMER is actually quite fast, handles the
> disk images faster than normal speed, can run basic programs and even run
> Z-games like Zork and so forth quite well.

"EMU XL" from Draco (Yescrew) is a very fast XL emulator but itï¿½s a
early version.

--
Url: http://home.t-online.de/home/BMaedicke/

1102. MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 18:25:47 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3b76ab$0$13980@news.zetnet.co.uk>
Source record: 44317

Hi all!

One of the offline members of the Cheshunt Computer Club has been having a weird problem with his STE.

The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of his high desnsity floppies exhibit the "Data on drive may be damaged" messages when trying to run programs on these disks.

However in TOS (v2.06) these messages do not appear and programs on these disks work normally.

The STE has 4Mb of RAM, and the TUS (The Upgrade Shop - a former UK dealer) 1.44Mb floppy drive modifcation. He also has the TUS switchable TOS upgrade (v1.6x/v2.06), which was installed at the same time as the HD mod.

Of course we've tried to eliminate any clashing programs by running a clean setup, just MagxBoot and the TUS_FDC.PRG (the driver program for the mod) and no accessories/CPXes loaded, but the problem still persists.

Does know if there was a problem with the driver program or perhaps if it is incompatible with MagiC?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1103. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 18:48:33 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hfu61$59o$1@snipp.uninett.no>
Source record: 44318

Lonny Pursell <fatal@syntax.error> wrote:

>> Have you considered doing a GFA-frontend for GCC? Not only will you get a
>> decent compiler, but you'll be able to compile GFA-code for almost every
>> CPU out there. And you could extend the language too.

> I'm not all that familiar with GCC, other than compiling some
> canned stuff by typing "make". I can read "C" up to a point
> but I'm not real good at it. Can you perhaps elaborate just
> a bit so I get an of idea what you mean?

Take a look at http://gcc.gnu.org/ (IIRC), look under "front-ends".
Ofcourse, if you don't know C (which I believe most, if not all, of gcc is
written in) there's not much point in messing around with gcc. But if you
could write a GFA->C converter that would ofcourse work just as well.
You'll probably need a set of functions or macros to replace much of GFA's
functions, but that shouldn't be a problem.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1104. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:08:17 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ctcmiron@localhost>
Source record: 44319

Jo Even Skarstein wrote:
>

> Take a look at http://gcc.gnu.org/ (IIRC), look under "front-ends".
> Ofcourse, if you don't know C (which I believe most, if not all, of
> gcc is written in) there's not much point in messing around with gcc.
> But if you could write a GFA->C converter that would ofcourse work
> just as well. You'll probably need a set of functions or macros to
> replace much of GFA's functions, but that shouldn't be a problem.

Would be good as a last resort ;) The real thing is of course a better solution, if it is only possible.

Perhaps it is not entirely impossible for someone with great insight in GFA matters (rgf, lp, run! software to name a few) to team up and look into making a compiler (or would new libs be enough?) so GFA would be able to spit out PPC code. Maybe, just maybe :)

Ah well, I'll keep on dreaming :)

/Joakim

1105. Coldfire V4e manual

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:20:56 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <993759678-263489AEicMi@xs4all.nl>
Source record: 44321

Hello,

Since 2 days the manual of the new Coldfire V4e is available on :

http://e-
www.motorola.com/brdata/PDFDB/MICROPROCESSORS/32_BIT/68
k-COLDFIRE/COLDFIRE/V4ECFUM.pdf

I wonder if the Coldfire V4e is available right now too ? Can't find
info on that.
Cheers
Dan

1106. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:26:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106281924450.146-100000@Hades060>
Source record: 44337

On 28 Jun 2001, Jo Even Skarstein wrote:

> Take a look at http://gcc.gnu.org/ (IIRC), look under "front-ends".
> Ofcourse, if you don't know C (which I believe most, if not all, of gcc is
> written in) there's not much point in messing around with gcc. But if you
> could write a GFA->C converter that would ofcourse work just as well.
> You'll probably need a set of functions or macros to replace much of GFA's
> functions, but that shouldn't be a problem.

Ah, interesting stuff. I've been known to port entire "C" listings
to GFA on occation, I know it to some degree. Thanks for the link.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1107. Re: XaAES v0.914

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:40:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993836784-66999AEicMi@lineone.net>
Source record: 44363

Hi Benk

>> Another one to try, I can't keep up.

>I could work for 2 years in isolation, and then fail to produce the
>perfect AES. ;-)

But would you be compared to Bill gates afterwards??.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1108. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:43:36 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993836786-67509AEicMi@lineone.net>
Source record: 44364

Hi Lonny

>> haha, you didn't even spell his name right (Jeff Minter) + he was
>>much better on other machines (C64, ST, Jaguar)!

>How about Jeff MiNTer... lol

I'd vote for Jeff Magic everytime, he's a much friendlier guy, easier to
get on with, much more reliable, much more flexible. :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1109. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:45:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3b970c3a0c9d1@pandora.be>
Source record: 44323

on Thu 28-06-2001 18:48 Jo Even Skarstein wrote:

>Lonny Pursell <fatal@syntax.error> wrote:

>
>Take a look at http://gcc.gnu.org/ (IIRC), look under "front-ends".
>Ofcourse, if you don't know C (which I believe most, if not all, of gcc is
>written in) there's not much point in messing around with gcc. But if you
>could write a GFA->C converter that would ofcourse work just as well.
>You'll probably need a set of functions or macros to replace much of GFA's
>functions, but that shouldn't be a problem.

Take a look at
ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_49a.zip (707.904 bytes)
(Graphical shell for GCC. French docs, rsc: French/English)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1110. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:51:48 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993836792-68527AEicMi@lineone.net>
Source record: 44365

Hi Uwe

>If you don't use this software it is not relevant whether you boot
>MagiC with MAGXBO32 or MAGXBOOT, except for MAGXBOOT saving some RAM
>compared with MAGXBO32.

Thats a usefull bit of info, bytes add up, so i'm off to visit xboot.
Hm!, wonder if that'l make magic2rom work again?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1111. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 19:57:52 UTC
From: bindon@madasafish.com
Message-ID: <tjn320astun1e@corp.supernews.com>
Source record: 44324

On 17 May 2001 11:58:46 , "Lord Gaiyan" wrote:

Hi

>Darn, I renamed every single icon and I still get the error message. I use
>RSM 3.11

Iknow this is a bit old, but did anyone sort it? I tried renaming the
icons in it too but was no fix. I tried naming the logo in it to but
still didn't help. Maybe making your own RSC file then copying and
pasting the icons across might help?

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1112. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 20:38:47 UTC
From: swampfax@atlantic.net
Message-ID: <rBM_6.9727$ma3.120871@news1.atlantic.net>
Source record: 44327

On 28 Jun 2001 15:23:04 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Looks like I mis-read your suggestion above.."hard disk driver had
>> background DMA switched off". Mine would have been a great response if
>> you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a
>> setting for background DMA.
>
>There is none, indeed, because the ICD software does not support
>background transfers. Only CBHD and HDDRIVER do.
>

Hi Uwe,
Regarding Magic not booting, would it matter if I used HDDRIVER or not?
(forgot why I don't).
John G.

1113. MORE Atari Games NIB! Discounts! Sales! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 20:51:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0106281346260.17122-100000@shell.pacifier.com>
Source record: 44328
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I bought 16 more NEW Jaguar Titles, including MEMORY TRACKS, extras of each Title. All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1114. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:29 UTC
From: ebaiz@skyenet.net
Message-ID: <ZON_6.12260$K8.4538@newsfeed.slurp.net>
Source record: 44329

On 28 Jun 2001 20:38:47 , John Garone wrote:

>Hi Uwe,
> Regarding Magic not booting, would it matter if I used HDDRIVER or not?
>(forgot why I don't).
> John G.
>

It would not hurt. Try out the demo and see how it goes....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1115. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:31 UTC
From: ebaiz@skyenet.net
Message-ID: <%ON_6.12262$K8.4538@newsfeed.slurp.net>
Source record: 44330

On 26 Jun 2001 21:55:58 , Galen wrote:
>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<1T8_6.14537$G25.4416@newsfeed.slurp.n>et>...
>> Hello,
>>
>> I bought a used 3 gig Seagate external SCSI drive for only $30. It
>> works fine with my Hades system. The only thing is that I have to turn
>> off Kobold if I want to use it.
>
>I don't know Kobold at all, but I'd suspect that Kobald is having
>trouble with the large drive either due to a programming limitation or
>an incorrect sector size. You can't do much about the first, but you
>could verify that your HD software has the sector size set correctly.

I was thinking the same thing. I will try partitioning it in smaller
partitions and see if that helps. Still, it will all be moot because I
am planning on using it for Linux anyway.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1116. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:34 UTC
From: ebaiz@skyenet.net
Message-ID: <2PN_6.12266$K8.4538@newsfeed.slurp.net>
Source record: 44331

On 27 Jun 2001 21:23:03 , Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>>
>> Hello,
>>
>> I bought a used 3 gig Seagate external SCSI drive for only $30. It
>> works fine with my Hades system. The only thing is that I have to turn
>> off Kobold if I want to use it. I cannot copy anything to it when
>> Kobold is activated. It is the same situation when I try to copy from
>> certain CD Rom discs. I guess it really does not matter since I am
>> planning on using the drive for Linux, but I was wondering if anyone
>> has any ideas. I partitioned the drive into one big 3 gig partition.
>> Could that be the problem?
>
>So this is a Linux (ext2fs) partition? In this case Kobold might have
>problems accessing it, indeed. I think the last version of Kobold was
>released before such partitions were usable for the Atari, or at least
>before this partition type was used by a relevant number of users.
>Note that in any case it's not the drive that causes problems but the
>partition setup. Kobold does not know the drive at all. The only
>software that knows the drive is the hard disk driver. And even the hard
>disk driver does not have to care for particular drive models.

No, it is a regular GEM partitions. I am eventually going to use the
drive for Linux. I believe I chose the partition type as "F32".

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1117. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:36 UTC
From: ebaiz@skyenet.net
Message-ID: <4PN_6.12268$K8.4538@newsfeed.slurp.net>
Source record: 44332

On 27 Jun 2001 19:52:06 , M.Bedford wrote:
>On 26 Jun 2001 23:26:53 , Edward S. Baiz Jr. wrote:
>>Hello,
>>
>>I bought a used 3 gig Seagate external SCSI drive for only $30. It
>>works fine with my Hades system. The only thing is that I have to turn
>>off Kobold if I want to use it. I cannot copy anything to it when
>>Kobold is activated. It is the same situation when I try to copy from
>>certain CD Rom discs. I guess it really does not matter since I am
>>planning on using the drive for Linux, but I was wondering if anyone
>>has any ideas. I partitioned the drive into one big 3 gig partition.
>>Could that be the problem?
>
>
>If you're not using Kobold 3.5 and have set the drive to use long file
>names this might be the problem. I use Kobold but the earlier version
>could not read partitions (10 x 2G) that were set for long file names.

Yes, I believe you are correct there. I have version 2.5. I would love
to purchase 3.5. Anyone know who is selling it?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1118. Re: Ultima 3 and 6 available for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:37 UTC
From: ebaiz@skyenet.net
Message-ID: <5PN_6.12270$K8.4538@newsfeed.slurp.net>
Source record: 44333

On 26 Jun 2001 22:16:27 , "Satcom2" wrote:
>I thought you might want to know, since these are great games and Atari
>users are very loyal to their platform, sure you could get it easier for the
>PC, but then you'd have to play it on a PC. ;)
>
>I will not tell you what website it is on because I do not want anymore
>trouble from people, but you know where to go. The place with all the stuff.
>I am a good, loyal Atari user, and I always appreciate a good tip on a cool
>ST game and I assume you do too.

I second that. I have and played Ultima 1-6 on my Atari. I bought 7-9
for the PC and will play it later. I will say that if there existed
version 7-10 for the Atari, I would buy them. If you do not have Ultima
for the Atari ST, I would buy them from this guy.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1119. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:39 UTC
From: ebaiz@skyenet.net
Message-ID: <7PN_6.12272$K8.4538@newsfeed.slurp.net>
Source record: 44334

On 27 Jun 2001 09:21:54 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>> From: "RobM" <rmahlert@charter.net>
>> Time for a new poll.. any suggestions for the question?
>> Rob
>> webmaster@atari-users.net
>> http://www.atari-users.net
>
> What is your favorite ST game?
>
> Doctor Clu

For me it is the Ultima series with Dungeon Master a very close second.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1120. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:41 UTC
From: ebaiz@skyenet.net
Message-ID: <9PN_6.12273$K8.4538@newsfeed.slurp.net>
Source record: 44335

On 28 Jun 2001 07:41:14 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> Hi folks, I'm currently trying to get a CD rom drive configured properly
>with Extendos. I've managed to get my Chinon CD 431 (I believe it is) working
>as far as being able to fast forward, reverse, and stop. Play doesn't work,
>but I can usually get that started if I go to the record area and hit the
>musical notes.
>
> Anyway, any suggestions, or is there a site with the extendos
>documentation? I probably have it somewhere.. packed away in some box...
>Hehehe...

Below is the website for Anodyne. It should help you. If not, ask
Roger. Extendos has greatly been upgraded....

http://www.cyberus.ca/~anodyne/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1121. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 22:01:42 UTC
From: ebaiz@skyenet.net
Message-ID: <aPN_6.12276$K8.4538@newsfeed.slurp.net>
Source record: 44336

On 28 Jun 2001 18:25:47 , James Haslam wrote:
>Hi all!
>
>One of the offline members of the Cheshunt Computer Club has been having a
>weird problem with his STE.
>
>The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of
>his high desnsity floppies exhibit the "Data on drive may be damaged"
>messages when trying to run programs on these disks.

Does he have an external drive hooked up? I have a 1040STe and I cannot
read/write some disks inserted in drive A if I have an external drive B
hooked up. When I disconnect the drive B, drive A works just fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1122. Misc ST Items and Books FS

Newsgroup: comp.sys.atari.st
Date: 2001-06-28 23:39:11 UTC
From: fmhcom@operamail.com
Message-ID: <zeP_6.16659$K8.5322@newsfeed.slurp.net>
Source record: 44338

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.

Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $40.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

680X0 Programming by Example. Published by Howard Sams & Company.
An Assembly Laguage book for the 68000, 68010, 68020, and 68030
line of chips. Has a ton of code and illustrations.

The Atari Assembler. Published by Reston Publishing Company.
A very illustrated book covering Assembly on the Atari 8-bit.

Atari Roots. Published by Reston Publishing Company.
A guide to Assembly Language for the Atari 8-bit computer.

Atari ST Application Programming. Published by Bantam Computer Books
A nice C programming book with lots of examples.

The Atari ST Book. By Ralph C. Turner.
Tips, Instructions, Secrets and hints for the Atari ST line
of computers.

Atari ST GEM Programmer's Reference. Published by Abacus Software.
A complete guide to GEM programming with C.

Atari ST Internals. Published by Abacus Software.
Book covers every processor, chip, component, and register
in the ST all in Machine Language.

Atari ST Programmer's Guide. Published by Weber Systems.
Focused towards the beginning ST User/programmer.
Covers BASIC and LOGO

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Compute's Atari ST Machine Laguage Programming Guide. By Compute Books.
A very good book on Assembly for the ST.

Compute's ST Applications Guide programming in C.
A clear and comprehensive guide to writing Atari ST applications
in C.

Compute's ST Programmer's Guide.
Covers BASIC and LOGO.

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples.

Intermediate and Advanced Atari ST Subjects. by Ralph C. Turner.
Covers topics like hard drive management and optimization,
Running IBM programs on the ST, Connecting SCSI devices and more.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

Programmer's Guide to GEM. Published by Sybex.
GEM Programmers guide in C.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
Sept 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
MagiC Ver 6.XX for Atari, full version or upgrade
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

1123. ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 00:25:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0020ba4f@fmlynet.org>
Source record: 44343

FamilyNet Newsgate

Alright, I have CD audio "Direct-to-disk" v2.3A

Extendos is... ExtenDos Pro version 2.3 (1995)

Good ole Roger Burrows... wonder how he's doing?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1124. Re: Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 02:25:54 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <NIXZPZ6yc+O7EwFp@my-ste.demon.co.uk>
Source record: 44339

In article <577d134a.0106280952.5eb89b02@posting.google.com>,
Chris <metalsky@att.net> writes:

>Does anyone know where I can get a defrag utility such as Diamond Edge
>for my hard drive.

HPOPTIMIZE is a good one. You can find it at

<URL:ftp://chapelie.rma.ac.be/atari/utilities/disktools/hp_opt29.lzh>

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

1125. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 05:55:14 UTC
From: BMaedicke@t-online.de
Message-ID: <1evr6kc.8ro99y16haosoN%BMaedicke@t-online.de>
Source record: 44340

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> Isn't that one more TT + saavy?

Yes, I think Emu XL need an TT or Falcon.

--
Url: http://home.t-online.de/home/BMaedicke/

1126. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 06:04:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B3C1A63.4FE65EE@siemens.at>
Source record: 44341

Bernd Maedicke wrote:
> "EMU XL" from Draco (Yescrew) is a very fast XL emulator but itï¿½s a
> early version.

But as far as I know it's Falcon specific. At least it was when the
project startet.

BTW, the 'Atari800' emulator, which is in my opinion the most complete
emulator at this time (runs nearly 100% of all games !), is usable on
Falcon, TT and Hades at least. For some time I have been working on the
assembler part of it, trying to speed up things, but for two reasons,
one being a major rewrite of the antic emulation that's in progress at
the moment and the other non existing user interest I have not been
working on it for some month now.

Gerhard

1127. MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 06:09:06 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9hh622$8mq$1@newstoo.ericsson.se>
Source record: 44342

```
Hi all,

Now my MyMAIL homepage has got over 100000 visitors. :-)
Thanks all for the good feedback of my work with MyMAIL.

/Erik Hall

--
-----------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
-----------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
-----------------------------------------------------------------
```

1128. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 06:45:55 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3C2423.2228CC94@seimet.de>
Source record: 44344

John Garone wrote:
>
> On 28 Jun 2001 15:23:04 , Uwe Seimet wrote:
> >John Garone wrote:
> >
> >> Looks like I mis-read your suggestion above.."hard disk driver had
> >> background DMA switched off". Mine would have been a great response if
> >> you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a
> >> setting for background DMA.
> >
> >There is none, indeed, because the ICD software does not support
> >background transfers. Only CBHD and HDDRIVER do.
> >
>
> Hi Uwe,
> Regarding Magic not booting, would it matter if I used HDDRIVER or not?
> (forgot why I don't).

At least old versions of the ICD software are known to have caused
problems with MagiC in the past. You should simply try whether the
current demo version of HDDRIVER
(http://www.seimet.de/atari_english.html) works for you. If it doesn't
you can be sure that this is not a problem related to the hard disk
driver, but something else. If it works it is very likely that your
current driver is not working correctly.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1129. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 06:48:28 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3C24BC.F7A9594A@seimet.de>
Source record: 44345

"Edward S. Baiz Jr." wrote:

> Yes, I believe you are correct there. I have version 2.5. I would love
> to purchase 3.5. Anyone know who is selling it?

Application Systems in Germany is selling it. I may be wrong but I think
Atari Workshop in the UK distributes ASH products.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1130. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 07:02:29 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106282302.5496882c@posting.google.com>
Source record: 44346

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<ZON_6.12260$K8.4538@newsfeed.slurp.net>...
> On 28 Jun 2001 20:38:47 , John Garone wrote:

Well John.

I am envious of anyone who gets Magic working on their Falcon.

I have it on my STs and TT but have never had it work on the Falcon. I
get what you get. It doesn't load the magic.ram file I assume and
system is halted.

Thus I use Geneva on the Falcon.

Later Brian.

1131. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 07:22:11 UTC
From: Denis Huguet <claude1@d1.fr>
Message-ID: <3B3C2D09.9EE5C9F9@d1.fr>
Source record: 44347

Have you tried to start TUS_FDC.PRG after Magic has been loaded (from the
start directory of magic or even from the desktop) ?

James Haslam a écrit :

> Hi all!
>
> One of the offline members of the Cheshunt Computer Club has been having a
> weird problem with his STE.
>
> The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of
> his high desnsity floppies exhibit the "Data on drive may be damaged"
> messages when trying to run programs on these disks.
>
> However in TOS (v2.06) these messages do not appear and programs on these
> disks work normally.
>
> The STE has 4Mb of RAM, and the TUS (The Upgrade Shop - a former UK
> dealer) 1.44Mb floppy drive modifcation. He also has the TUS switchable
> TOS upgrade (v1.6x/v2.06), which was installed at the same time as the HD
> mod.
>
> Of course we've tried to eliminate any clashing programs by running a
> clean setup, just MagxBoot and the TUS_FDC.PRG (the driver program for the
> mod) and no accessories/CPXes loaded, but the problem still persists.
>
> Does know if there was a problem with the driver program or perhaps if it
> is incompatible with MagiC?
>
> Cheers!
>
> James

1132. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 07:27:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0020c0e8@fmlynet.org>
Source record: 44366

FamilyNet Newsgate

> From: Janka Gerhard <gerhard.janka@siemens.at>
> Bernd Maedicke wrote:
>> "EMU XL" from Draco (Yescrew) is a very fast XL emulator but it+s a
>> early version.
> But as far as I know it's Falcon specific. At least it was when the
> project startet.
> BTW, the 'Atari800' emulator, which is in my opinion the most complete
> emulator at this time (runs nearly 100% of all games !), is usable on
> Falcon, TT and Hades at least. For some time I have been working on the
> assembler part of it, trying to speed up things, but for two reasons,
> one being a major rewrite of the antic emulation that's in progress at
> the moment and the other non existing user interest I have not been
> working on it for some month now.
> Gerhard

Well, sounds like the war cry for beta testers. ;) Where can I find this emulator? If nothing else I'll have it plonk away on my 1040STE or my Adspeed 1040ST (at 16 mhz)

Should be fun.

Doctor Clu
Atari 8ST User (8-bit/ST)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1133. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 07:31:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0020c0e9@fmlynet.org>
Source record: 44367

FamilyNet Newsgate

I'm currently playing with Magic 5.03 on my 1040STE with ICD drivers for
the hard disk. So far all is working fine, and I have to say that I'm very
impressed with Magic. Multitasking.... drool!

Doctor Clu

> From: Uwe Seimet <us@seimet.de>
> John Garone wrote:
>>
>> On 28 Jun 2001 15:23:04 , Uwe Seimet wrote:
>> >John Garone wrote:
>> >
>> >> Looks like I mis-read your suggestion above.."hard disk driver had
>> >> background DMA switched off". Mine would have been a great response if
>> >> you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a
>> >> setting for background DMA.
>> >
>> >There is none, indeed, because the ICD software does not support
>> >background transfers. Only CBHD and HDDRIVER do.
>> >
>>
>> Hi Uwe,
>> Regarding Magic not booting, would it matter if I used HDDRIVER or not?
>> (forgot why I don't).
> At least old versions of the ICD software are known to have caused
> problems with MagiC in the past. You should simply try whether the
> current demo version of HDDRIVER
> (http://www.seimet.de/atari_english.html) works for you. If it doesn't
> you can be sure that this is not a problem related to the hard disk
> driver, but something else. If it works it is very likely that your
> current driver is not working correctly.
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1134. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 07:32:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0020c0ea@fmlynet.org>
Source record: 44368

FamilyNet Newsgate

> From: madmax@bfree.on.ca (madmax)
> ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
> news:<ZON_6.12260$K8.4538@newsfeed.slurp.net>...
>> On 28 Jun 2001 20:38:47 , John Garone wrote:
> Well John.
> I am envious of anyone who gets Magic working on their Falcon.
> I have it on my STs and TT but have never had it work on the Falcon. I
> get what you get. It doesn't load the magic.ram file I assume and
> system is halted.
> Thus I use Geneva on the Falcon.
> Later Brian.

Strange, what's up with Magic and the Falcon?

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1135. PowerPC : news to be known !

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 09:22:08 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <4NX_6.727$ml1.834751@nnrp3.proxad.net>
Source record: 44348

I saw recently here that 63% of people here prefer a PPC in a new TOS machine :

Apple may buy the PowerPC from Motorola for 500 Million $!
http://www.theregister.co.uk/content/39/20038.html

The new G4+ low power : PPC7440 : 2 times cheaper than the P3 mobile from Intel !
http://www.theregister.co.uk/content/archive/19118.html

G4 APOLLO from Motorola : the 1 GHz PPC !
http://www.theregister.co.uk/content/archive/13889.html

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

1136. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 10:49:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3C5D20.836F77E1@seimet.de>
Source record: 44351

Derryck Croker wrote:

> >I cannot remember that such a problem ever existed. If the driver
> >version *exactly* matches the version of HDDRUTIL you should be able to
> >configure HDDRIVER properly.
>
> It does. If the versions are found not to match when HDDRUTIL is run, it
> should still run so that the driver on the hard disk can be updated. In this
> case, the load does not complete. I think that the error message is
> referring to the fact that the utility cannot load the data from the program
> that is later used to copy to the drive when the driver is installed (?)
>
> This is definitely connected to the CT2 card, for I can access the program
> properly when the Falcon is switched to "Atari" mode.
>
> I'm wondering now if there is some corruption in the NVRAM actually.

Note that there are no data in the NVRAM that have any influence on the
driver installation. The NVRAM only contains well known data and the
only information in the NVRAM that has anything to do with booting from
hard disks is the boot preference. (The Milan might use additional data,
I'm only referring to TT and Falcon.)
If this only happens with the CT2 card you should ask Rodolphe Czerba
for assistance. BTW, HDDRUTIL does not contain self-modifying code and
is definitely compatible with the 68040 and 68060. It's almost
completely written in C (Pure C).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1137. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 10:50:42 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3C5D82.B17291C1@seimet.de>
Source record: 44352

Uwe Seimet wrote:

> If this only happens with the CT2 card you should ask Rodolphe Czerba

I meant Rodolphe *Czuba*, of course.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1138. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 11:54:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993981750-191724AEicMi@cwcom.net>
Source record: 44218

From: swampfax@atlantic.net (John Garone)
Date: Thu, 28 Jun 2001 09:38:40 GMT

>I have Magxb032.prg (part of the Magic package).
>Which is better, from the Auto folder when booting or from the desktop?

In the Auto folder, run as the second item after your boot selector if you
use one.

It makes no sense to put it anywhere else.

As someone else suggested, if you can get past this error problem and if you
don't have an IDE drive, then you might have a wait until MagiC times out
searching for it. There is a patch to avoid this around, but I can't remember
the URL I'm afraid.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1139. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 11:56:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993981754-192240AEicMi@cwcom.net>
Source record: 44219

From: swampfax@atlantic.net (John Garone)
Date: Thu, 28 Jun 2001 10:10:15 GMT

>>>Are you able to visit the Cheshunt Computer Club this wednesday with
>>>your machine?.
>>>
>
> No probiem browsing the Cheshunt Computer Club or most other sites
>(less Java)!

Steve meant "could you /physically/ visit the club"! :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1140. Re: Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 11:59:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993981756-192716AEicMi@cwcom.net>
Source record: 44220

From: "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Date: Wed, 28 Jun 2001 14:11:26

>> From: metalsky@att.net (Chris)
>> Does anyone know where I can get a defrag utility such as Diamond Edge
>> for my hard drive.
>> Chris.
>
> Yeh, my 1 gig drive might need a bit of defrag work I suppose too....
>:)

Visit the MISC section of my web site and download HPOPTIMIZER. Note that
there is a MiNT-specific version as well, both are LFN compatible.

Back your partition(s) up before attempting to defrag, with this or any other
defragger/repair tool.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1141. [NEW] July release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 11:59:51 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3B3C6DB7.22ACF4A5@ief.u-psud.fr>
Source record: 44353

Hi all,

I just released on my web page, the july version of Eureka.
It's a 2D Graph Describer, and a 3D Modeller. The major
improvement of it, is that multitasking is better handled
with MagiC Mac. You will see that the desk of Eureka is
disappearing. The software is better integrated in a
adequate environment.

I'm also launching a call. If somebody that would have
both knowledge in Maths and French, would be so kind as
to help me to translate the text in the formulas of
Eureka, it would be nice. The formulas in themselves
are not a difficulty, but the comment on it is for the
moment in French, and it may be an obstacle for many
people. The 2D curves, and 3D surfaces are in the *.FMU
files, and it is plain text files. That can be edited by
a simple text editor. My knowledge in international
mathematics are two basic, so I need help. Thanks in advance
for your help ...

Best regards,

-- Francois LE COAT
http://eureka.atari.org
mailto:lecoat@atari.org

1142. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 12:04:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <993981758-193236AEicMi@cwcom.net>
Source record: 44221

From: madmax@bfree.on.ca (madmax)
Date: 29 Jun 2001 00:02:29 -0700

>I am envious of anyone who gets Magic working on their Falcon.
>
>I have it on my STs and TT but have never had it work on the Falcon. I

Same suggestion as offered to John.

Try HDDriver, the demo is from Uwe's site.
--


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/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1143. NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 14:40:24 UTC
From: "William K." <wlkim@cinci.rr.com>
Message-ID: <sr0%6.79154$C7.13254514@typhoon.kc.rr.com>
Source record: 44354

Hello,

I've got a Falcon with 14 meg of ram running Neodesk and Geneva (both the latest releases), and would like to know if NVDI 2.5 or 3.0 would work well with these.

Thanks,

Bill

1144. Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 15:42:58 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3CA196.E26C647E@ataritimes.com>
Source record: 44355

I'm fairly certain the sound chip in my 1040STe has been toast for awhile. I was having problems with the floppy being able to write files. Sometimes it would work, other times it wouldn't.

Today I hooked up the sound cable and there's a truly annoying buzzing instead of silence. So, I'm pretty sure it's flat dead now.

How difficult is it to replace the sound chip in this system? Is is soldered to the board or socketed?

Any recommendations would help a lot. I really need the use of the floppy!

Thanks,

--
Greg

=-=-=-

1145. Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 15:46:08 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3CA254.D96EDFEA@ataritimes.com>
Source record: 44356

What's the easiest way to do this without a floppy? (If you didn't see my other post: My sound chip is bad rendering the floppy useless.)

I have a STOS game that is 95% complete, but I need to get it off of the ST and onto a PC emulator to finish it. I was thinking of using a null-modem cable to connect them together using two terminal programs on each end for the transfer. (But I usually don't have much luck with that kind of thing.)

I know that's pretty much the only way, but I was hoping someone out there knew a better way?

Thanks,

--
Greg

=-=-=-

1146. PC Emulator for STOS

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 15:48:19 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3CA2D7.B19ABD8A@ataritimes.com>
Source record: 44357

I've tried using GEMulator for STOS, but they don't seem to like each other very much. Seems the mouse isn't recognized by STOS when using GEMulator.

Is there a good STOS/PC emulator combo that works? Or is there a fix for GEMulator? I think the version I tried was GEMulator 98... I also looked at GEMulator 2000, but it doesn't seem much different.

Anyone had a better experience with STOS / PCemulator?

--
Greg

=-=-=-

1147. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 15:56:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hi8ernpc1@snipp.uninett.no>
Source record: 44358

gokmase <fale@cybercrap.no> wrote:

> Perhaps it is not entirely impossible for someone with great insight in
> GFA matters (rgf, lp, run! software to name a few) to team up and look
> into making a compiler (or would new libs be enough?) so GFA would be
> able to spit out PPC code. Maybe, just maybe :)

That would have to be a complete rewrite. I know that there are people
around that can disassemble a 100k binary, comment the code and improve it
(Hi Ozk!), but I'm not sure if I would do that with a compiler...

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1148. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:00:10 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hi8manpc2@snipp.uninett.no>
Source record: 44359

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

> Take a look at
> ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_49a.zip (707.904 bytes)
> (Graphical shell for GCC. French docs, rsc: French/English)

That's something else. A front-end in gcc-terms is the part of the compiler that transforms the source to a format the compiler itself can understand. Gcc has frontends for various languages, c, c++, pascal (with OO-extensions), java etc. GFA Basic should be possible too.

Btw. I'm not sure if the java-frontend works with MiNT/MagiC/TOS yet, but if it does you could compile java source and bytecode to real TOS binaries. Somebody has to port the libs though.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1149. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:09:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106291608280.85-100000@Hades060>
Source record: 44393

On Thu, 28 Jun 2001, Steve Sweet wrote:

> >How about Jeff MiNTer... lol
>
> I'd vote for Jeff Magic everytime, he's a much friendlier guy, easier to
> get on with, much more reliable, much more flexible. :-)

Never met this Mr. Magic, lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1150. Re: MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:11:45 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3cb68023be230@pandora.be>
Source record: 44360

on Thu 21-06-2001 22:07 Jeff Armstrong wrote:

>I'd like to see it since I do like MyMail, but you have some dumb-ass
>"no Microsoft browser" page so that I can see your homepage.

Nice trick. I think I'm going to steal that code. Any objection Erik?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1151. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:11:46 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3cb68023be231@pandora.be>
Source record: 44361

on Fri 29-06-2001 16:00 Jo Even Skarstein wrote:

>"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:
>
>> Take a look at
>> ftp://chapelie.rma.ac.be/atari/programming/GCC/gccshell_49a.zip (707.904 bytes)
>> (Graphical shell for GCC. French docs, rsc: French/English)
>
>That's something else. A front-end in gcc-terms is the part of the
>compiler that transforms the source to a format the compiler itself can
>understand.

Hmm, thanks for the explaination.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1152. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:17:27 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106291610440.85-100000@Hades060>
Source record: 44391

On 29 Jun 2001, Jo Even Skarstein wrote:

> That would have to be a complete rewrite. I know that there are people
> around that can disassemble a 100k binary, comment the code and improve it
> (Hi Ozk!), but I'm not sure if I would do that with a compiler...

GFA the company would have you think such work is impossible.
It won't be me! I'm lucky to read "C" let alone assembler. ;-)
Such work has begun on the old GFA Editor, no it won't be GEM'ified
if that is what anyone things. It will have some of it's more
annoying problems fixed though, so that less patches and such
are needed. Some rather smart chap sent me the full source
which indeed compiles, how he managed to fix all the jump tables
is truley amazing to me.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1153. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:23:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200106291823.a38805@su2.maus.de>
Source record: 44211

Hi Edward,

ESBJ>I would love to purchase 3.5.
get 3.51 to overcome the Y2K bug. The bugs concerns representation
in Kobold's windows only, not at all the data being copied...

Und TTschï¿½
ps

1154. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:23:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106291618450.85-100000@Hades060>
Source record: 44392

On 29 Jun 2001, Jo Even Skarstein wrote:

> That's something else. A front-end in gcc-terms is the part of the
> compiler that transforms the source to a format the compiler itself can
> understand. Gcc has frontends for various languages, c, c++, pascal (with
> OO-extensions), java etc. GFA Basic should be possible too.

I've ran across 2 GFA to "C" converts in the past but both of them
tried to convert ASC LST files. This seems to make the process
a bit harder, distinguishing varnames and such, misinterpreting stuff
in comments and so on.

The site mentioned on my GFA page reads GFA files directly I
think, I have trouble reading it and I cannot test it as it
does not run on the Atari. It appears to be for the PC.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1155. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 16:24:49 UTC
From: Manfred Lippert <mani@mani.de>
Message-ID: <B762784E.57C7%mani@mani.de>
Source record: 44362

If I remember correct, the names of the icons must not have more than 10 (or was it 12?) characters!
This is a limitation of TOS.
If you write more characters under the icons, which only some Resource Editors will allow, than the Resource Editor makes same "tricks" to store the longer names in the RSC file. But if the application loads the RSC with system routines (like jinnee does!) than this application will not see the long names - it will only see empty names! :-(

So: Do not use more than 10 characters in the icon text.

And: It is the space for the text, that counts, not the text itself. If you allocate for 20 characters, but use only 3 characters, then it does not work either.
(But most Resource Editors allocate just as much space as the text really takes. But if I remember correct e.g. in Interface you can also define the allocation.)

Bye,
Mani

1156. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 17:54:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3ccea2473c40@pandora.be>
Source record: 44369

on Thu 28-06-2001 18:43 Steve Sweet wrote:

>I'd vote for Jeff Magic everytime, he's a much friendlier guy, easier to
>get on with, much more reliable, much more flexible. :-)

And dead.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1157. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:00:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291000.e7e8f7a@posting.google.com>
Source record: 44370

"William K." <wlkim@cinci.rr.com> wrote in message
news:<sr0%6.79154$C7.13254514@typhoon.kc.rr.com>...
> Hello,
>
> I've got a Falcon with 14 meg of ram running Neodesk and Geneva (both the
> latest releases), and would like to know if NVDI 2.5 or 3.0 would work well
> with these.
>
I honestly don't know about 2.5 or 3 as I was a SpeedoGDOS user back
then. I do know that NVDI 4 works fine on a 14 Meg Falcon running
Neodesk and Geneva, since that's my Falcon's primary setup.

Galen

1158. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:00:43 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3cc24b$0$13978@news.zetnet.co.uk>
Source record: 44371

Hi Edward!

On 28 Jun 2001 22:01:42 , Edward S. Baiz Jr. wrote:

>>One of the offline members of the Cheshunt Computer Club has been having a
>>weird problem with his STE.
>>
>>The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of
>>his high desnsity floppies exhibit the "Data on drive may be damaged"
>>messages when trying to run programs on these disks.

>Does he have an external drive hooked up? I have a 1040STe and I cannot
>read/write some disks inserted in drive A if I have an external drive B
>hooked up. When I disconnect the drive B, drive A works just fine.

He didn't have one at the club.

I'm wondering perhaps that MagiC perhaps takes up too many system
resources for the 1.44Mb clock to work?

Cheers!

James

_____
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

1159. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:00:46 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3cc24e$0$13978@news.zetnet.co.uk>
Source record: 44372

Hi Denis!

On 29 Jun 2001 07:22:11 , Denis Huguet wrote:

>Have you tried to start TUS_FDC.PRG after Magic has been loaded (from the
>start directory of magic or even from the desktop) ?

No I didn't try that at the meeting, someone else has suggested that too.

Cheers!

James


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_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1160. Re: [NEW] July release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:03:51 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291003.7a6611f1@posting.google.com>
Source record: 44373

Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr> wrote in message
news:<3B3C6DB7.22ACF4A5@ief.u-psud.fr>...
> Hi all,
>
>...
>
> I'm also launching a call. If somebody that would have
> both knowledge in Maths and French, would be so kind as
> to help me to translate the text in the formulas of
> Eureka, it would be nice.

That's putting it mildly, Francois. I'm a mathematican by trade, but I don't use Eureka much because dealing with French and math simultaneously gives me quite the headache!

Nonetheless, thank you for continuing to work on your program. When I do get things working, I'm rather satisfied with the results.

Galen

1161. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:04:31 UTC
From: bindon@madasafish.com
Message-ID: <tjpgpfevsqurcd@corp.supernews.com>
Source record: 44374

On 29 Jun 2001 01:36:01 , Hallvard Tangeraas wrote:

Hi

>I magaed to locate AHDI 5.0 which contained all the necessary files
>including an installer.
>But there's an AHDI 6.061 archive as well -I take it that this newer
>version is somehow better, but it only contains one file: "AHDI.PRG".
>
>Any idea how this should be used together with the installer, so that
>version 6.061 of the driver will be used instead of 5.0?

I have AHDI v6.06 that came with my TUS IDEal upgrade. Send me an email
to remind me and I'll zip the whole lot up.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1162. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:16:16 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291016.761f7307@posting.google.com>
Source record: 44375

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:<0020ba4f@fmlynet.org>...

> Alright, I have CD audio "Direct-to-disk" v2.3A
>
> Extendos is... ExtenDos Pro version 2.3 (1995)
>
> Good ole Roger Burrows... wonder how he's doing?
>

Yikes, that Extendos is a bit out of date, to put it mildly. I'd contact Roger's website (he's doing fine, by the way) for more data. Something you might try is to set the software for "autoplay" so that the CD simply starts playing when you insert it. That was added rather early, if I remember correctly.

Galen

1163. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:24:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291024.2ab6b55d@posting.google.com>
Source record: 44376

bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<tjk5ji3336iu51@corp.supernews.com>...

> I've heard quite a few failing to write and lasers going. Not software
> problems but serious hardware problems. I would get a Plextor but they're
> expensive but damn good. I'm looking on ebay now for an old 4x write sort
> of thing.

Do keep in mind that CDR (& CDRW) drives have, in general, much more
delicate heads than regular CD-Readers. A brief survey I did about a
year ago showed that the manufacturers of CDR(W)s had MTBF ratings
around 1/3 that of the read-only drives. Consequently, I've avoided
EBay for used CDR(W)s.

Galen

1164. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:29:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291029.136304ca@posting.google.com>
Source record: 44377

Uwe Seimet <us@seimet.de> wrote in message news:<3B3A32B4.60E4DB9F@seimet.de>...
> Galen wrote:

> > I don't know Kobold at all, but I'd suspect that Kobald is having
> > trouble with the large drive either due to a programming limitation or
> > an incorrect sector size. You can't do much about the first, but you
> > could verify that your HD software has the sector size set correctly.
>
> What do you mean with setting the sector size?

With ICD utilities at least, the maximum sector size must be set
manually (2048 bytes, 8192 bytes, etc.). Failure to have the size
large enough creates some interesting read errors. Setting it too
large is harmless, but uses memory.

I'm not completely certain WHY the sector size has to be set, but I
suspect it has something to do with the caches.

Galen

1165. Re: ROM based ethernet adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 18:32:24 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0106291032.659807d7@posting.google.com>
Source record: 44378

madmax@bfree.on.ca (madmax) wrote in message
news:<7b81f281.0106270950.1ce2f2d4@posting.google.com>...
> Having followed the previous thread in which the URL for the ROM based
> ethernet adapter was posted 3 times, I decided to check it out. THis
> device seems perfect for my needs. (I NEED ETHERNET;-).
>
By all accounts, it works fine, provided there is enough delay of the
packets (that is, the net works fine, but the computer next to it may
return data too fast and confuse it).

> That said, unless I have read the page wrong, there doesn't seem to be
> any of these devices available any longer.
>
> Is this correct?
>
That's how I understand it. :-(
>
> I could use a handful.
>
With my 1040 just reduced to game status (as of last week), I could
use ONE. However, I don't think they're out there. I would be quite
happy to be wrong about this.

Galen

1166. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:17:05 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3CD431.F34551A0@seimet.de>
Source record: 44384

James Haslam wrote:

> I'm wondering perhaps that MagiC perhaps takes up too many system
> resources for the 1.44Mb clock to work?

How would MagiC be able to negatively influence the clock frequency of the floppy controller, which is set by hardware? Or do I misunderstand you?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1167. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:25:45 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3CD639.661CC65B@seimet.de>
Source record: 44385

Galen wrote:

> With ICD utilities at least, the maximum sector size must be set
> manually (2048 bytes, 8192 bytes, etc.). Failure to have the size
> large enough creates some interesting read errors. Setting it too
> large is harmless, but uses memory.

So these errors must be something specific to the ICD software. TOS (and thus the hard disk driver) have to work with different logical sector sizes, depending on the partition size. When partitioning the correct sector size is usually calculated automatically, so the user does not have to care for it. Some tools allow to change the sector size, but it is not recommended to use this feature unless you know exactly what you do.

> I'm not completely certain WHY the sector size has to be set, but I
> suspect it has something to do with the caches.

No, this is because TOS has an upper limit with respect to the number of sectors a GEM or BGM partition can have. (Note that the number of sectors of the actual drive, i. e. the drive's capacity, is not limited.)

Or do you mean the sector size setting that is required for removable drives? Since TOS and the hard disk driver cannot know the largest logical sector size on a cartridge before it is inserted, you have to tell the driver the maximum logical sector size of the paritions of your cartridges. Otherwise partitions that have a larger sector size cannot be accessed. But again, this will not lead to read errors, but simply means that you cannot access partitions that have a larger logical sector size.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1168. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:29:16 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3CD70C.2A17AB0B@seimet.de>
Source record: 44387

Hallvard Tangeraas wrote:

> You mean, simply renaming the "AHDI.PRG" (version 6.061) to
> "SHDRIVER.SYS", replacing the existing "SHDRIVER.SYS" (version 5)
> already there?
> There's no version specific installation then?

Even though you should always install the driver with the installation program that belongs to this driver in your case it should work this way, indeed.
But you should definitely only do it this as a last resort, because there is no guarantee that this will work for all drivers. In strongly recommend to get the complete software package for your driver, in this case HDX, AHDI and HINSTALL, and then install the driver properly.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1169. Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:39:43 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tjpllao7d3o8f1@corp.supernews.com>
Source record: 44386

Hello,

We've been upgrading Atari-Users.Net. Our forums are now back
online. But I lost the old post when I messed up installing the upgrade! So
stop by and try out the forums!

If you find any errors on the site.. use you new feedback system.

We also have a new logo.. check it out and let us know what you think in our
poll this month!

Thanks,
Rob
webmaster@atari-users.net
http://www.Atari-Users.Net

1170. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:42:39 UTC
From: bindon@madasafish.com
Message-ID: <tjpmhf7ro0rkca@corp.supernews.com>
Source record: 44388

On 29 Jun 2001 15:42:58 , "Gregory D. George" wrote:

Hi

>I'm fairly certain the sound chip in my 1040STe has been toast for
>awhile. I was having problems with the floppy being able to write files.
>Sometimes it would work, other times it wouldn't.
>
>Today I hooked up the sound cable and there's a truly annoying buzzing
>instead of silence. So, I'm pretty sure it's flat dead now.

Sounds like it. (heh, pun not intended)

>How difficult is it to replace the sound chip in this system? Is is
>soldered to the board or socketed?

I've seen a STE with the yamaha socketed and I think this is very rare.
Chances are you won't have it socketed and it is around 28 pin or so so
it's not easy or fun.

>Any recommendations would help a lot. I really need the use of the
>floppy!

Well, have you tried a printer on it as this is also handled by the
Yamaha. It might confirm it is this chip. When you say it has problems
writing, is it only writing? Have you tried another floppy drive or
external one? In the STE the DMA chip *also* handles sound and floppy
drive so it could be this messing up.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1171. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:42:41 UTC
From: bindon@madasafish.com
Message-ID: <tjpmhhru2pgmcc@corp.supernews.com>
Source record: 44389

On 29 Jun 2001 15:46:08 , "Gregory D. George" wrote:

Hi

>What's the easiest way to do this without a floppy? (If you didn't see
>my other post: My sound chip is bad rendering the floppy useless.)
>
>I have a STOS game that is 95% complete, but I need to get it off of the
>ST and onto a PC emulator to finish it. I was thinking of using a
>null-modem cable to connect them together using two terminal programs on
>each end for the transfer. (But I usually don't have much luck with that
>kind of thing.)
>
>I know that's pretty much the only way, but I was hoping someone out
>there knew a better way?

You could use a parrallel cable to conenct the two but if the sound chip has blown then your parralel may not be working! Use a null modem cable and a terminal like Conenct on the ST side along with HSmodem in the auto folder. Then on PC use Hyperterminal as part of Windows, or as I prefer, QModem from DOS (far better IMHO!).
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1172. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 19:42:43 UTC
From: bindon@madasafish.com
Message-ID: <tjpmhjmo12tjce@corp.supernews.com>
Source record: 44390

On 29 Jun 2001 18:24:49 , Manfred Lippert wrote:

Hi

>So: Do not use more than 10 characters in the icon text.

None of the icontexts are over about 4 or 5 characters including spaces.
They're all unique and labbled like .SND and .AVR and so on. Would you
mind checking out the RSC file with Jinnee?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1173. Re: MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:07:58 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839864-683131AEicMi@lineone.net>
Source record: 44379

Hi Erik

>Now my MyMAIL homepage has got over 100000 visitors. :-)

I myself dont use MyMail anymore since moving to eMailer but from my
past experience, you deserve it.

>Thanks all for the good feedback of my work with MyMAIL.

Its only what you deserve, respect where its due. :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1174. Re: Jinnee Icons

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:21:08 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839868-683671AEicMi@lineone.net>
Source record: 44380

Hi Mani

>(But most Resource Editors allocate just as much space as the text
>really takes. But if I remember correct e.g. in Interface you can also
>define the allocation.)

In interface you have to pre-define the length, in resource master you can just type it in but its then not saved correctly and interface wont recognise it correctly either.

I find the best method is to use interface allocating 8 characters (more than enough for most uses). I have 140 megabytes of resources of various color depths and no probs at all.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1175. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:22:44 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839870-684292AEicMi@lineone.net>
Source record: 44381

Hi hallvard.

>Any idea how this should be used together with the installer, so that
>version 6.061 of the driver will be used instead of 5.0?

Once youve 'installed' the driver with the correct utility you are free
to replace the driver by just dragging it into the root of C:.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1176. Re: Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:24:54 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839874-685134AEicMi@lineone.net>
Source record: 44382

Hi Chris

>Does anyone know where I can get a defrag utility such as Diamond Edge
>for my hard drive.

HPoptimiser?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1177. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:27:30 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839878-685616AEicMi@lineone.net>
Source record: 44383

Hi Gregory.

>Today I hooked up the sound cable and there's a truly annoying buzzing
>instead of silence. So, I'm pretty sure it's flat dead now.

I'd be looking elswhere first, such as a power supply problem.

>How difficult is it to replace the sound chip in this system? Is is
>soldered to the board or socketed?

i think you'l find there not just the one chip involved in sound
generation..

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1178. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:45:46 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993928192-93090AEicMi@lineone.net>
Source record: 44200

Hi Martin

>>I'd vote for Jeff Magic everytime, he's a much friendlier guy, easier
>>to get on with, much more reliable, much more flexible. :-)

>And dead.

<vbg> ive just read that.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1179. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:49:22 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993928194-93545AEicMi@lineone.net>
Source record: 44201

Hi james

>I'm wondering perhaps that MagiC perhaps takes up too many system
>resources for the 1.44Mb clock to work?

It dont work like that dude. there is no 1.44Mb clock. System load
wouldnt have that effect on the relevant clock anyway, if that clock
failed the whole machine would fail.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1180. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 20:50:08 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993928198-93985AEicMi@lineone.net>
Source record: 44202

Hi Jimmmzz

>>Have you tried to start TUS_FDC.PRG after Magic has been loaded (from
>>the start directory of magic or even from the desktop) ?

>No I didn't try that at the meeting, someone else has suggested that
>too.

What hard disk driver is he using??.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1181. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 21:33:43 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3CF3CB.3D38EA0B@ataritimes.com>
Source record: 44394

Lyndon Amsdon wrote:

> I've seen a STE with the yamaha socketed and I think this is very rare.
> Chances are you won't have it socketed and it is around 28 pin or so so
> it's not easy or fun.

Grr...

> >Any recommendations would help a lot. I really need the use of the
> >floppy!
>
> Well, have you tried a printer on it as this is also handled by the
> Yamaha. It might confirm it is this chip.

No, haven't printed anything on it in awhile. I'll give it a shot though.

> When you say it has problems writing, is it only writing?

It will read the contents of a disk (although I haven't tried copying
anything from it.)

Would graphics be tied into the sound chip in any way? There are some weird
graphical glitches in STOS that never happened before I was having this
problem.

> Have you tried another floppy drive or
> external one? In the STE the DMA chip *also* handles sound and floppy
> drive so it could be this messing up.

I would try that if only I had an external floppy!

I remember replacing the floppy years ago thinking a new drive would solve
the problem. Since it didn't I'm guessing it's some other hardware problem.

Thanks for your input. I'm going to try printing now.

--
Greg

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Join the TAT Writer's Webgroup! HYPAT? -
= MATH http://groups.yahoo.com/group/ataritimes/ =
-=-

1182. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 21:47:50 UTC
From: vdjole@EUnet.yu
Message-ID: <9hit23$ev4$1@news.eunet.yu>
Source record: 44247

On 29 Jun 2001 16:00:10 , Jo Even Skarstein wrote:

>That's something else. A front-end in gcc-terms is the part of the
>compiler that transforms the source to a format the compiler itself can
>understand. Gcc has frontends for various languages, c, c++, pascal (with
>OO-extensions), java etc. GFA Basic should be possible too.

Just out of curiosity...
How are errors (either compile-time or run-time) handled in this concept?
If I understand correctly, it is fundamentally a C-language compiler
with some sort of preprocessor for diverse languages. But if the front-end
passes some source ok and the compiler complains later on or the program
crashes at run time, I suppose it may not be easy always to trace the
error to the correct (other language) source-code line and syntax?
Or is it so that the references to original source lines are kept somehow
in the code even though 1-to-1 source line relation is not maintained?

cu

1183. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 22:01:53 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3CFA65.46B57907@ataritimes.com>
Source record: 44395

Well, I tried printing and that worked better than I expexted it would.
However, I have another suspicion as to what the problem is.

When I ran STOS a few moments ago, I wanted to quit, so I typed SYSTEM. After pressing Y and the Y/N promt, I received a "Bus Error" message. The message I was receiving from the desktop when trying to write a file was "Bus Error" as well.

I'm going to try unloading everything at startup. I'm currently running Geneva/NeoDesk4/NVDI which is a lot more than I need to copy a few files.

--
Greg

=-=-=-

1184. Coldfire V4e manual

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 22:15:42 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <993856620-532374AEicMi@xs4all.nl>
Source record: 44246

Hello,

Since 2 days the manual of the new Coldfire V4e is available on :

http://e-
www.motorola.com/brdata/PDFDB/MICROPROCESSORS/32_BIT/68
k-COLDFIRE/COLDFIRE/V4ECFUM.pdf

I wonder if the Coldfire V4e is available right now too ? Can't find
info on that.
Cheers
Dan

Hello,

Seems that in the Amiga world there is interest too for using a
Coldfire for future clones : read the following on the Coldfire
Discussion List

>Aan: Coldfire CPU Discussion List <ColdFire@WildRice.com>
>Datum: vrijdag 29 juni 2001 15:52
>Onderwerp: Re: [OT] Re: V4e core & Amiga

>>> > You could _almost_ run AmigaOS on a V3/V4 ColdFire...
>>
>>> > And these have an A500/A1200 class price point, pretty much,
with more
>>> > potential horsepower than the fastest Amiga ever shipped.
Maybe
that'll
>>> > have to wait for the V4e core...
>>
>>> My god! I just read about the V4 core now, and I want that in my
Amiga!
I
>>> just ordered a 68060 CPU for my A12oo, but it has no chance
against a
>>> ColdFire with a V4 core.. :)
>>
>>You'd have to see about floating point performance, but
certainly
>>integer performance would rock. Not only, but in most of the '060
>>systems for Amiga and for Mac, the memory performance is, well,
>>questionable at best. SDRAM on a 50MHz-75MHz bus would be
unprecedented
>>in the Amiga world. And with today's prices, you could forgo the

need
>>for a DIMM module and just put in another 64MB or so.
>>
>>> Dave: Do you have the sources for the Amiga OS?
>>
>>Nope. And I couldn't use 'em if I did; afterall, they're still
closed
>>sources. In fact, the new Amiga, Inc. owns the sources.
>>
>>Oddly enough, when we (Metabox, that's Andy Finkel and I
leading the
>>tech side) started our 3rd generation STB project, two years
ago, we
>>wanted to use the existing AmigaOS as a starting point, and that
pretty
>>much drove the use of the ColdFire. However, Gateway owned
AmigaOS at
>>the time, and seemed to change the person responsible for it as
often as
>>most people change their underwear (one would hope). So at
first, we
>>tried using an off-the-shelf RTOS, some bits of Linux, etc. But at
every
>>turn, someone's bad ideas got in the way. So we ended up rolling
the
>>AmigaOS-like OS in there today, called CaOS. It isn't AmigaOS
(eg, not
>>compatible, you can do everything in C, etc), but it's a very
similar
>>philosophy, with most of the growing pains evident in the
original
>eliminated.
>>
>>> Perhaps we should go ahead
>>> and eliminate the need for a supervisor stack-pointer.. ;)
>>
>>You'd probably need some kind of serious hacks for that. It
wouldn't be
>>a major problem, these days, if the OS could dictate the user
stack, but
>>that's something any user program can set. As well, there are OS
calls
>>that gate code into Supervisor mode, the OS traps all
interrupts before
>>handing them off to ISR chains, etc. But it's not involved on the
return
>>trip -- you RTE out of these, so there's no easy trick to jump in and
>>swap stack pointers or anything.
>>
>>There were a number of clever Amiga-industry hackers looking at

>>ColdFire, pretty much since its inception (sure, it's been a
shrinking
>>market for years, but some of these guys have done PowerPC
modules and
>>effectively written not one, but two, PPC-OS extensions for
AmigaOS). No
>>one's run AmigaOS on a ColdFire yet. Maybe on a V4e chip...
>>
>>--
>>Dave Haynie | dhaynie@jersey.net
>>Chief Toady | Frog Pond Media |
Audio/Video/Hardware/Software Consulting
>>
>>
>>
>>_____
_____
>>ColdFire Discussion List
>>See: <http://www.WildRice.com/ColdFire/>
>>

1185. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 22:38:50 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3d037a$0$13980@news.zetnet.co.uk>
Source record: 44248

Hi Uwe!

On 29 Jun 2001 21:17:05 , Uwe Seimet wrote:

>> I'm wondering perhaps that MagiC perhaps takes up too many system
>> resources for the 1.44Mb clock to work?

>How would MagiC be able to negatively influence the clock frequency of
>the floppy controller, which is set by hardware? Or do I misunderstand
>you?

Someone suggested that perhaps the mod only just worked on an STE and that
adding MagiC to the load on the system tipped it over the edge of
non-working?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1186. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 23:11:10 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <9hj2c9vhf1@news5.svr.pol.co.uk>
Source record: 44249

A bit rusty on this but I seem to remember drive A/B TUS programs also.
the problem is that Magic makes an STE report to be Tos 2.00 which in itself
is not compatible with the Tus upgrade without the Tus Prgs, Tos 2.06 does
not require any

1187. Re: MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 23:30:09 UTC
From: ebaiz@skyenet.net
Message-ID: <5c8%6.6036$MD1.2816@newsfeed.slurp.net>
Source record: 44250

On 29 Jun 2001 06:09:06 , Erik Hall wrote:
>Hi all,
>
>Now my MyMAIL homepage has got over 100000 visitors. :-)
>Thanks all for the good feedback of my work with MyMAIL.
>
>/Erik Hall

Thanks to you Erik for MyMail. Great program. I use it everyday.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1188. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 23:30:10 UTC
From: ebaiz@skyenet.net
Message-ID: <6c8%6.6037$MD1.2816@newsfeed.slurp.net>
Source record: 44251

On 29 Jun 2001 14:40:24 , "William K." wrote:
>Hello,
>
>I've got a Falcon with 14 meg of ram running Neodesk and Geneva (both the
>latest releases), and would like to know if NVDI 2.5 or 3.0 would work well
>with these.

I think it should, but you may as well get the newest version 5.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1189. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 23:30:13 UTC
From: ebaiz@skyenet.net
Message-ID: <9c8%6.6040$MD1.2816@newsfeed.slurp.net>
Source record: 44252

On 29 Jun 2001 15:46:08 , "Gregory D. George" wrote:
>What's the easiest way to do this without a floppy? (If you didn't see
>my other post: My sound chip is bad rendering the floppy useless.)
>
>I have a STOS game that is 95% complete, but I need to get it off of the
>ST and onto a PC emulator to finish it. I was thinking of using a
>null-modem cable to connect them together using two terminal programs on
>each end for the transfer. (But I usually don't have much luck with that
>kind of thing.)
>
>I know that's pretty much the only way, but I was hoping someone out
>there knew a better way?

There are two programs that come to mind. One is Ghostlink. It requires
a Null Modem cable and comes with a program for the PC as well as one
for the ST. The other is PARCP. It does it's think use the parallel
printers and needs a special cable. I bought the cable from the author
and it works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1190. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-06-29 23:47:35 UTC
From: swampfax@atlantic.net
Message-ID: <rs8%6.9745$ma3.137699@news1.atlantic.net>
Source record: 44253

On 29 Jun 2001 08:45:55 , Uwe Seimet wrote:

>John Garone wrote:
>>
>> On 28 Jun 2001 15:23:04 , Uwe Seimet wrote:
>> >John Garone wrote:
>> >
>> Hi Uwe,
>> Regarding Magic not booting, would it matter if I used HDDRIVER or not?
>> (forgot why I don't).
>
>At least old versions of the ICD software are known to have caused
>problems with MagiC in the past. You should simply try whether the
>current demo version of HDDRIVER
>(http://www.seimet.de/atari_english.html) works for you. If it doesn't
>you can be sure that this is not a problem related to the hard disk
>driver, but something else. If it works it is very likely that your
>current driver is not working correctly.
>
>--
>---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>.

Uwe,
I'll try Hddriver again (have 7) but Magic 5 and 6 worked fine (when I
bought them) with ICD 6.5. on this Falcon!
John G.

1191. Re: Problem: TT030, SLM 804, and DynaCADD - SOLVED!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 00:09:12 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B3D18A8.9785C8CD@greeleynet.com>
Source record: 44254

Derryck Croker wrote:

> Look for a link to the last version of the Diablo emulator plus a CPX to
> control it on the pages of either Christian Felsch or Julian Rescke (sp), I'm
> afraid that the exact details are stored on a server some miles away from
> here.

I hate to day it, but the names mean nothing to me. If you don't know
the URL's, I'll try a web search on them this weekend.

Sorry for the long delay in replying, but I've been out of town all
week.

Thanks again.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1192. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 00:53:43 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3D22AB.A013B55E@ataritimes.com>
Source record: 44255

Well, I tried the ole' null-modem thing... Unfortunately for me I'm using a hacked cable and it's pretty messy to look at. Anyway, what I had seemed to work: I would click Receive in Hyperterminal on the PC side and the ST (using AnsiTerm) would pop up with the select file box. I'd select my file and then nothing would happen. As far as I can tell, the settings are the same on both ends: 8 bits, 1 stop bit, & no flow control.

I'm also using the bare-bones setup for the cable.

Wire 2 is crossed with 3.
Wire 3 is crossed with 2.
Wire 7 is the ground connected to itself.

Wouldn't the ST work with a basic setup like this?

I said in my earlier post how I never have any luck with this null-modem thing. It's Kryptonite, I tell you.

--
Greg

=-=-=-

1193. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 02:48:27 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <p4UQzlO73TP7Ew62@my-ste.demon.co.uk>
Source record: 44256

In article <1evskz5.s42apr19xy9emN%x@x.xx>,
Hallvard Tangeraas <x@x.xx> writes:

>Is there any software out there which will automatically spin down a
>harddisk after a set time of inactivity as well as at any time if so
>wished?
>A CPX module and/or ACCessory would be nice.
>It should work with all sorts of harddisks -SCSI as well as IDE.
>
>Actually I noticed that AHDI has this feature built in when patched with
>that separate patcher!
>There must be something similar available for other harddisk drivers, or
>something that can be used regardless of which driver is installed.

HDDriver has an AutoPark accessory that will spin down and park drives
after a period on time. There's also SHIP.TOS, which IIRC I received as
part of an AHDI software archive, which shuts down and parks drives on
demand.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

1194. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 03:16:38 UTC
From: sinclap@nospam.net
Message-ID: <2906200122161145 21%sinclap@nospam.net>
Source record: 44257

In article <tjfqd5m9fii313@corp.supernews.com>, RobM
<rmahlert@charter.net> wrote:

> Time for a new poll.. any suggestions for the question?

Will sinclap prevail?

> Rob
> webmaster@atari-users.net
> http://www.atari-users.net

sinclap!
somewere in mpls

1195. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 06:09:46 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b3d6fbe@dnews.tpgi.com.au>
Source record: 44258

2.5 works fine, I am still using it, but would recomend v5.

Mark

William K. <wlkim@cinci.rr.com> wrote in message
news:sr0%6.79154$C7.13254514@typhoon.kc.rr.com...
> Hello,
>
> I've got a Falcon with 14 meg of ram running Neodesk and Geneva (both the
> latest releases), and would like to know if NVDI 2.5 or 3.0 would work
well
> with these.
>
> Thanks,
>
>
> Bill
>
>
>

1196. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 06:39:31 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3D7423.897C10B4@seimet.de>
Source record: 44259

James Haslam wrote:

> >How would MagiC be able to negatively influence the clock frequency of
> >the floppy controller, which is set by hardware? Or do I misunderstand
> >you?
>
> Someone suggested that perhaps the mod only just worked on an STE and that
> adding MagiC to the load on the system tipped it over the edge of
> non-working?

I simply cannot see how any software (and MagiC is just a piece of
software) would influence the clock frequency of the floppy controller
hardware, which is software-independent.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1197. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 06:44:26 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3D754A.961D3AEE@seimet.de>
Source record: 44260

Hallvard Tangeraas wrote:
>
> Is there any software out there which will automatically spin down a
> harddisk after a set time of inactivity as well as at any time if so
> wished?
> A CPX module and/or ACCessory would be nice.
> It should work with all sorts of harddisks -SCSI as well as IDE.
>
> Actually I noticed that AHDI has this feature built in when patched with
> that separate patcher!
> There must be something similar available for other harddisk drivers, or
> something that can be used regardless of which driver is installed.

HDDRIVER includes software (an accessory) for this purpose. It works for
all SCSI drives and for those IDE drives that support power management.
(Any current IDE drive does.)
AHDI does not support something like that in general, in particular not
for SCSI drives. As far as I remember AHDI can only spin down the IDE
drive of a Stacy, but not by using the drive's regular power management
functions but by simply powering off the drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1198. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 06:47:58 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3D761E.AFD87206@seimet.de>
Source record: 44261

David Bolt wrote:

> HDDriver has an AutoPark accessory that will spin down and park drives
> after a period on time. There's also SHIP.TOS, which IIRC I received as
> part of an AHDI software archive, which shuts down and parks drives on
> demand.

There is at least one problem with the SHIP.TOS approach: If you start
this program you have to ensure that you never return to the desktop.
Otherwise the hard disk drive is accessed again and thus may spin up
again. Did SHIP.TOS also work for IDE drives? I don't think so. It was
basically designed for the first Megafile drives, which did not park
themselves when shutting them off.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1199. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 08:37:57 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106301136200.16160-100000@hal.pp.fishpool.fi>
Source record: 44262

On Sat, 30 Jun 2001, Uwe Seimet wrote:

> AHDI does not support something like that in general, in particular not
> for SCSI drives. As far as I remember AHDI can only spin down the IDE
> drive of a Stacy, but not by using the drive's regular power management
> functions but by simply powering off the drive.

The Stacy has no IDE drive, it uses normal SCSI drives thru a
special ACSI-to-SCSI adapter; the same used inside the MEGA-STE.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1200. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 09:47:05 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hk76p$951$1@snipp.uninett.no>
Source record: 44263

Djordje Vukovic <vdjole@eunet.yu> wrote:

> Just out of curiosity...
> How are errors (either compile-time or run-time) handled in this concept?
> If I understand correctly, it is fundamentally a C-language compiler
> with some sort of preprocessor for diverse languages. But if the front-end
> passes some source ok and the compiler complains later on or the program
> crashes at run time, I suppose it may not be easy always to trace the
> error to the correct (other language) source-code line and syntax?
> Or is it so that the references to original source lines are kept somehow
> in the code even though 1-to-1 source line relation is not maintained?

I'm afraid I don't know gcc well enough to answer this. But I know there
are source-level debuggers for gcc, and compile-time errors does indeed
report line-numbers.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1201. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 09:49:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hk7av$951$2@snipp.uninett.no>
Source record: 44264

Lonny Pursell <fatal@syntax.error> wrote:

> I've ran across 2 GFA to "C" converts in the past but both of them
> tried to convert ASC LST files. This seems to make the process
> a bit harder, distinguishing varnames and such, misinterpreting stuff
> in comments and so on.

I'd rather improve these than converting tokenized files. The latter are
generated by the disgusting GFA editor (the #1 reason why I never learnt
GFA properly), while LST-files can be generated and edited by any
text-editor.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1202. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 09:53:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hk7j0$951$3@snipp.uninett.no>
Source record: 44265

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:

> The Stacy has no IDE drive, it uses normal SCSI drives thru a
> special ACSI-to-SCSI adapter; the same used inside the MEGA-STE.

And atleast mine (with an original 48Mb(?) Seagate) won't boot with
HD-Driver, I have to use AHDI. I sold my MSTE long before I got HD-Driver,
so I don't know if this is a general problem with these SCSI-cards or if
there's something wrong with my Stacy.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1203. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 10:34:30 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <993897270.9695.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 44266

>Yes, I believe you are correct there. I have version 2.5. I would love
>to purchase 3.5. Anyone know who is selling it?
>
>
>Edward S. Baiz Jr.

I got my copy from Europe Shareware, a french group
(www.chez.com/europesshareware/atari/)

Got a prompt turnaround after I'd ordered it. Slight problem in that
the manul etc. are in german. However it's easy to figure out if you
keep the english manual to hand. The menu options are much the same.

Mike Bedford

1204. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 10:37:57 UTC
From: bindon@madasafish.com
Message-ID: <tjrb053bio48fe@corp.supernews.com>
Source record: 44267

On 29 Jun 2001 11:24:56 , Galen wrote:
>bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<tjk5ji3336iu51@corp.supernews.com>...

Hi

>Do keep in mind that CDR (& CDRW) drives have, in general, much more
>delicate heads than regular CD-Readers. A brief survey I did about a
>year ago showed that the manufacturers of CDR(W)s had MTBF ratings
>around 1/3 that of the read-only drives. Consequently, I've avoided
>EBay for used CDR(W)s.

I know, but when a new Plexiwriter costs something like 200 ukp (300
dollars roughly) then its worth buying one for 30 ukp if it fails after
half a year.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1205. Re: ROM based ethernet adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 10:37:59 UTC
From: bindon@madasafish.com
Message-ID: <tjrb07pl0bpk01@corp.supernews.com>
Source record: 44268

On 29 Jun 2001 11:32:24 , Galen wrote:
>madmax@bfree.on.ca (madmax) wrote in message
news:<7b81f281.0106270950.1ce2f2d4@posting.google.com>>...

Hi

>> Having followed the previous thread in which the URL for the ROM based
>> ethernet adapter was posted 3 times, I decided to check it out. THis
>> device seems perfect for my needs. (I NEED ETHERNET;-).
>>
>By all accounts, it works fine, provided there is enough delay of the
>packets (that is, the net works fine, but the computer next to it may
>return data too fast and confuse it).
<snip>
>> I could use a handful.
>>
>With my 1040 just reduced to game status (as of last week), I could
>use ONE. However, I don't think they're out there. I would be quite
>happy to be wrong about this.

I'm now in the process of laying the PCB layout for the EtherNEC ethernet
adaptor so hopefully there will be a solution guys!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1206. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 11:53:41 UTC
From: somewhereinworld@aol.com
Message-ID: <3b3dba1d.16541650@news.free.fr>
Source record: 44269

Le 28 Jun 2001 18:25:47 GMT, jfhaslam@zetnet.co.uk (James Haslam)
�crit:
>...
>One of the offline members of the Cheshunt Computer Club has been having a
>weird problem with his STE.
>
>The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of
>his high desnsity floppies exhibit the "Data on drive may be damaged"
>messages when trying to run programs on these disks.
>
>However in TOS (v2.06) these messages do not appear and programs on these
>disks work normally.

I think magic doesn't know the STE can't change fdc frequency(this is
the TUS which change the frequency acording to the hole of the disk).

So Magic set the step fdc to 3 ms and change the frequency to
8MHz(this don't work and the frequency stay to 16MHz).
Then, the real step fdc is 3ms div 2 = 1,5ms. The floppy can't work.

On real TOS 2.06(on 520STE with a HD modification), I noticed that the
floppy go slowly with 720Ko disks. So I think the tos set step fdc to
6ms most of the time, except while reading the DD disk.

Thierry

I have some jaguar games(as new) to trade:
Wolfenstein 3d, Bubsy, Iron soldier, Tempest, Dragon
Europe only because of postage

1207. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:05:18 UTC
From: bindon@madasafish.com
Message-ID: <tjrg3ug33voa8c@corp.supernews.com>
Source record: 44270

On 29 Jun 2001 22:01:53 , "Gregory D. George" wrote:

Hi

>When I ran STOS a few moments ago, I wanted to quit, so I typed SYSTEM. After
>pressing Y and the Y/N promt, I received a "Bus Error" message. The message I
>was receiving from the desktop when trying to write a file was "Bus Error" as
>well.

This doesn't sound too serious. Open the old STE up and clean it out
(watch out for the PSU!) and press down on all socketed chips. Waggle the
simms a little and you should hear most chips "creak" as they're firmly
pressed. See if that helps.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1208. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:05:21 UTC
From: bindon@madasafish.com
Message-ID: <tjrg41pe802g8f@corp.supernews.com>
Source record: 44271

On 30 Jun 2001 00:53:43 , "Gregory D. George" wrote:

Hi

>Well, I tried the ole' null-modem thing... Unfortunately for me I'm using
a
>hacked cable and it's pretty messy to look at. Anyway, what I had seemed to
>work: I would click Receive in Hyperterminal on the PC side and the ST
>(using AnsiTerm) would pop up with the select file box. I'd select my file
>and then nothing would happen. As far as I can tell, the settings are the
>same on both ends: 8 bits, 1 stop bit, & no flow control.
>
>I'm also using the bare-bones setup for the cable.

OK, so you don't use flow control but remeber that speed also matters so
select both terminals at either 19200 bps or 9600 bps. Also make sure
both are setup up for the right transfer protocol, ie Zmodem or Xmodem.
To check see if typing hello or something in one terminal appears on the
other terminals screen. If this works then it's a simple (well sometimes)
case of adjusting transfer protocols.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1209. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:05:24 UTC
From: bindon@madasafish.com
Message-ID: <tjrg44nsg4tb95@corp.supernews.com>
Source record: 44272

On 30 Jun 2001 08:39:31 , Uwe Seimet wrote:
>James Haslam wrote:
>
>> >How would MagiC be able to negatively influence the clock frequency of
>> >the floppy controller, which is set by hardware? Or do I misunderstand
>> >you?
>>
>> Someone suggested that perhaps the mod only just worked on an STE and that
>> adding MagiC to the load on the system tipped it over the edge of
>> non-working?
>
>I simply cannot see how any software (and MagiC is just a piece of
>software) would influence the clock frequency of the floppy controller
>hardware, which is software-independent.

What I thought (when I talked to him) is that perhaps that the chip is
only just working in 16mhz mode as some can only take the increased
frequency and the way Magic accesses the FDC (in optimised assembler?) may
make the timings slighty wrong.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1210. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:05:27 UTC
From: bindon@madasafish.com
Message-ID: <tjrg47c9a0s698@corp.supernews.com>
Source record: 44273

On 30 Jun 2001 00:11:10 , "bill-singer" wrote:
>A bit rusty on this but I seem to remember drive A/B TUS programs also.
>the problem is that Magic makes an STE report to be Tos 2.00 which in itself
>is not compatible with the Tus upgrade without the Tus Prgs, Tos 2.06 does
>not require any

It may make the TOS 2.06 report as TOS 2.00 but I'm sure MAgic is
compatible with High Density drives. It is a point though and it may be
something to do with the program not running as it checks the TOS cookie
and doesn't see 2.06. The only change I see it making is the step rate.
There are utilites that change the step rate on the fly, like an
accessoroy. Maybe it's worth checking one of these out and fiddling with
the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1211. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:08:53 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3DC155.D6C83C8@seimet.de>
Source record: 44274

Martin-ï¿½ric Racine wrote:
>
> On Sat, 30 Jun 2001, Uwe Seimet wrote:
>
> > AHDI does not support something like that in general, in particular not
> > for SCSI drives. As far as I remember AHDI can only spin down the IDE
> > drive of a Stacy, but not by using the drive's regular power management
> > functions but by simply powering off the drive.
>
> The Stacy has no IDE drive, it uses normal SCSI drives thru a
> special ACSI-to-SCSI adapter; the same used inside the MEGA-STE.

Ah, yes. So either the SCSI drive was shut down by AHDI manipulating the
power supply by software or it was not the Stacy at all but the Falcon
with its internal IDE drive. Actually it was long ago when I had a look
at that, so I'm not sure about the details anymore.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1212. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:11:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3DC1EB.2EDCD0B8@seimet.de>
Source record: 44275

Jo Even Skarstein wrote:

> And atleast mine (with an original 48Mb(?) Seagate) won't boot with
> HD-Driver, I have to use AHDI. I sold my MSTE long before I got HD-Driver,
> so I don't know if this is a general problem with these SCSI-cards or if
> there's something wrong with my Stacy.

This is not a general problem. There are lots of MegaSTE users and also
some Stacy user running HDDRIVER on their machines. I even did so myself
some years ago when I had access to a MegaSTE.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1213. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:23:17 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3DC4B5.F59322C5@seimet.de>
Source record: 44276

Lyndon Amsdon wrote:

> What I thought (when I talked to him) is that perhaps that the chip is
> only just working in 16mhz mode as some can only take the increased
> frequency and the way Magic accesses the FDC (in optimised assembler?) may
> make the timings slighty wrong.

I'm sorry, but this simply does not make sense. MagiC is not the only
software accessing the floppy controller in optimised assembler. Other
software (e. g. older versions of DISKUS or tools based on the floppy
code in the "Scheibenkleister II" book) does the same and there is no
problem at all. There is not much of a timing anyway because the FDC
reads/writes data more or less on its own by DMA when it receives an
appopriate command. "Scheibenkleister II" contains the details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1214. HDDriver and syquests 44s

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:29:55 UTC
From: Mike Marion <mmarion@simplecom.net>
Message-ID: <3B3DC643.103545CE@simplecom.net>
Source record: 44277

Has anyone had any luck formatting syquest 44s so that they can be read by both TOS and DOS? The HDDriver manual says it will, but gives no suggestions as to what the settings are or where to get them!

Any help would be appreciated - Mike M

1215. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:41:50 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B3DC90D.F84E0FBD@ctos.com>
Source record: 44278

Derryck,

Sorry for the late reply to this, but I've been out of town for the last week. Company training for supervisors. <G>

> I emailed that unpacker to you days ago Ken, no sign of it yet?

In all honesty, I don't remember. I'm assuming at this point you are referring to the nasty unpacker. One of the downsides of lots of commuting is it is easy to lose track of what is where. I'll check my Windows machine next week and let you know.

> On an SLM-related issue, I've written a couple of times in this area or in
> c.s.a.tech about powering the controller seperately from the laser - means
> that you can still use your Atari without that jet-engine noise! The
> newsgroup archives on Google should still have them.

Ah, yes, the "Phantom of of the Laser" kit from Widgets by Decker. That's at least one of the kits that used to be out there. I installed it years ago, and it's still going strong.

Ken

1216. Re: HDDriver and syquests 44s

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 12:59:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3DCD39.3522E9BF@seimet.de>
Source record: 44279

Mike Marion wrote:
>
> Has anyone had any luck formatting syquest 44s so that they can be read
> by both TOS and DOS? The HDDriver manual says it will, but gives no
> suggestions as to what the settings are or where to get them!

There are no special settings required. Simply use the default settings
and format the cartridge.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1217. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 13:32:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hkke2$bt6$1@snipp.uninett.no>
Source record: 44280

Uwe Seimet <us@seimet.de> wrote:

>> And atleast mine (with an original 48Mb(?) Seagate) won't boot with
>> HD-Driver, I have to use AHDI. I sold my MSTE long before I got HD-Driver,
>> so I don't know if this is a general problem with these SCSI-cards or if
>> there's something wrong with my Stacy.

> This is not a general problem. There are lots of MegaSTE users and also
> some Stacy user running HDDRIVER on their machines. I even did so myself
> some years ago when I had access to a MegaSTE.

I'll have to take a closer look at it then. Unfortunately I managed to
toast the CPU in my Stacy while fiddling with overclocking this winter, so
I need a new 16MHz 68000 first.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1218. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 13:33:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hkkfp$bt6$2@snipp.uninett.no>
Source record: 44281

Uwe Seimet <us@seimet.de> wrote:

> Ah, yes. So either the SCSI drive was shut down by AHDI manipulating the
> power supply by software or it was not the Stacy at all but the Falcon
> with its internal IDE drive. Actually it was long ago when I had a look
> at that, so I'm not sure about the details anymore.

Perhaps you're thinking about the power-management features for the
ST-Book? That one had an IDE IIRC.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1219. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 13:43:08 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3DD76C.BD6A1523@seimet.de>
Source record: 44282

Jo Even Skarstein wrote:
>
> Uwe Seimet <us@seimet.de> wrote:
>
> > Ah, yes. So either the SCSI drive was shut down by AHDI manipulating the
> > power supply by software or it was not the Stacy at all but the Falcon
> > with its internal IDE drive. Actually it was long ago when I had a look
> > at that, so I'm not sure about the details anymore.
>
> Perhaps you're thinking about the power-management features for the
> ST-Book? That one had an IDE IIRC.

Yes, that's it! Thanks for pointing this out.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1220. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:39:31 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106301739040.17780-100000@hal.pp.fishpool.fi>
Source record: 44286

On 30 Jun 2001, Jo Even Skarstein wrote:

> Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
>
> > The Stacy has no IDE drive, it uses normal SCSI drives thru a
> > special ACSI-to-SCSI adapter; the same used inside the MEGA-STE.
>
> mine (with an original 48Mb(?) Seagate) won't boot with
> HD-Driver, I have to use AHDI.

HD-Driver works fine here.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1221. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:40:04 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <u86rjtotllb7ltivvm0gd7prjr7rfp8vlv@4ax.com>
Source record: 44284

On Fri, 29 Jun 2001 22:01:53 GMT, "Gregory D. George"
<greg@ataritimes.com> wrote:

>Well, I tried printing and that worked better than I expexted it would.
>However, I have another suspicion as to what the problem is.
>
>When I ran STOS a few moments ago, I wanted to quit, so I typed SYSTEM. After
>pressing Y and the Y/N promt, I received a "Bus Error" message. The message I
>was receiving from the desktop when trying to write a file was "Bus Error" as
>well.
>
>I'm going to try unloading everything at startup. I'm currently running
>Geneva/NeoDesk4/NVDI which is a lot more than I need to copy a few files.

One thing you might want to try is to remove the memory SIMMs and
reinstall them. This will help "wipe" any corrosion from the
contacts and re-establish a good connection.

The symptoms you've described are so wide-ranging that it's hard to
point to very many things that could be common to them all. Memory
problems are one thing that it could be.

You might want to run a good memory test program to make sure the
SIMMs themselves are OK too.

While you have the cover off, you might also want to remove the entire
RF shield (instead of just the memory "door") and reseat the TOS ROMs
as well. Flaky contact between the ROMs and their sockets can lead
to bizarre problems which can be hard to diagnose.

Most of the chips on the STe motherboard are surface mounted, not
socketed, which helps to eliminate one of the real problems of earlier
ST models, but the ROMs are usually still socketed. Simply pressing
them firmly down into their sockets until they make a slight "crunch"
sound can help re-establish a good electrical connection.

BobR

1222. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:40:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <oq6rjtg7fh9st64v6r0dr3eo50ubvao5j2@4ax.com>
Source record: 44285

On Sat, 30 Jun 2001 00:53:43 GMT, "Gregory D. George"
<greg@ataritimes.com> wrote:

>Well, I tried the ole' null-modem thing... Unfortunately for me I'm using a
>hacked cable and it's pretty messy to look at. Anyway, what I had seemed to
>work: I would click Receive in Hyperterminal on the PC side and the ST
>(using AnsiTerm) would pop up with the select file box. I'd select my file
>and then nothing would happen. As far as I can tell, the settings are the
>same on both ends: 8 bits, 1 stop bit, & no flow control.
>
>I'm also using the bare-bones setup for the cable.
>
>Wire 2 is crossed with 3.
>Wire 3 is crossed with 2.
>Wire 7 is the ground connected to itself.
>
>Wouldn't the ST work with a basic setup like this?
>
>I said in my earlier post how I never have any luck with this null-modem
>thing. It's Kryptonite, I tell you.

Be sure to check the baud rate on BOTH the ST and PC ends.

The PC defaults to 2400 baud, and I believe the ST defaults to 9600. A
mismatch will prevent communications from taking place.

As a test, you should be able to type on one system and see the
characters appear on the screen of the other system. (You won't see
the characters "echo" on the screen of the system you're typing on
unless you set the duplex to "half" or "local echo".)

If you see blocks or squiggles instead of the characters, it probably
means a baud rate mismatch.

On the other hand, since you seem to be able to command the ST to
start a transfer by clicking Receive File on the PC, perhaps the baud
rates are OK after all.

Are you using the same File Transfer Protocol on both terminal
programs..? Zmodem, Xmodem, etc..?

With "no flow control" set on BOTH ends, the basic null modem cable
you described should work just fine, as long as the transfer speed
isn't set too high.

This is one of those things that "should work"...

BobR

1223. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:41:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0106301739520.17780-100000@hal.pp.fishpool.fi>
Source record: 44287

On Sat, 30 Jun 2001, Uwe Seimet wrote:

> Martin-ï¿½ric Racine wrote:
> >
> > On Sat, 30 Jun 2001, Uwe Seimet wrote:
> >
> > > AHDI does not support something like that in general, in particular not
> > > for SCSI drives. As far as I remember AHDI can only spin down the IDE
> > > drive of a Stacy, but not by using the drive's regular power management
> > > functions but by simply powering off the drive.
> >
> > The Stacy has no IDE drive, it uses normal SCSI drives thru a
> > special ACSI-to-SCSI adapter; the same used inside the MEGA-STE.
>
> Ah, yes. So either the SCSI drive was shut down by AHDI manipulating the
> power supply by software or it was not the Stacy at all but the Falcon
> with its internal IDE drive. Actually it was long ago when I had a look
> at that, so I'm not sure about the details anymore.

Stacy _did_ come with a special AHDI version designed to spin
down the drive, turn off the backlight, then the LCD itself as
power-saving methods. MACCEL supported it.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1224. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:44:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106301438430.105-100000@Hades060>
Source record: 44198

On 30 Jun 2001, Jo Even Skarstein wrote:

> I'd rather improve these than converting tokenized files. The latter are
> generated by the disgusting GFA editor (the #1 reason why I never learnt
> GFA properly), while LST-files can be generated and edited by any
> text-editor.

Indeed. There are a few advantages to the token format since a
specific token can distinguish various command syntax especially
with some commands that have multiple formats within the one
command. The downside is the editor for sure.

There is a solution for the editor now, so gfa coders can code
with QED if they like and toss the old edtior in the trash if they
so wish. Announcement coming shortly about this new sloution in
another post.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1225. GFA-Basic Challenge has ended

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:46:37 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106301444340.105-100000@Hades060>
Source record: 44294

```
The contest on my web site has come to and end.
See my web page for details.
Link is just below. ;-)

_____________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

1226. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 14:55:23 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106301449450.105-100000@Hades060>
Source record: 44197

On Sat, 30 Jun 2001, Djordje Vukovic wrote:

> If such a feat is achievable, wouldn't it be possible for such a person
> to modify Gfa editor so that it acts as a preprocessor to compiler: to
> digest ASCII listing and automatically spit out a Gfa file- and vice versa;
> more-less similar to what you proposed on your site? That is- to modify the
> editor so that its already existing capabilities are activated, so to say,
> "from outside"?

The winner of my contest submitted a lst2gfa program, it's just
one extra step during the compile phase. In a sense the token
format has become a tempory file as of today, gfa coders
can now keep there source files as ascii.

The conversion does add some extra time to compile, but it's better
than nothing. Anyone interested in this can have a look at my
website.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1227. FT: Dreamcast system w/5games for nice jaguar setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 15:02:58 UTC
From: "L. Rodriguez" <pilot77@spininternet.com>
Message-ID: <B7635452.3BD5E%pilot77@spininternet.com>
Source record: 44283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc

I have a Mint dreamcast that I've used maybe 12 times since I bought it new 6 months ago. Original box & docs. included. 5 games: sega rally racing, flag to flag racing, blue stinger, NFL2K and Crazy Taxi. Also includes a 200 block memory card. If anybody has a nice Jaguar setup that they would like to trade please let me know what you have. Im looking for a good tradeup like a Jag with the CD player and games or something like that, Let me know what you have. Please e-mail me the info. at: pilot77@spininternet.com

Thank you!

1228. Re: ROM based ethernet adapters

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 16:33:41 UTC
From: Guido Lehwalder <guido@lehwalder.de>
Message-ID: <9hl57b.3vs7qt3.1@ID-8180.user.dfncis.de>
Source record: 44288

ekaljuma@mtsac.edu (Galen) wrote in
news:926a9946.0106291032.659807d7@posting.google.com:

>> That said, unless I have read the page wrong, there doesn't seem to be
>> any of these devices available any longer.
>>
>> Is this correct?
>>
> That's how I understand it. :-(
>>

Hi,
I did search here in Germany for such an adapter... but no luck
in the stores to get a Genius E3000II :-((
In a french Msg on www.deja.com I find out that a Accton EN2209
also has a RealTek 8012.... but this isnt no longer pruduced :-((

Now I found on the germn Ebay a ESCOM kt58-2209 (ESCOM which was a short
time the owner of AMIGA) and this work with the drivers for a Accton EN2209
and looks like one (should one be).

Now iam trying to get the ROM-POrt Adapter (from Elmar) and then I want
to use EtherNet with my Falcon :-))

Hopefully there will be a new EtherNetAdapter for the ATARIs without a VME-
Bus or ASCI....

Bye
Guido.

1229. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 16:44:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3E01D4.30A87ABE@seimet.de>
Source record: 44289

Martin-ï¿½ric Racine wrote:

> Stacy _did_ come with a special AHDI version designed to spin
> down the drive, turn off the backlight, then the LCD itself as
> power-saving methods. MACCEL supported it.

Fine. So as a probably final answer to the initial question about spinning down drives with AHDI it can be said that AHDI only supports this for the Stacy and the STBook and that probably MACCEL is also required for this. I remember that there was a CPX included with MACCEL in order to set this up.

For other machines AHDI or other software from Atari does not supply spin-down control. The reason for this is quite simple: Spin-down control as it is done by AHDI for the Stacy and the STBook is not a proper solution that uses the appropriate SCSI or IDE commands for spinning down/up the drive but uses a quite dirty proprietary solution that fiddles with the drive's power supply. IDE or SCSI commands would have worked for any kind of device, because this solution would have been compliant with the corresponding standards.
The lack of a proper spin-down/up mechanism is one of the issues addressed with the XHDI software interface (http://www.seimet.de/files/atari/xhdi-130.zip), which is supported in different levels of compliance by HuSHI, CBHD and HDDRIVER. XHDI not only allows to write driver-independent software for spinning down/up drives but also offers a lot of other useful functions. MiNT, for example, uses XHDI to access Minix and ext2fs partitions. Jinnee and Thing use XHDI for ejecting media from the desktop etc.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1230. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 17:24:04 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <mznjB1v0sgP7Ewq6@my-ste.demon.co.uk>
Source record: 44290

In article <290620012216114521%sinclap@nospam.net>,
sinclap@nospam.net writes:

>In article <tjfqd5m9fii313@corp.supernews.com>, RobM
><rmahlert@charter.net> wrote:
>
>> Time for a new poll.. any suggestions for the question?
>
>Will sinclap prevail?

Hmm, lets guess the results of that poll shall we.

Everybody else vote no and you pick don't know?

Or would it be more like:

Everybody, including yourself, vote no and there are no votes for
yes/don't know?

Or will sense prevail and those picking the next voting topic decide to
do the only sensible thing and ignore you like all the other trolls and
troll-wanabees [1] that pop up now and again?

[1] Apologies to any trolls and troll-wanabees for lowering you to the
level of Sinclap

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

1231. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 18:19:27 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3E17C4.7B7283D1@ataritimes.com>
Source record: 44291

Bob Retelle wrote:

> This is one of those things that "should work"...

Tell me about it. Ok. Here the latest:

I know the cabling is good because I'm using premade, non-hacked cables.

On the PC side, I can type and the characters will appear on the ST.

On the ST side, I can type and the characters WILL NOT appear on the PC.

On the PC side I can start a transfer (using Zmodem) and the ST will pop up with a file dialog box. I send the file, and the PC eventually says that the connection timed out.

So, I'm concluding that maybe the ST's serial port is messed up, which wouldn't surprise me one bit. It can recieve, but it can't send.

Any ideas left?

--
Greg

=-=-=-

1232. Re: What CPU would you like to see used

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 18:27:46 UTC
From: vdjole@EUnet.yu
Message-ID: <9hl5mvatg1@news.eunet.yu>
Source record: 44292

On 29 Jun 2001 16:17:27 , Lonny Pursell wrote:

>> That would have to be a complete rewrite. I know that there are people
>> around that can disassemble a 100k binary, comment the code and improve it
>> (Hi Ozk!), but I'm not sure if I would do that with a compiler...
>Such work has begun on the old GFA Editor, no it won't be GEM'ified
>if that is what anyone things. It will have some of it's more
>annoying problems fixed though, so that less patches and such
>are needed. Some rather smart chap sent me the full source
>which indeed compiles, how he managed to fix all the jump tables
>is truley amazing to me.

If such a feat is achievable, wouldn't it be possible for such a person
to modify Gfa editor so that it acts as a preprocessor to compiler: to
digest ASCII listing and automatically spit out a Gfa file- and vice versa;
more-less similar to what you proposed on your site? That is- to modify the
editor so that its already existing capabilities are activated, so to say,
"from outside"?

cu

1233. NONE

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 18:37:13 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1105_993926233@macdonal.cfc.dnd.ca>
Source record: 44293

On 20 Jun 2001 22:25:46 -0700, in comp.sys.atari.st you wrote:
> Stock Falcon 14Mb
> 1040STE 4Mb
> 2 Jaguars
> 2 Lynxes
> Also emulate with Gemulator and MagicMac
> Galen
STock Falcon 4MB (waiting for CT60)
Nemesis Falcon 16MB w/ Mario Becroft keyboard/mouse adaptor (waiting for TempeST)
CT2 Falcon 68MB w/ Mario Becroft keyboard/mouse adaptor
MegaSTe 4MB (waiting for Mario Becroft Video/Ethernet adaptor)
1040STe 4MB w/Mario Becroft IDE, keyboard/mouse adaptor, serial upgrade
Portfolio
Have tried and do not like emulation
ken

1234. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 18:47:34 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <lUbTIm2G7hP7EwZ1@my-ste.demon.co.uk>
Source record: 44196

In article <3B3E17C4.7B7283D1@ataritimes.com>,
Gregory D. George <greg@ataritimes.com> writes:

>Bob Retelle wrote:
>
>> This is one of those things that "should work"...
>
>Tell me about it. Ok. Here the latest:
>
>I know the cabling is good because I'm using premade, non-hacked cables.
>
>On the PC side, I can type and the characters will appear on the ST.
>
>On the ST side, I can type and the characters WILL NOT appear on the PC.
>
>On the PC side I can start a transfer (using Zmodem) and the ST will
>pop up with
>a file dialog box. I send the file, and the PC eventually says that the
>connection timed out.
>
>So, I'm concluding that maybe the ST's serial port is messed up, which wouldn't
>surprise me one bit. It can recieve, but it can't send.
>
>Any ideas left?

Since you haven't mentioned if, have you remembered to install HSMODEM?
There are a few (?) bugs in the serial port handling routines that it
fixes.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 384Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

1235. Re: CD Writer Setup

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 18:50:57 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1106_993927057@macdonal.cfc.dnd.ca>
Source record: 44295

On Wed, 27 Jun 2001 09:10:04 -0000, Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> From: epkerha@epk.ericsson.se (Erik Hall)
> Date: 26 Jun 2001 11:04:53 GMT
> >>>>I'd been thinking about a Yamaha CDRW earlier this year, but was put
> >> I've heard quite a lot of stories of Yamaha CD writers failing, so I think
> >I have used Yamaha CD writers for very long at home (in my Hades and Falcon)
> >and at work, never got any problems with them.
> Yamaha CDR400T or whatever it is working well here too (Falcon), however,
> Harry was originally asking about CDRW drives.

I have a Yamaha 6416CDRW and a Yamaha 8424CDRW, and have no problems with them!?
using extendos gold and cdwriter suite
ken

> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

1236. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 19:06:52 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3E22E1.9F5AFF3F@ataritimes.com>
Source record: 44199

David Bolt wrote:

> Since you haven't mentioned if, have you remembered to install HSMODEM?
> There are a few (?) bugs in the serial port handling routines that it
> fixes.

I'm using some serial fix... SERFIX.PRG or something like that. I can't remember.

With my current situation, I may not be able to get HSMODEM to copy anyway.

All this would be so much easier if Atari put a floppy drive in their system... Oh wait... A floppy problem is the reason I'm doing this in the first place. Silly me.

Maybe it's time to get a Falcon. How much do they go for thesedays? And is it possible to use a SCSI hard drive that was already formatted with ICD software to work with it? Does STOS work?

--
Greg

=-=-=-

1237. PC Keyboard/Mouse with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 19:27:26 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3E27B4.12D85E55@ataritimes.com>
Source record: 44203

Can anyone point me to a url where someone has done this? I've got a KVM switch and a gizmobox to allow my ST to use a standard PC monitor (in hi res mode only) and it'd be cool to have control of my two PCs and one ST all on the same Keyboard, Monitor, and Mouse.

Anyone done this?

--
Greg

=-=-=-

1238. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 20:48:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <6t9sjts1qiv707c2bfacmjvva4eead3f4f@4ax.com>
Source record: 44204

On Sat, 30 Jun 2001 18:19:27 GMT, "Gregory D. George"
<greg@ataritimes.com> wrote:

>Bob Retelle wrote:
>
>> This is one of those things that "should work"...
>
>Tell me about it. Ok. Here the latest:
>
>I know the cabling is good because I'm using premade, non-hacked cables.
>
>On the PC side, I can type and the characters will appear on the ST.
>
>On the ST side, I can type and the characters WILL NOT appear on the PC.
>
>On the PC side I can start a transfer (using Zmodem) and the ST will pop up with
>a file dialog box. I send the file, and the PC eventually says that the
>connection timed out.
>
>So, I'm concluding that maybe the ST's serial port is messed up, which wouldn't
>surprise me one bit. It can recieve, but it can't send.
>

Argh... sounds like a good conclusion.

>Any ideas left?

One thing to try is a "wrap" test to see if you can "echo" characters
back into the system.

Since you have the null modem cable, the easiest way to do this would
be to take a short piece of wire and plug it into pins 2 and 3 on one
end of the cable. That will short Transmit to Receive, and will
"wrap" the transmit signal back into the receive pin.

Plug the other end of the null modem cable into the ST and type on the
keyboard. You should see the characters you type echoing back on the
screen.

To verify the test, try it on the PC.

As long as you have flow control set to OFF or NONE, whatever you type
on the keyboard should be sent out the transmit pin, and then sent
back into the receive pin by the shorted pins 2 and 3 on the cable.

If it works on the PC, but not on the ST, it does indicate a problem.

(Be sure you have pins 2 and 3, not the ones at the other end of the connector. If it doesn't work right away, especially on the PC, try the second and third pins on the other end of the connector on the cable.)

If you have a voltmeter, try measuring the voltages coming from the STe's power supply. Generally the red wire should be +5 volts, and the yellow should be +12 volts.

The power supply can be another common failure point which can cause seemingly unrelated failures like you've been seeing.

BobR

1239. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 21:18:58 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3E41D7.469D9B7E@ataritimes.com>
Source record: 44205

Bob Retelle wrote:

> >Any ideas left?
>
> One thing to try is a "wrap" test to see if you can "echo" characters
> back into the system.
>
> Since you have the null modem cable, the easiest way to do this would
> be to take a short piece of wire and plug it into pins 2 and 3 on one
> end of the cable. That will short Transmit to Receive, and will
> "wrap" the transmit signal back into the receive pin.

Right... The ole loopback test.

Thanks to your suggestion, I've now tried that. Worked on the PC, but not on the ST.

> If it works on the PC, but not on the ST, it does indicate a problem.

%$#@#!

> If you have a voltmeter, try measuring the voltages coming from the
> STe's power supply. Generally the red wire should be +5 volts, and
> the yellow should be +12 volts.
>
> The power supply can be another common failure point which can cause
> seemingly unrelated failures like you've been seeing.

Hmmm... Would the PS have anything to do with the serial port, floppy, or cause the video to go weird?

I'll have to borrow a multimeter from work and see what happens.

Thanks,

--
Greg

=-=-=-

1240. Re: Installing AHDI

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 21:36:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993985872-191978AEicMi@lineone.net>
Source record: 44222

Hi Hallvard

>> Once youve 'installed' the driver with the correct utility you are
>>free to replace the driver by just dragging it into the root of C:.

>You mean, simply renaming the "AHDI.PRG" (version 6.061) to
>"SHDRIVER.SYS", replacing the existing "SHDRIVER.SYS" (version 5)
>already there?

Bullseye.

>There's no version specific installation then?

In this case no, ive done it like this many a time and its worked, but
if you manage to obtain the installer then the 'correct' method should
be used.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1241. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 21:45:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993985874-192498AEicMi@lineone.net>
Source record: 44223

Hi knob breath

>> Time for a new poll.. any suggestions for the question?

>Will sinclap prevail?

It will if you dont start the injections quick-smart.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1242. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 22:42:16 UTC
From: bindon@madasafish.com
Message-ID: <tjsle8j5f17g2b@corp.supernews.com>
Source record: 44206

Hi

>Hmmm... Would the PS have anything to do with the serial port, floppy, or cause the
>video to go weird?
>
>I'll have to borrow a multimeter from work and see what happens.

Yeah, could do as the serial port needs 12v for the line drivers I think,
or does that TL492 provide this as it needs to have 12v and -12v. Well
not sure, don't have the schematics of the ST to hand. However I'd check
the power with that mulitmeter. The caps on the PSU after lots of heat
can go bad and sort of crystalise and alos check joints at these caps.
They're the big high voltage ones, two of 'em. However also power of the
PSU and leave it for some time to let them discharge, or if you like to be
daring like me, get a well insulated screwdriver and put it across the
contacts. This doesn't do them too much good but a few times won't hurt :)

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

1243. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 22:56:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hllfqjej1@snipp.uninett.no>
Source record: 44207

Lonny Pursell <fatal@syntax.error> wrote:

> There is a solution for the editor now, so gfa coders can code
> with QED if they like and toss the old edtior in the trash if they
> so wish. Announcement coming shortly about this new sloution in
> another post.

If there are parsers out there then this could be the first step to
convert GFA-sources to either C or 68k. If one could use a GFA->C
preprocessor then one could use GFA-basic on virtually any system out
there.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1244. Re: MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 23:25:04 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0106301525.7cf7e466@posting.google.com>
Source record: 44209

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote in message news:<3b3cb68023be230@pandora.be>...
> on Thu 21-06-2001 22:07 Jeff Armstrong wrote:
>
>
> >I'd like to see it since I do like MyMail, but you have some dumb-ass
> >"no Microsoft browser" page so that I can see your homepage.

Actually, since using my girlfriends M$ computer, I have discovered many pages that won't allow IE to work. Other pages that just won't work.

Those pages with tricks usually link to other browsers.

Sorry to hear someone is upset that they can't get a page with M$ products. Unfortuneately on the internet, M$ is not so compassionate when the problem is reversed.

Lets just stick to standards.

I am always happy if it works with CAB;-).

I am happiest using Atari software myself.

However, I use Netscape on the Pentium when MS products fail to deliver, or are hampered by their own custom code.

1245. Re: What CPU would you like to see used in an Atari clone?

Newsgroup: comp.sys.atari.st
Date: 2001-06-30 23:57:01 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106302351260.87-100000@Hades060>
Source record: 44213

On 30 Jun 2001, Jo Even Skarstein wrote:

> If there are parsers out there then this could be the first step to
> convert GFA-sources to either C or 68k. If one could use a GFA->C
> preprocessor then one could use GFA-basic on virtually any system out
> there.

Ended up with a nice little lst2gfa conversion tool, however since
it's based on a dis-assembly of the original editor, it's a mess
of undocumented asm code. It's a small step closer, the editor
is like 1meg of asm code, where as this tool is only 130k of
asm code.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1246. Atari SC1224 Color Monitor on Ebay!!!

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 00:15:33 UTC
From: music@kreed.com
Message-ID: <FYt%6.619$wX6.2400074789@news.onr.com>
Source record: 44210

I have a great color monitor up for auction using Ebay check it out at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1250456988&r=0&t=0&sh
owTutorial=0&ed=994287989&indexURL=0&rd=1

If the above url doesn't work go to

#1250456988

Good Luck

1247. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 02:46:42 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tju67rj2mckhf5@corp.supernews.com>
Source record: 44225

Hallvard,

try http://images.google.com.. Search for Atari. You might find what you
are looking for.

BTW.. what exactly is this FAQ you are working on?

Rob
webmaster@atari-users.net
http://www.Atari-Users.Net

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1evujs7.n22958vw9gxsN%x@x.xx...
> I need some pictures of the Atari ST for illustrative purposes in an FAQ
> I'm working on.
>
> Either pictures of the machine itself, or drawings. Preferrably as
> seeing the machine from the top.
> Anyone got any or know of any sources on the net I can download from?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

1248. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 02:56:08 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3E90DB.1AC4EE7D@ataritimes.com>
Source record: 44212

Hallvard Tangeraas wrote:

> I need some pictures of the Atari ST for illustrative purposes in an FAQ
> I'm working on.
>
> Either pictures of the machine itself, or drawings. Preferrably as
> seeing the machine from the top.
> Anyone got any or know of any sources on the net I can download from?

Ebay is a great source for stuff like that!

Or, you could try:
http://images.google.com/images?q=atari+st

--
Greg

=-=-=-

1249. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 04:36:27 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <fNx%6.173275$ff.1343998@news-server.bigpond.net.au>
Source record: 44214

ill go take a picture of mine now...

1250. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 07:59:30 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <vPs%6.329$bl.16323@news.siol.net>
Source record: 44208

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tjsle8j5f17g2b@corp.supernews.com...
> Hi
>
> >Hmmm... Would the PS have anything to do with the serial port, floppy, or
cause the
> >video to go weird?
> >
> >I'll have to borrow a multimeter from work and see what happens.
>
> Yeah, could do as the serial port needs 12v for the line drivers I think,
> or does that TL492 provide this as it needs to have 12v and -12v. Well
> not sure, don't have the schematics of the ST to hand. However I'd check
> the power with that mulitmeter. The caps on the PSU after lots of heat
> can go bad and sort of crystalise and alos check joints at these caps.
> They're the big high voltage ones, two of 'em. However also power of the
> PSU and leave it for some time to let them discharge, or if you like to be
> daring like me, get a well insulated screwdriver and put it across the
> contacts. This doesn't do them too much good but a few times won't hurt
:)
>

Better yet, find the nearest 1K/1W or similar resistor in your drawer and
put it on the cap.
I will discharge it in a second or two with no arcing.

Regards,

Branko

> Lyndon Amsdon
> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy
> Website: http://www.lyndonamsdon.co.uk/
>
>

1251. FS. GENLOCK for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 08:10:39 UTC
From: Jos Vlietstra <joolie@superweb.nl>
Message-ID: <9hmlhcsem1@nereid.worldonline.nl>
Source record: 44215

Hi
Anybody interested in a MegaST plus Genlock device with software ?
Fully working !
Mailto: jo.vlie@12move.nl

1252. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 09:11:57 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3EE95D.76AE6A00@seimet.de>
Source record: 44216

Hallvard Tangeraas wrote:
>
> Thanks for the comments everybody.
>
> So it looks like there's no universal ACC or CPX module which will do
> this with any harddisk driver?

Yes, exactly.

> I'm particularly interested in CPX modules as you don't have to worry
> about the limitation of 6 (I think) ACCessories.

You cannot do this with a CPX because a CPX won't be able to do the
timing, which is required. (I may not be completey right about this, but
basically my statement is correct. I thought about writing a CPX in
addition to my accessory a long time ago, but this is not possible.
There are several things that cannot be done by a CPX, this is one of
them.)

>Perhaps someone into programming could turn it into a CPX module as well
>as an ACCessory? It's only 77 lines long and the comments say it should
>work with SCSI and IDE drives.

I bet it will not work for ATAPI devices or the Milan. This may not be
relevant for but you can write software that is definitely
hardware-independent is by using the XHDI or SCSI Driver software
interfaces which are at least partially supported by the current (hard
disk) drivers for the Atari.

> By the way: what is actually the difference between the various harddisk
> drivers out there? How does the user notice any difference? Speed?

There are lots of differences. Speed is only one issue here. But you
also get a bunch of additional software for parking drives, ejecting
media, configuring drives, partitioning drives so that you can exchange
data between the Atari and PCs running Windows or Linux without
additional software and much more.
Just download the demo version of HDDRIVER or have a look at the website
(http://www.seimet.de/hddriver_english.html) and compare the features
with what you get with AHDI. You will notice a tremendous difference.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1253. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 09:23:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3EEC19.BA856F26@seimet.de>
Source record: 44217

Hallvard Tangeraas wrote:

> I see. But there must be other solutions available which don't use
> "dirty" shortcuts.

Yes, namely those, that are based on XHDI or the SCSI Driver interface.
These solutions are clean and independent from the platform. They even
work on the Milan with a PCI SCSI card, because the driver for this card
supports the SCSI Driver interface.

> I must have misunderstood something here, because I thought XHDI was
> something to be installed on the machine and could then make these
> features available. Not so, as the package only included a .TTP file and
> loads of text files. Apparently something for programmers and not a mere
> user such as myself.

XHDI is a software interface that is a part of the hard disk drivers
CBHD, HuSHI and HDDRIVER. The TTP file and text files you are referring
to are some tools and the XHDI documentation. BTW, this is also what the
text files say ;-).

> I also found "SCSIDRV.TOS" at your site (can't remember if it was at
> your site or just linked from there), but this didn't help either. More
> of the same technical documentation etc.
> What's all of this?

That's the technical information of the SCSI Driver software interface
version 1.01, which is supported by HDDRIVER and the PCI SCSI driver for
the Milan. This software interface and/or the XHDI software interface
gives a software developer all he needs in order to access any SCSI (and
with HDDRIVER also ATPAPI and IDE) peripheral in a platform-independant
way. Otherwise the developer would have to write new code for each new
piece of hardware, e. g. PCI SCSI or IDE of the Milan. Have you ever
wondered why software like the SPIN! CD ROM driver runs on the Milan and
supports ATAPI and SCSI CD-ROM drives connected to the Milan even though
SPIN! was written before the Milan hardware was available? That's
because SPIN! uses XHDI and the SCSI Driver and is thus
hardware-independent. It will also run on new Atari clones (even though
in my opinion there won't be any), provided that a SCSI Driver will be
available for them.
Actually there is no magic in this, other computing platforms work this
way as well. All that's required is the low level driver (which is the
SCSI Driver) for your bus hardware.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1254. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 11:59:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994057416-73195AEicMi@cwcom.net>
Source record: 44153

From: Uwe Seimet <us@seimet.de>
Date: Fri, 29 Jun 2001 12:49:04 +0200

>> I'm wondering now if there is some corruption in the NVRAM actually.
>
>Note that there are no data in the NVRAM that have any influence on the
>driver installation. The NVRAM only contains well known data and the

Thanks, that will save me a visit to the Centek NVRAM reset utility :-)

>If this only happens with the CT2 card you should ask Rodolphe Czerba
>for assistance. BTW, HDDRUTIL does not contain self-modifying code and
>is definitely compatible with the 68040 and 68060. It's almost
>completely written in C (Pure C).

It's quite bizarre that this /used/ to work, I only noticed this problem
after installing the latest version of HDDriver, but of course the problem
might have been caused by something else. Incidentally, I had to return to
this earlier version because of fatal system crashes when copying largish
(1MB or so) files from SCSI.

One of those mysteries I suppose!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1255. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 12:11:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994057418-73708AEicMi@cwcom.net>
Source record: 44154

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Fri, 29 Jun 2001 23:30:13 GMT

>>I know that's pretty much the only way, but I was hoping someone out
>>there knew a better way?
>
>There are two programs that come to mind. One is Ghostlink. It requires
>a Null Modem cable and comes with a program for the PC as well as one
>for the ST. The other is PARCP. It does it's think use the parallel
>printers and needs a special cable. I bought the cable from the author

I bought a cheap cable from a computer fair after checking that the plugs
could be opened (ie not moulded). It's only a question of swopping two of the
wires around in one of the plugs.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1256. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 12:15:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994057420-74188AEicMi@cwcom.net>
Source record: 44155

Hi Ken,

>Sorry for the late reply to this, but I've been out of town for the last
>week. Company training for supervisors. <G>
>
>> I emailed that unpacker to you days ago Ken, no sign of it yet?

OK, let me know if you want a repost of it :-)

>> On an SLM-related issue, I've written a couple of times in this area or in
>> c.s.a.tech about powering the controller seperately from the laser - means
>> that you can still use your Atari without that jet-engine noise! The

>Ah, yes, the "Phantom of of the Laser" kit from Widgets by Decker. That's
>at
>least one of the kits that used to be out there. I installed it years ago,
>and it's still going strong.

My home-made solution was much cheaper, although not as pretty! ;-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1257. Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 12:32:19 UTC
From: danap8@aol.com
Message-ID: <20010701083219.07749.00001593@ng-cs1.aol.com>
Source record: 44224

A-ONE #0326 06/29/01

~ Classic Gaming Expo! ~ People Are Talking! ~ MagiC SDK News!
~ Aimster Suit Stays! ~ JagFest 2K1 Is Here! ~ AdMail Not Spam?!
~ CCAG 2001 Show Time! ~ AniPlayer Update! ~ Freelancers Win!
~ Napster Request Denied ~ Atari Users Net Poll! ~ Prevent Web Ads?!

-* Microsoft Split Order Turned *-
-* Internet Sales Tax Battle Continues *-
-* EarthLink Follows AOL's Lead, Raises Price *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/_0_/ _0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ _____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

1258. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 12:44:54 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <aXE%6.174356$ff.1352738@news-server.bigpond.net.au>
Source record: 44227

unfortunatly the whole powersupply was thrown out many years ago..

but its pretty easy to get another one here, frequently there are old ST's down at my local recylcing facililty and you can test them and take them away. 99% of the time they are working too..

1259. GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 12:54:33 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B3F1D88.5F644C11@ctos.com>
Source record: 44228

Is there a GDPS driver available for an old HP Scanjet IIp?

If so, where can I find it?

Thanks,

Ken Springer

1260. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 14:27:45 UTC
From: ebaiz@skyenet.net
Message-ID: <BrG%6.8102$ua3.1443@newsfeed.slurp.net>
Source record: 44229

On 1 Jul 2001 01:19:02 G, Hallvard Tangeraas wrote:
>I need some pictures of the Atari ST for illustrative purposes in an FAQ
>I'm working on.
>
>Either pictures of the machine itself, or drawings. Preferrably as
>seeing the machine from the top.
>Anyone got any or know of any sources on the net I can download from?

If you do not get what you want, email me. I have a 520, 1040 and
1040STe. I also have a scanner and a digital camera.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1261. Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 14:30:20 UTC
From: Kevin Saturna <saturna@efn.org>
Message-ID: <9hnc5s$cg9$1@news.efn.org>
Source record: 44230

Atari Enthusiasts,

I'm thrilled to be able to join in here. About 13 years ago I used to love to use my friend's Atari ST whilst staying at his house in the country.

There were two games in particular I enjoyed playing, when not using the MIDI software.

One was Dungeon Master. That was easy to identify.

The next one I cannot for the life of me remember the name of. I'm hoping someone here can help!

The title/startup screen, it seems to me, showed some kind of vehicle and underneath was the title of the game, and the writing was large and appeared like metal with rivets in it.

The game play involved driving a lot down the highway and you buy all sorts of items to soup-up your vehicle. There were also parts where you would leave the vehicle and go inside buildings where you had a gun and would I think try to collect money and things. I think there were green blobs on the floor that you had to be sure not to touch and red or orange barrels.

The driving scenes I believe were vertical going from the bottom to the top.

That's about as much as I can remember.
Thanks for any help identifying this game!

---Kevin
--
** ** ** ** ** ** T ** O ** P ** I ** S ** R ** E ** A ** L ** ** ** ** ** **

1262. Adam Klobukowski

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 15:09:26 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107011507500.94-100000@Hades060>
Source record: 44233

You wrote me with a request, but apon reply it bounced.
If you read this I need a correct email address to reply to.
Thanks.

--
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1263. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 18:49:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3f7e306009d92@pandora.be>
Source record: 44231
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/upx120a.zip (189.897 bytes)
(advanced executable file compressor)

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-216.zip (1.168.427 bytes)
( media player, QuickTime Movies (MOV), Video For Windows (AVI), Autodesk Animator
(FLI/FLC/FLH),
MPEG 1/2 (MPG), Interactive Video QuickTime VR (MOV with mouse control), Sounds Audio
Visual Research (AVR),
Microsoft RIFF-WAVE (WAV), Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS),
Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3), JPEG pictures.
French/Dutch/German/English/Polish version)

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (391.944 bytes)
((Very nice French editor. Multicolorated syntax support,
[C , C++, HTML4, Javascript etc.] Supports also GEMTIDY and PCstudio. French only)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/ZX_Spectrum/artemis.zip (121.828 bytes)
(An old ZX Spectrum emulator. Not as good as Zx_Sp 2.07
Including two games.)

**game**
ftp://chapelie.rma.ac.be/atari/game/milanopo.lzh (154.711 bytes)
(GEM-"Monopoly" for ST computers. Including source code in GFA Basic.)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdial49.zip (57.145 bytes)
```

(Dialer interfaces for STik2)

ftp://chapelie.rma.ac.be/atari/internet/stik2/qdl49src.zip (70.026 bytes)
(sources of qdialer)

mathematics
ftp://chapelie.rma.ac.be/atari/mathematics/eurka107.zip (795.304 bytes)
(Grapheur 2D, Modeleur 3D. 2D Graph Describer, 3D Modeller)

multitasking
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/winfrxgm.tos (173.836 bytes)
(Windframe is a small program that's utilised by MagiC for displaying
windows to make it possible to personalise the graphic interface.
C'est un petit programme qu'utilise MagiC pour afficher ses fenï¿½tres.
Grï¿½ce ï¿½ lui on peut personnaliser ï¿½ loisir son interface graphique.)

programming
ftp://chapelie.rma.ac.be/atari/programming/gslib02.zip (120.358 bytes)
(GEMScript protocol for WinDom applications)

ftp://chapelie.rma.ac.be/atari/programming/pcstudio.zip (280.692 bytes)
(GEMScript protocol for WinDom applications)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/caveman.lzh (49.659 bytes)
(Caveman translates English to a caveman-like language. Editable
dictionary. First release. Now includes source code in GFA Basic.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1264. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 19:26:04 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9hnths$3op$1@newsreaderm1.core.theplanet.net>
Source record: 44232

Technocop ?

Grazey

--
PHF Assembly Coders http://phf.atari.org
D-Bug ST Hackers http://dbug.atari.org
ICQ 12766915

1265. Re: Problem: TT030, SLM 804, and DynaCADD - SOLVED!!!!!!

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 19:46:59 UTC
From: Veronica Coats <rccola@ctos.com>
Message-ID: <3B3F7E33.9CB8B5FE@ctos.com>
Source record: 44234

Derryk,

> > Look for a link to the last version of the Diablo emulator plus a CPX to
> > control it on the pages of either Christian Felsch or Julian Rescke (sp), I'm
> > afraid that the exact details are stored on a server some miles away from
> > here.
>
> I hate to day it, but the names mean nothing to me. If you don't know
> the URL's, I'll try a web search on them this weekend.
>

Found it. Thanks.

Ken

1266. As the Walrus said...

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 20:24:58 UTC
From: Robert Huggins <hug@planetmail.nonsense.net>
Message-ID: <uGL%6.546$w24.795653@typhoon.columbus.rr.com>
Source record: 44191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The time has come for me to admit that I'm not going to be able to make use of my Atari stuff anymore. I ran out of space to have it setup a long time ago and I am now running out of storage space.

I have a *lot* of ST and 8-bit hardware, software, and accessories. I've still sufficient fond memories of Atari to want to find a good home for it all and I'm looking for suggestions! I don't really have the patience or energy to sell it all on eBay. If I can't figure something else out, I intend to donate to a local charity (they'll put it in their perpetual garage sale to raise whatever they can). I'd prefer to know that it was going to be used than perhaps pitched in the dumpster if it doesn't sell.

Any ideas about good homes?

Rob
hug@planetmail.net

1267. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 20:54:38 UTC
From: E Norvald Bordal <e-n-bor@frisurf.no>
Message-ID: <994156236-823325AEicMi@frisurf.no>
Source record: 44096

>you might have a wait until MagiC times out
>searching for it. There is a patch to avoid this around, >but I can't remember
>the URL I'm afraid.

I use the patch and can send it to you if you want?

--
Norvald
e-n-bor@frisurf.no
<Atari Falcon>

1268. Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 21:22:47 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9ho4b7v1@news5.svr.pol.co.uk>
Source record: 44151

I have just tried to fit a new Seagate IDE drive into my CT2B Falcon with no result!

It seems that 20Gb is too much for our ancient hardware?

I used HD Driver 8.02 to partition it with 20 odd 1Gb partitions, so far so good, but upon rebooting - nothing happened! No driver on the drive, so back to the floppy, no partitions existed! Tried again but this time I got false readings as to the capacity of the drive and corruption on the screen ensued.

So it was back to the Maxtor 2.1Gb.

The Seagate is the ST320413A model ULTRA ATA.

Any one has any ideas on fitting this? Or is it a case of fitting in the Pegasus when it arrives!?!

Neil :-(

1269. Re: Looking for pictures of the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 21:41:45 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <iSE%6.349$bl.17453@news.siol.net>
Source record: 44226

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:PZx%6.173289$ff.1344673@news-server.bigpond.net.au...
> heres a picture of my old 520StFM the power supply died in it years ago,
so
> i soldered the wires of an Amiga power supply on it. it dosent output
enough
> amperage on the 12v rail so the tv modulator jerks when the drives in use.
> but everything else it fine
>
> excuse the poor quality, i snapshot it on my video camera then captured it
> onto my computer
>
> ive got a TT aswell and some other stuff
>
>

1. Halward has valid email, so you could post the message to him personally.
Binary data, like image are not good thing on usenet.

2. If you still have original PSU unit, maybe it can be repaired. Maybe I
can help. If you want to use external one, I really recommend using PC's
unit over almost anything else. It's cheap, easily replaceable, very
powerfull and of quite good quality.

1270. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:40:58 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b3fa6fa$0$13979@news.zetnet.co.uk>
Source record: 44236

On 29 Jun 2001 00:25:44 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
>Alright, I have CD audio "Direct-to-disk" v2.3A
>
>Extendos is... ExtenDos Pro version 2.3 (1995)

My version of Extendod Pro is 3.3A.

Cheers,
Charles.

1271. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:41:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b3fa6fc$0$13979@news.zetnet.co.uk>
Source record: 44235

On 29 Jun 2001 15:46:08 , "Gregory D. George" wrote:
>What's the easiest way to do this without a floppy? (If you didn't see
>my other post: My sound chip is bad rendering the floppy useless.)
>
>I have a STOS game that is 95% complete, but I need to get it off of the
>ST and onto a PC emulator to finish it. I was thinking of using a
>null-modem cable to connect them together using two terminal programs on
>each end for the transfer. (But I usually don't have much luck with that
>kind of thing.)
>
>I know that's pretty much the only way, but I was hoping someone out
>there knew a better way?

This is a suggestion, with question mark "?":
If you have different email accounts on your ST and PC, zip your source
and email to yourself on the other platform. No hardware expenses involved
:)

I'm about to try this myself, between a TT and a PMac.

YEMD,
Charles.

1272. Re: Kobold does not like my new SCSI drive

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bf$59f$1@plutonium.compulink.co.uk>
Source record: 44238

In message <1T8_6.14537$G25.4416@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>I bought a used 3 gig Seagate external SCSI drive for only $30. It
>works fine with my Hades system. The only thing is that I have to turn
>off Kobold if I want to use it. I cannot copy anything to it when
>Kobold is activated. It is the same situation when I try to copy from
>certain CD Rom discs. I guess it really does not matter since I am
>planning on using the drive for Linux, but I was wondering if anyone
>has any ideas. I partitioned the drive into one big 3 gig partition.
>Could that be the problem?

Are the files you are trying to copy, or their partitions, using long
file names? Kobold pre V3.5 won't handle LFNs. Unfortunately 3.5 was
never ported to English and SySol/Atari Workshop didn't import it even
though I produced a translation; something about V4 coming 'soon' -
that was Autumn 99 and still no sign of it! German version should be
available from ASH.

Also, which hard disk driver are you using? And which OS? I don't know
about Linux, but according to *the* expert, Dr. Uwe Seimet, while
there is no upper limit to a drive's capacity, there is an upper limit
to the partition size: With TOS 1.00-1.02 = 256 MB, TOS 1.04-3.0 = 512
MB, TOS 4.x = 1 GB, MagiC and MiNT = 1 GB or 2 GB if disk formatted
DOS-compatible.

HTH

Regards, /Peter/

1273. Re: Defrag for atari megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bg$59g$1@plutonium.compulink.co.uk>
Source record: 44237

In message <00209f38@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org said:

>> From: metalsky@att.net (Chris)
>> Does anyone know where I can get a defrag utility such as Diamond Edge
>> for my hard drive.
>> Chris.
>
> Yeh, my 1 gig drive might need a bit of defrag work I suppose too.... :)

Why not try HP-Otimizer? Works with LFNs too! It's Shareware or
Freeware. Laterst English version is 2.9 and may be available from
Derryck's web site.

Regards, /Peter/

1274. Re: Bad Sound Chip Help!

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bg$59h$1@plutonium.compulink.co.uk>
Source record: 44239

In message <3B3CA196.E26C647E@ataritimes.com>, greg@ataritimes.com said:

>I'm fairly certain the sound chip in my 1040STe has been toast for
>awhile. I was having problems with the floppy being able to write files.
>Sometimes it would work, other times it wouldn't.
>
>Today I hooked up the sound cable and there's a truly annoying buzzing
>instead of silence. So, I'm pretty sure it's flat dead now.
>
>How difficult is it to replace the sound chip in this system? Is is
>soldered to the board or socketed?

The Yamaha sound chip is soldered in, near the right rear on my
STFM and I think on STE too. Not too difficult to unsolder if you
have approriately small iron and a solder sucker or desoldering
braid. But are you sure you don't have a faulty floppy disk
controller (though your sound buzzing makes that unlikely)?

Regards, /Peter/

1275. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bg$59i$1@plutonium.compulink.co.uk>
Source record: 44241

In message <3b3cc24b$0$13978@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk said:

>>>One of the offline members of the Cheshunt Computer Club has been having a
>>>weird problem with his STE.
>>>
>>>The problem is that when using MagiC v6.01 (Jinnee or MagxDesk) most of
>>>his high desnsity floppies exhibit the "Data on drive may be damaged"
>>>messages when trying to run programs on these disks.
>
>>Does he have an external drive hooked up? I have a 1040STe and I cannot
>>read/write some disks inserted in drive A if I have an external drive B
>>hooked up. When I disconnect the drive B, drive A works just fine.
>
>He didn't have one at the club.
>
>I'm wondering perhaps that MagiC perhaps takes up too many system
>resources for the 1.44Mb clock to work?

Don't think so, I used MagiC 5 with the TUS drive upgrade on my TOS
2.06 STFM with no problems.

Regards, /Peter/

1276. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bg$59j$1@plutonium.compulink.co.uk>
Source record: 44242

In message <0020c0ea@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org said:

>> I am envious of anyone who gets Magic working on their Falcon.
>> I have it on my STs and TT but have never had it work on the Falcon. I
>> get what you get. It doesn't load the magic.ram file I assume and
>> system is halted.
>> Thus I use Geneva on the Falcon.
>> Later Brian.
>
> Strange, what's up with Magic and the Falcon?

Nothing on my Nemesised Falcon - runs fine with Magic 5 and 6!

Regards, /Peter/

1277. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 22:48:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ho9bh$59k$1@plutonium.compulink.co.uk>
Source record: 44240

In message <3B3D7423.897C10B4@seimet.de>, us@seimet.de said:

>> >How would MagiC be able to negatively influence the clock frequency of
>> >the floppy controller, which is set by hardware? Or do I misunderstand
>> >you?
>>
>> Someone suggested that perhaps the mod only just worked on an STE and that
>> adding MagiC to the load on the system tipped it over the edge of
>> non-working?
>
>I simply cannot see how any software (and MagiC is just a piece of
>software) would influence the clock frequency of the floppy controller
>hardware, which is software-independent.

Perhaps he means that MagiC would load the CPU too much and not
leave enough time for the TUS conversion program to execute
properly?

Regards, /Peter/

1278. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 23:02:23 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3fabff$0$13979@news.zetnet.co.uk>
Source record: 44243

Hi Steve!

>>>Have you tried to start TUS_FDC.PRG after Magic has been loaded (from
>>>the start directory of magic or even from the desktop) ?
>
>>No I didn't try that at the meeting, someone else has suggested that
>>too.
>
>What hard disk driver is he using??.

I didn't pay much attention to that, but I'm pretty sure it wasn't
HD-Driver. I doubt that would affect the floppy anyway.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1279. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 23:02:30 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3fac06$0$13979@news.zetnet.co.uk>
Source record: 44244

Hi Lyndon!

>It may make the TOS 2.06 report as TOS 2.00 but I'm sure MAgic is
>compatible with High Density drives. It is a point though and it may be
>something to do with the program not running as it checks the TOS cookie
>and doesn't see 2.06. The only change I see it making is the step rate.

>There are utilites that change the step rate on the fly, like an
>accessoroy. Maybe it's worth checking one of these out and fiddling with
>the step rate, I think it's supposed to be 6ms or 3ms, can't remember.

We won't be able to try this until next meeting anyway. Can someone send
me such a utility to my email please?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1280. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 23:02:34 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b3fac0a$0$13979@news.zetnet.co.uk>
Source record: 44245

Hi Hallvard!

>The strange thing is that all of this seems to ring some bells. I
>believe I also had problems with my 1.44Mb disk drive (when using HD
>disks) only under MagiC, but NOT under plain TOS 2.06
>Very strange indeed!
>I'm desperately trying to find some old email and/or news messages I
>wrote about this, and possibly got some replies/help.
>I will post them here if I find them.

If you do find something, I'd be grateful indeed if you could forward them
also to my email address.

>Atari Launchpad : <http://launchpad.atari.org>

BTW I tried to go to the above address with Cab v2.7 today, but Cab just
displayed the source HTML and didn't display the page properly. There must
be an error somewhere, perhaps Cab doesn't like the Javascript (added by
the server?) at the top of the source?

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1281. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-01 23:18:00 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <9hobhi$6ch$1@news5.svr.pol.co.uk>
Source record: 44152

> >There are utilites that change the step rate on the fly, like an
> >accessoroy. Maybe it's worth checking one of these out and fiddling with
> >the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
>
> We won't be able to try this until next meeting anyway. Can someone send
> me such a utility to my email please?

I blew the dust of and fired up my old STE for this, The first TUS upgrades would only work with Tos 2.06 later they introduced auto folder prgs driva, drivb and drivab that made it work with Tos 1.4 onward driva.prg placed in the auto folder without the HDcookie makes magic work, (well it does for mine) I only found this out a few years after installing the upgrade it is a tiny prog I can post it here or mail it to James who should pay more attention as the question arose on the Zetnet mailing list a couple of years ago where I also solved the problem

1282. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 00:21:39 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <46P%6.2312$697.50350@NewsReader>
Source record: 44146

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tjrg47c9a0s698@corp.supernews.com...
> On 30 Jun 2001 00:11:10 , "bill-singer" wrote:
> >A bit rusty on this but I seem to remember drive A/B TUS programs also.
> >the problem is that Magic makes an STE report to be Tos 2.00 which in
itself
> >is not compatible with the Tus upgrade without the Tus Prgs, Tos 2.06
does
> >not require any
>
> It may make the TOS 2.06 report as TOS 2.00 but I'm sure MAgic is
> compatible with High Density drives. It is a point though and it may be
> something to do with the program not running as it checks the TOS cookie
> and doesn't see 2.06. The only change I see it making is the step rate.
> There are utilites that change the step rate on the fly, like an
> accessoroy. Maybe it's worth checking one of these out and fiddling with
> the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
> Lyndon Amsdon
> --

The switchable clock signal to the floppy controller is not affected by
software
in any way, once the OS has requested a transfer DMA takes over, so your
choice of OS makes no difference to the real transfer mechanism.
However, the step rate (time to move the head from track to track) is
3ms for DD and 6ms for HD. TOS Below VER 2.0 had a default of 3ms
and above was set to 6.

If the step rate is set to 3ms for a HD access then the r/w head will loose
track position and the error will be reported. A simple test is to write a
small file
to a fresh HD disk and read it back, generally it will work fine.

The TUS_FDC.PGR program only sets the HD cookie and does
not trap any system calls, unlike TUS_DRVA ETC that trap a floppy access
and sets the step rate to 6.

I would suggest making sure that Magix is set for a step rate of 6 on the
drive
and all should be ok.

Dave

1283. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 00:24:45 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <_8P%6.2313$697.50350@NewsReader>
Source record: 44147

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b3b76ab$0$13980@news.zetnet.co.uk...
>
> Does know if there was a problem with the driver program or perhaps if it
> is incompatible with MagiC?

What ? A problem with a driver program that only sets a cookie?

1284. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 00:30:26 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <jeP%6.2315$697.50308@NewsReader>
Source record: 44148

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:993928194-93545AEicMi@lineone.net...
> Hi james
>
> >I'm wondering perhaps that MagiC perhaps takes up too many system
> >resources for the 1.44Mb clock to work?
>
> It dont work like that dude. there is no 1.44Mb clock. System load
> wouldnt have that effect on the relevant clock anyway, if that clock
> failed the whole machine would fail.
>

Not on an STE. The clock is from a seperate xtal.

1285. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 02:57:25 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B3FE315.4FB7E29A@greeleynet.com>
Source record: 44149

Derryck Croker wrote:

> I emailed that unpacker to you days ago Ken, no sign of it yet?

I just checked my email program, the unpacker made it. I just haven't
had the time to check it out.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1286. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 04:15:59 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B3FF518.B1C75821@ataritimes.com>
Source record: 44150

Graham wrote:

> dont suppose you could email it ?? Get online with the Atari, email it to
> yourself then get online with the PC... a tad odd I realise but any port in
> a storm :)

Mmm.... It doesn't look like the serial port is working all that great, or I would hook up my modem to it, run my old BBS program, connect to it with my PC, and D/L the needed files.

Oh well. Unless it's the power supply, I'll probably end up getting another ST. It's not likely I'll be doing any soldering with this box, even though some possible solutions have been provided.

Another question I asked earlier:

If I use my exisiting SCSI Hard Drive with a Falcon, would it be able to read the data?

> and where can we find out more about this new STOS game ?

Well, I'd love to give you screenshots and stuff, but... Well. the ST is hosed right now.

I stopped working on it around 1996. I had worked on a number of games, but this one was the closest to being finished. It has a built-in level editor, a built-in screen saver, optional keyboard, joystick or mouse controls, the ability to use .neo or .pi1 files for backgrounds, and random or contest modes. There (hopefully) will be 100 levels.

I could tell you what the game is like to play, but it's an idea I've yet to see anywhere, and I'd hate for it to get copied before I can release it! All I will say is that it is a puzzle game.

:-)

--
Greg

=-=-=-

1287. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 07:10:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B401E57.31464579@seimet.de>
Source record: 44156

Derryck Croker wrote:

> It's quite bizarre that this /used/ to work, I only noticed this problem
> after installing the latest version of HDDriver, but of course the problem
> might have been caused by something else. Incidentally, I had to return to
> this earlier version because of fatal system crashes when copying largish
> (1MB or so) files from SCSI.
>
> One of those mysteries I suppose!

Not really. That's why I say on my web pages that I don't officially
support the Hades and the CT2. (Even though there are no known issues
with the Hades and HDDRIVER 8.) It's just that hardware extensions do
not make the Falcon a more stable machine. The problem you observe is
typical for a machine where the hardware is not working flawlessly
anymore due to a hardware extension.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1288. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 07:18:03 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B40202B.75BE7EAC@seimet.de>
Source record: 44157

Hallvard Tangeraas wrote:

> Oh :-(
> That's a pity, because I really like CPX modules as opposed to
> ACCessories. But if it's not possible I'll just have to take care and
> use CPX modules where I can, and ACCessories where's there's no
> possibility of CPXes.

Yes, exactly. But note that with MiNT and N.AES you can have more than 6
accessories.

> I don't know if it's just that SoftLink is so old and that memory
> management apparently wasn't that much thought of back then, or that the
> ACCessory grabs a lot of memory.

To me this sounds not as if the memory problem is caused by the hard
disk drivers. I guess SoftLink causes this. Hard disk drivers usually
only allocate memory once when they are started and they don't need a
lot of it.

> Would it be possible to build an auto power-down feature inside the
> HDdriver itself, and use the configuration program to set the time
> delay? Maybe the latest version already has this for all I know...

No, this is impossible. For such a feature some kind of timing is
required. In theory HDDRIVER could use one of the ST's timers for that.
In practice this would result in numerous incompatibilities because
other programs already rely on the timers being available for them (and
some timers are used by the operating system anyway). Accessories,
instead, use GEM for timing, which is non-critical.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1289. Re: Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 07:23:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B402168.C9A1F1A3@seimet.de>
Source record: 44158

Neil Chester wrote:
>
> I have just tried to fit a new Seagate IDE drive into my CT2B Falcon with
> no result!
>
> It seems that 20Gb is too much for our ancient hardware?

No, 20 GB is fine. There is no size limit for SCSI drives with the Atari
and the size limit for IDE drives depends on the hard disk driver. With
HDDRIVER IDE drives up to 128 GB are supported.

> I used HD Driver 8.02 to partition it with 20 odd 1Gb partitions, so far
> so good, but upon rebooting - nothing happened! No driver on the drive,
> so back to the floppy, no partitions existed! Tried again but this time I
> got false readings as to the capacity of the drive and corruption on the
> screen ensued.

The false readings are caused by a bug in HDDRUTIL that has already been
fixed with the current version 8.03. This bug is only relevant when
partitioning with a large number of partitions, as you did.
It is possible that your problems with partitioning in general will be
solved with the updated driver version. From my database I see that you
are a registered user. I will send you the update by e-mail. Please tell
me whether this helped.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1290. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 07:28:05 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B402285.89C9769F@seimet.de>
Source record: 44159

xlator@cix.compulink.co.uk wrote:

> Perhaps he means that MagiC would load the CPU too much and not
> leave enough time for the TUS conversion program to execute
> properly?

Which conversion program? Maybe I have missed something here. But
anyway, how could you load the CPU too much? The CPU is always running
with the same (full) speed. And it does multitasking all the time (due
to interrupts).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1291. Re: MyMAIL page 100000 Visitors

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 07:58:19 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9hp9irfpt1@newstoo.ericsson.se>
Source record: 44161

In article <3b3cb68023be230@pandora.be>,
"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> writes:
> on Thu 21-06-2001 22:07 Jeff Armstrong wrote:
>
>
>>I'd like to see it since I do like MyMail, but you have some dumb-ass
>>"no Microsoft browser" page so that I can see your homepage.
>
> Nice trick. I think I'm going to steal that code. Any objection Erik?

No problem !
I will mail it to you.

/Erik Hall

1292. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 09:08:04 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1evw6wu.1hzez5k1qc4xxwN%roughley@vanc.igs.net.invalid>
Source record: 44162

Veronica Coats <rccola@ctos.com> wrote:

> Is there a GDPS driver available for an old HP Scanjet IIp?
>
> If so, where can I find it?
>
> Thanks,
>
> Ken Springer

I have a legitimate copy of Computerinsel's HP scanner driver if you want it for free. The GDPS-friendly driver worked well with my ScanJet 4p, which is now attached to my Mac. The master disk says v1.16, but I remember getting an update from Homa Systems sometime later on.

My TT's monitor went up in smoke a few weeks ago so I can't access it at the moment. I have backups of the hard drive on CD: I'll try and dig up the last installed version of the driver. My TT's scanning days are over, so there's no need for the software anymore -- I'd rather see it in the hands of someone who will use it. Contact me via e-mail (remove the 'invalid' of course) and I'll send it your way.

<< Neil >>

1293. Re: Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 11:21:00 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b405ba3@dnews.tpgi.com.au>
Source record: 44163

How does one go about registering Uwe? I should have done it ages ago;-).

Mark

1294. Re: Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 11:57:22 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4061A2.96457101@seimet.de>
Source record: 44164

Mark Bedingfield wrote:
>
> How does one go about registering Uwe? I should have done it ages ago;-).

Registering is required for those are not yet registered with me and did
not get HDDRIVER directly from me. Usually registering is done with
ordering an update because non-registered users have to send me their
original driver disk anyway for updating and/or registering.
A general note: The original floppy disk is the only proof that you have
a legal copy. BTW, it is said but I observe that there is an increasing
number of users that do not use legal copies. Some of them even call me
for support. Of course this is not the way it should be and it will
definitely not have a positive effect on the future of HDDRIVER.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1295. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 12:34:25 UTC
From: spiny <i'm@work.right.now>
Message-ID: <3B406A51.CE6A6A21@work.right.now>
Source record: 44165

Grazey wrote:
>
> Technocop ?
>
> Grazey

what about Roadblasters, or possibly Overlander?

phil.

spiny / torment
http://torment.atari.org

>
> --
> PHF Assembly Coders http://phf.atari.org
> D-Bug ST Hackers http://dbug.atari.org
> ICQ 12766915

--
===
imagine how much faster the internet would be if everyone trimmed their
usenet posts.
===

1296. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 15:46:53 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B40976C.65691A25@sprint.ca>
Source record: 44166

sinclap@nospam.net wrote:

> > Time for a new poll.. any suggestions for the question?
>
> Will sinclap prevail?
>

NO, you've already failed.

Ideal poll question:

"How long will it take sincrap to realize what we've all known for
years, that is he's a flaming wanker?"

1297. Re: FS. GENLOCK for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 15:52:32 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B4098C0.90CBF9E2@sprint.ca>
Source record: 44167

I am interested.

But then I realized your email address ends in .nl (netherlands) and AAARRRRRGGGGHHH even if I could get it over here (canada) it wouldn't work for me (differing video systems ie. pal vs. ntsc).

Hope you find a person who can make use of it.

Jos Vlietstra wrote:

> Hi
> Anybody interested in a MegaST plus Genlock device with software ?
> Fully working !
> Mailto: jo.vlie@12move.nl

1298. Re: Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 15:58:40 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B409A2F.751DFB11@sprint.ca>
Source record: 44168

Hi Uwe,

I got 2 registration questions. (1) I ordered V8.03 from atari workshop uk (for the english manual), I guess this means I should send a registration form to you anyways? Also My father (yet another atari user) has HDDriver v4.61 (I think) that he got used from another user. It has a legit disk but the manual is gone, if he were to send the disk and pay for upgrade could he also order an english manual? or could he get the manual from atari workshop uk?

Uwe Seimet wrote:

> not get HDDRIVER directly from me. Usually registering is done with
> ordering an update because non-registered users have to send me their
> original driver disk anyway for updating and/or registering.
> A general note: The original floppy disk is the only proof that you have
> a legal copy. BTW, it is said but I observe that there is an increasing
> number of users that do not use legal copies. Some of them even call me
> for support. Of course this is not the way it should be and it will
> definitely not have a positive effect on the future of HDDRIVER.

1299. Re: Seagate 20Gb IDE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 16:42:39 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B40A47F.E883AEF0@seimet.de>
Source record: 44169

James Alexander wrote:
>
> Hi Uwe,
>
> I got 2 registration questions. (1) I ordered V8.03 from atari workshop uk
> (for the english manual), I guess this means I should send a registration form
> to you anyways? Also My father (yet another atari user) has HDDriver v4.61 (I
> think) that he got used from another user. It has a legit disk but the manual
> is gone, if he were to send the disk and pay for upgrade could he also order an
> english manual? or could he get the manual from atari workshop uk?

Anybody who has ordered HDDRIVER 8 from Atari Workshop is automatically
registered with me. Starting with HDDRIVER 8 those drivers floppy disks
distributed by Atari Workshop already have one of my labels with my
serial number on it. You are already in my user database and no further
registration is necessary.
As far as your father is concerned, as long as he has the original
driver disk (assuming that this disk is actually a legal copy, which I
can check when I get the disk or when the disk is sent to Atari Workshop
for an update), he can order an update including a new (English) manual
from Atari Workshop. Any user can get a software update from me, but
English manuals are exclusively available from Atari Workshop. I only
distribute HDDRIVER with a German manual. BTW, all these language issues
are only relevant for the manual and the README file on the driver disk.
The software is identical. There are no separate German and English
versions of HDDRIVER and its tools. All programs are bilingual. This has
several benefits and in particular it guarantees that at the same time
as a new German version of HDDRIVER is released, it will also be
released in an English version. So in contrast to some other software
English releases of HDDRIVER don't lag behind.
Note that the update from Atari Workshop may be a little more expensive
than when you order it directly from me. But this is perfectly fine
because Atari Workshop has to be compensated for their support overhead,
and in particular for translating the manual and the README.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1300. CAF problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 17:20:16 UTC
From: rking@zetnet.co.uk
Message-ID: <3b40ad50$0$13978@news.zetnet.co.uk>
Source record: 44170

Hi All, question on behalf of my son:

using CAF on a C-Lab MkX, he was composing a one audio track and 14 midi track tune, when the whole arrange window suddenly became compressed leaving the midi track parts, about 3mm on screen. Nothing had gone wrong with the midi content, each track portion expanding on double clicking to show the normal content and the tune played perfectly. However the compressed screen made it impossible to sync anymore tracks. Any ideas??

Thanks in advance,

Bob

1301. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 18:05:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107022005.a41526@su2.maus.de>
Source record: 44126

Hi Neil,

NR>I'll try and dig up the last installed version of the driver.
the latest is 1.26, but some people prefer to work with 1.25

Und TTschï¿½
ps

1302. Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 18:12:18 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107021012.1a865956@posting.google.com>
Source record: 44171

Hello everyone,

I recently downloaded the Twilight screensaver (German version)
and I'm impressed with its variety of modules. However, I cannot
get it to function automatically as a screensaver (i.e. they do not
engage after leaving the computer alone for a period of time). Does
anyone have any idea which setting I have misconfigured?

Galen

1303. FS - ST stuff (UK Only)

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 18:26:21 UTC
From: Graham Prout <caver99@aol.com>
Message-ID: <994098351.6515@dionysos>
Source record: 44172

I have 2 STEs for sale and a Protoc HDD and an Falcon IDE adapter plus lots of software.

I am in the UK.

If interested send e-mails to caver99@aol.com

1304. Re: CAF problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 18:56:01 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <8l307.15437$vR1.45901@nntpserver.swip.net>
Source record: 44173

"Bob King" wrote:
>
> using CAF on a C-Lab MkX, he was composing a one audio track and 14
> midi track tune, when the whole arrange window suddenly became
> compressed leaving the midi track parts, about 3mm on screen. Nothing
> had gone wrong with the midi content, each track portion expanding on
> double clicking to show the normal content and the tune played
> perfectly. However the compressed screen made it impossible to sync
> anymore tracks. Any ideas??

Hi,
Try right-clicking on the arrows in the scroll-bars and you'll be in
business again...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

1305. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 19:23:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b40d7c43a7b081@pandora.be>
Source record: 44174

on Mon 02-07-2001 11:12 Galen wrote:

>Hello everyone,
>
>I recently downloaded the Twilight screensaver (German version)
>and I'm impressed with its variety of modules. However, I cannot
>get it to function automatically as a screensaver (i.e. they do not
>engage after leaving the computer alone for a period of time). Does
>anyone have any idea which setting I have misconfigured?

Which OS are you using? I'm afraid Twilight doesn't work very good with
MiNT/N_AES.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1306. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 19:39:17 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <9hqj3f$b2h$1@news6.svr.pol.co.uk>
Source record: 44178

"Dave" <maccdave@btinternet.com> wrote in message
news:46P%6.2312$697.50350@NewsReader...
> The TUS_FDC.PGR program only sets the HD cookie and does
> not trap any system calls, unlike TUS_DRVA ETC that trap a floppy access
> and sets the step rate to 6.
>
> I would suggest making sure that Magix is set for a step rate of 6 on the
> drive
> and all should be ok.
>
> Dave

Hi Dave
I never found any steprate settings in Magic do you know of some?, but know
for sure on an STE there is a problem with reading HD drives that disappears
when driva.prg is placed in the auto .

as the owner of TUS I'd just like to say you have done a fine job over the
years keeping interest in the Atari platform

1307. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 19:42:21 UTC
From: bindon@madasafish.com
Message-ID: <tk1jkt4kngiec6@corp.supernews.com>
Source record: 44175

On 1 Jul 2001 23:02:30 G, James Haslam wrote:

Hi

>>There are utilites that change the step rate on the fly, like an
>>accessoroy. Maybe it's worth checking one of these out and fiddling with
>>the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
>
>We won't be able to try this until next meeting anyway. Can someone send
>me such a utility to my email please?

I deleted it ages ago while I was working on a HD module, I had various
lots, one was a neat accesory that you could change step rate. The umich
archive is a great place for old stuff like this.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1308. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 19:42:22 UTC
From: bindon@madasafish.com
Message-ID: <tk1jkut873f5c8@corp.supernews.com>
Source record: 44176

On 1 Jul 2001 22:48:16 G, xlator@cix.compulink.co.uk wrote:
>In message <0020c0ea@fmlynet.org>, Greg.Goodwinp0.f2.n8.z8@fmlynet.org said:
>
>>> I am envious of anyone who gets Magic working on their Falcon.
>>> I have it on my STs and TT but have never had it work on the Falcon. I
>>> get what you get. It doesn't load the magic.ram file I assume and
>>> system is halted.
>>> Thus I use Geneva on the Falcon.
>>> Later Brian.
>>
>> Strange, what's up with Magic and the Falcon?
>
>Nothing on my Nemesised Falcon - runs fine with Magic 5 and 6!

Same here!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1309. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 19:42:25 UTC
From: bindon@madasafish.com
Message-ID: <tk1jl1op1a40ca@corp.supernews.com>
Source record: 44177

On 2 Jul 2001 09:10:15 +, Uwe Seimet wrote:

Hi

>>Incidentally, I had to return to
>> this earlier version because of fatal system crashes when copying largish
>> (1MB or so) files from SCSI.
>>
>> One of those mysteries I suppose!
>
>Not really. That's why I say on my web pages that I don't officially
>support the Hades and the CT2. (Even though there are no known issues
>with the Hades and HDDRIVER 8.) It's just that hardware extensions do
>not make the Falcon a more stable machine. The problem you observe is
>typical for a machine where the hardware is not working flawlessly
>anymore due to a hardware extension.

I did find an odd problem when copying large file between a SCSI CD rom
and SCSI HD. Not sure if HDDRiver was causing it (v7.8 I think) but I got
a system stack overflow, as if HDDriver wasn't setting up the stack space
right. I'm not sure what went on but it froze the system (plain TOS 4.04
with no accelerators, clock patch etc). I was trying to copy a whole cD
to a second hand HD to test if it was OK, but I guessed this was software
issue.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1310. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 20:04:34 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b40d3d2$0$13978@news.zetnet.co.uk>
Source record: 44179

Hi Bill!

>I blew the dust of and fired up my old STE for this, The first TUS upgrades
>would only work with Tos 2.06 later they introduced auto folder prgs driva,
>drivb and drivab that made it work with Tos 1.4 onward driva.prg placed in
>the auto folder without the HDcookie makes magic work, (well it does for
>mine) I only found this out a few years after installing the upgrade it is
>a tiny prog I can post it here or mail it to James who should pay more
>attention as the question arose on the Zetnet mailing list a couple of years
>ago where I also solved the problem

Yeah please send it to me, and I'll try it out on the machine at the next
meeting.

I tried to send this message to you by email but it bounced, spam
protected email? :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1311. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 20:54:55 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B40DF9F.D7AD6863@seimet.de>
Source record: 44180

Lyndon Amsdon wrote:

> I did find an odd problem when copying large file between a SCSI CD rom
> and SCSI HD. Not sure if HDDRiver was causing it (v7.8 I think) but I got
> a system stack overflow, as if HDDriver wasn't setting up the stack space
> right. I'm not sure what went on but it froze the system (plain TOS 4.04
> with no accelerators, clock patch etc). I was trying to copy a whole cD
> to a second hand HD to test if it was OK, but I guessed this was software
> issue.

Hard disk drivers do not set up the stack space like ordinary programs.
This is because when they are booted other memory management rules apply
than later, when the complete system has been initialised.
The way HDDRIVER reserves stack space is the same as it is done by most
other hard disk drivers, notably AHDI, and is has not changed since the
first version of HDDRIVER, which was released more than 10 years ago.
This is why I don't think the problem you observed is related to
HDDRIVER. In 10 years others would also have found something wrong.
Anyway, what I suggest is that you give more details, in particular on
the program you were using for copying the CD (Kobold, plain GEM
desktop?) or whether it was an audio or data CD. If the crash can be
reproduced installing SCSI_MON in theory would give details on the SCSI
operation that was executed. I say in theory because in practice logging
the activity of HDDRIVER with SCSI_MON requires HDDRIVER 8. But for
HDDRIVER 8 (and also for CBHD) SCSI_MON is a valuable tool for analysing
SCSI commands that are issued using the SCSI Driver. (With HDDRIVER you
can also analyse IDE and ATAPI activity this way.)
Actually your error description sounds like something was wrong with the
program copying the files.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1312. Re: Kobold does not like my new SCSI dr

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 21:41:14 UTC
From: ebaiz@skyenet.net
Message-ID: <_T507.15115$Q94.4164@newsfeed.slurp.net>
Source record: 44181

On 1 Jul 2001 22:48:15 G, xlator@cix.compulink.co.uk wrote:
>In message <1T8_6.14537$G25.4416@newsfeed.slurp.net>, ebaiz@skyenet.net said:
>
>>I bought a used 3 gig Seagate external SCSI drive for only $30. It
>>works fine with my Hades system. The only thing is that I have to turn
>>off Kobold if I want to use it. I cannot copy anything to it when
>>Kobold is activated. It is the same situation when I try to copy from
>>certain CD Rom discs. I guess it really does not matter since I am
>>planning on using the drive for Linux, but I was wondering if anyone
>>has any ideas. I partitioned the drive into one big 3 gig partition.
>>Could that be the problem?
>
>Are the files you are trying to copy, or their partitions, using long
>file names? Kobold pre V3.5 won't handle LFNs. Unfortunately 3.5 was
>never ported to English and SySol/Atari Workshop didn't import it even
>though I produced a translation; something about V4 coming 'soon' -
>that was Autumn 99 and still no sign of it! German version should be
>available from ASH.

No, these are regular files name, not the long ones.

>Also, which hard disk driver are you using? And which OS? I don't know
>about Linux, but according to *the* expert, Dr. Uwe Seimet, while
>there is no upper limit to a drive's capacity, there is an upper limit
>to the partition size: With TOS 1.00-1.02 = 256 MB, TOS 1.04-3.0 = 512
>MB, TOS 4.x = 1 GB, MagiC and MiNT = 1 GB or 2 GB if disk formatted
>DOS-compatible.

This has been tried under Magic mostly. I do not think it is that.
Kobold seems to be the culprit.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1313. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 21:41:15 UTC
From: ebaiz@skyenet.net
Message-ID: <%T507.15116$Q94.4164@newsfeed.slurp.net>
Source record: 44182

On 2 Jul 2001 11:12:18 -, Galen wrote:
>Hello everyone,
>
>I recently downloaded the Twilight screensaver (German version)
>and I'm impressed with its variety of modules. However, I cannot
>get it to function automatically as a screensaver (i.e. they do not
>engage after leaving the computer alone for a period of time). Does
>anyone have any idea which setting I have misconfigured?
>
>Galen

Which OS are you using. Twlight is the screensaver that I use under
TOS, Geneva and Magic. When you call up the accessary there is a
setting called "Schonen nach:". Click on the box to the right of this
name and you will see some settings for time. Under that is another box
for the configuration you want to set active. You can choose various
screensavers and give that cfg a name. When you are done click on
"Sichern" and that will save the settings. If this does not work, email
me and I help you further.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1314. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 21:50:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9hqqbfmop1@plutonium.compulink.co.uk>
Source record: 44183

In message <3B402285.89C9769F@seimet.de>, us@seimet.de said:

>> Perhaps he means that MagiC would load the CPU too much and not
>> leave enough time for the TUS conversion program to execute
>> properly?
>
>Which conversion program? Maybe I have missed something here. But
>anyway, how could you load the CPU too much? The CPU is always running
>with the same (full) speed. And it does multitasking all the time (due
>to interrupts).

Slip of the mind/fingers - the 'program' is surplus (should have
been just conversion, or its effect). I am not a programmer, but
even if there are interrupts to handle housekeeping, I would have
expected that it is possible to so overload the CPU with them
that it ceases to function correctly for other tasks. Or is this
just a flight of my imagination? On second thoughts, since all the
conversion does it to double the clock speed to the FDC, it seems
unlikely to affect the CPU.

Regards, /Peter/

1315. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 21:50:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9hqqbfmoo1@plutonium.compulink.co.uk>
Source record: 44184

In message <3b3fac06$0$13979@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk said:

>>There are utilites that change the step rate on the fly, like an
>>accessoroy. Maybe it's worth checking one of these out and fiddling with
>>the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
>
>We won't be able to try this until next meeting anyway. Can someone send
>me such a utility to my email please?

If you have FCopy, there are facilties to change the steprate in
that (click on the 'More' button). IIRC, because the clock is
doubled for HDs you have to up the steprate from 3 to 6 ms,
which will produce 3 ms actual timing, IYSWIM.

Regards, /Peter/

1316. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 22:04:53 UTC
From: bindon@madasafish.com
Message-ID: <tk1s05b7jn6804@corp.supernews.com>
Source record: 44185

On 2 Jul 2001 22:54:55 +, Uwe Seimet wrote:

Hi

>Hard disk drivers do not set up the stack space like ordinary programs.
>This is because when they are booted other memory management rules apply
>than later, when the complete system has been initialised.
>The way HDDRIVER reserves stack space is the same as it is done by most
>other hard disk drivers, notably AHDI, and is has not changed since the
>first version of HDDRIVER, which was released more than 10 years ago.

You learn something new everyday!

>This is why I don't think the problem you observed is related to
>HDDRIVER. In 10 years others would also have found something wrong.
>Anyway, what I suggest is that you give more details, in particular on
>the program you were using for copying the CD (Kobold, plain GEM
>desktop?) or whether it was an audio or data CD.

I will give it another go but this particular time I was coping a data CD
with Spin (ahh maybe this was messing up?) and just draged all the SCSI CD
contents onto my SCSI drive.

>If the crash can be
>reproduced installing SCSI_MON in theory would give details on the SCSI
>operation that was executed. I say in theory because in practice logging
>the activity of HDDRIVER with SCSI_MON requires HDDRIVER 8. But for
>HDDRIVER 8 (and also for CBHD) SCSI_MON is a valuable tool for analysing
>SCSI commands that are issued using the SCSI Driver. (With HDDRIVER you
>can also analyse IDE and ATAPI activity this way.)

I'm infact thinking about upgrading from my version of 7.8 and getting the
update from you so to register at the same time. I don't really need a
printed manual as I have one from 7.12 and I've been using it for some
time and it's pretty simplistic.

>Actually your error description sounds like something was wrong with the
>program copying the files.

GEM copying isn't the best I guess (certainly not for speed) but I thought
it should be fairly reliable. I'll have another go.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1317. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-02 22:49:33 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o9u1kt4fiob74s1h1j1o98u2apnr6ble9o@4ax.com>
Source record: 44186

On Sat, 30 Jun 2001 21:18:58 GMT, "Gregory D. George"
<greg@ataritimes.com> wrote:

>Bob Retelle wrote:
>
>> >Any ideas left?
>>
>> One thing to try is a "wrap" test to see if you can "echo" characters
>> back into the system.
>>
>> Since you have the null modem cable, the easiest way to do this would
>> be to take a short piece of wire and plug it into pins 2 and 3 on one
>> end of the cable. That will short Transmit to Receive, and will
>> "wrap" the transmit signal back into the receive pin.
>
>Right... The ole loopback test.
>
>Thanks to your suggestion, I've now tried that. Worked on the PC, but not on the ST.
>
>> If it works on the PC, but not on the ST, it does indicate a problem.
>
>%$#@#!
>
>> If you have a voltmeter, try measuring the voltages coming from the
>> STe's power supply. Generally the red wire should be +5 volts, and
>> the yellow should be +12 volts.
>>
>> The power supply can be another common failure point which can cause
>> seemingly unrelated failures like you've been seeing.
>
>Hmmm... Would the PS have anything to do with the serial port, floppy, or cause the
>video to go weird?
>

Yes... a low voltage can cause erratic, random failures, a missing
voltage can cause systems to fail (the 12volt supply runs the floppy
motor and the RS-232 signaling for the serial port).

>I'll have to borrow a multimeter from work and see what happens.

If the multimeter you get has a sensitive AC voltage range, try this:

Measure the **AC** voltage on the lowest range across the **DC**
power supply leads.

That is, measure from the +5v lead to ground, and from the +12v
lead to ground.

If all is well, you should see very close to ZERO volts AC across
the power supply.

If you see any appreciable amount of AC voltage in the supply, it
means the filter capacitors in the Power Supply are failing, and
allowing AC ripple voltage to pass through. Usually this condition
is also coupled with an abnormally low DC voltage.

(If you had a scope, you could actually see the AC voltage, if any is
present.)

As was mentioned earlier, this is a "normal" part of the natural aging
process of electrolytic capacitors, and is one of the most common
causes of power supply failure.

And, it could be causing all the other symptoms too..!

>
>Thanks,

BobR

1318. Re: Problem: TT030, SLM 804, and DynaCADD

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 00:08:59 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B410D1B.D1C902C9@greeleynet.com>
Source record: 44187

Derryck Croker wrote:

> >Ah, yes, the "Phantom of of the Laser" kit from Widgets by Decker. That's
> >at
> >least one of the kits that used to be out there. I installed it years ago,
> >and it's still going strong.
>
> My home-made solution was much cheaper, although not as pretty! ;-)

I don't doubt that it was. But at the time I was doing it, Steve Decker
was closing down Widgets and selling remaining items cheap. And I was
living in a remote area and he was a lot closer! <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1319. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 00:10:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B410D81.B2C1AE27@greeleynet.com>
Source record: 44188

Neil Roughley wrote:

> Contact me via e-mail (remove
> the 'invalid' of course) and I'll send it your way.

Check your email.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1320. FS/T: Atari ST items and more... [07/01/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 01:33:52 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <d382kt48snh308gnjr2fm3bnvdsks48597@4ax.com>
Source record: 44189

Items currently available for the following systems:

Atari ST computer

3DO
Atari Lynx
Nintendo 64
Nintendo Game Boy
Nintendo NES
Nintendo SNES
Sega Dreamcast
Sega Genesis
Sega Master System (SMS)
Sony Playstation (PSX)

Books / Magazines (video game and computer related)
Miscellaneous (board games, hand-held video games, etc.)
Movies (DVD and VHS)

Atari 2600
Atari 5200
Atari 7800
Colecovision
Emerson Arcadia 2001
Mattel Intellivision
Magnavox Odyssey2

Apple][computers
Atari 8-bit computers
Commodore 64 / 128 computers
Commodore Vic-20 computer
Radio Shack Color Computer (CoCo)
T.I. 99/4A computer
IBM PC (CD ROM and diskette software)

Comic Books -- coming soon!
Sports Cards -- coming soon!

You can visit VGA on the WWW at:

http://www.io.com/~vga2000/

or go directly to the VGA For Sale or Trade section at:

http://www.io.com/~vga2000/fsort.htm

1321. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 02:05:32 UTC
From: swampfax@atlantic.net
Message-ID: <ML907.47$5W1.30013@news1.atlantic.net>
Source record: 44190

On 29 Jun 2001 11:54:34 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Thu, 28 Jun 2001 09:38:40 GMT
>
>>I have Magxb032.prg (part of the Magic package).
>>Which is better, from the Auto folder when booting or from the desktop?
>
>In the Auto folder, run as the second item after your boot selector if you
>use one.
>
>It makes no sense to put it anywhere else.
>
>As someone else suggested, if you can get past this error problem and if you
>don't have an IDE drive, then you might have a wait until MagiC times out
>searching for it. There is a patch to avoid this around, but I can't remember
>the URL I'm afraid.

Hi Derryck,
I have'nt gotten to try Hddriver again yet (have ver. 7).
You might be talking about Fastboot by Tommy Jonaeson. It bypasses the
memory check and search for an IDE (not sure if it works with Magic).
Thanks for the info.
John G.

1322. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 07:10:49 UTC
From: Kevin Saturna <saturna@efn.org>
Message-ID: <9hrr5p$654$1@news.efn.org>
Source record: 44193
Body handling: HTML body converted to readable text

Thanks for the suggestions folks!
Unfortunately none of those games is the one.

I'll try to scrape up a better description from my brain...

Title Screen: Full screen image of a vehicle positioned as if it's driving off the screen right into your face. I believe the vehicle was a reddish color and looked like something out of Mad Max. Underneath the vehicle was the title of the game. The letters were grey/metallic in color, very blocky and the effect was further enhanced with rivets in the letters.

Game play: You drove your vehicle around on a road, a straight down overhead view. You could pull into gas stations and go to stores. Inside the store you'd purchase mods and weapons for your vehicle. The guy would speak to you with cartoon-like white bubbles with the text in it.. I think. Inside the warehouses, the rooms were basically just black screens with various items sitting there. They were outlined with gaps representing doors. There were green blobs on the floor, I think you were supposed to avoid them. There were metal barrels that may have had gas you collected for your vehicle in them. You ran around with a gun so there must have been enemies. I think the point was to get gas an money. But there may have been missions of some kind involved.

Okay, it's been probably 10 years since I saw/played this. My memory is obviously going to be fairly skewed. That's the best I can recall. I sure hope someone knows what this is because there's little chance of me finding my old friend and asking him.

Thanks for all attempts at help!

---Kevin

spiny wrote:

: Grazey wrote:
: >
: > Technocop ?
: >
: > Grazey

: what about Roadblasters, or possibly Overlander?

: phil.

: spiny / torment
: http://torment.atari.org

: >
: > --
: > PHF Assembly Coders http://phf.atari.org
: > D-Bug ST Hackers http://dbug.atari.org
: > ICQ 12766915

: --
: ===
: imagine how much faster the internet would be if everyone trimmed their
: usenet posts.
: ===

--
** ** ** ** ** ** T ** O ** P ** I ** S ** R ** E ** A ** L ** ** ** ** ** **

1323. Tunesmith Article published in MyAtari !

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 07:20:59 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0107022320.6696fb25@posting.google.com>
Source record: 44192

Hello All

Finally got my article published on the "Matrix Keyboard Tunesmith Instruments" (What a title..ear catching isn't it! :-)

This article should clarify the concepts I was trying to get across. They did an excellent job formatting it. It also includes FILES, like the actual program: Tunesmith, as well as my Matrix keyboard scales library.

Go here:

http://www.myatari.net/june2001/matrix.htm

and you can see an ugly pic of me with Tunesmith in the backgrd as well :-)

I would encourage anyone here to write an article for My Atari...its an outlet for us. It can be technical as well, so if you have any tips about ANYTHING ATARI or even have a great pic of your Atari setup,
they would welcome it. Go to :

http://www.myatari.net and click on CONTRIBUTIONS for info on how you can do your part for the Atari Community via your submissions.Lets all pitch in and make this OUR magizine ! It's your opportunity to make a differance.

In the meantime, please read the article and tell me if you understand it or not! :-)

Tim C.
TAMW
http://sites.netscape.net/timconrardy/index.htm

1324. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 07:27:48 UTC
From: swampfax@atlantic.net
Message-ID: <Ute07.51$5W1.32009@news1.atlantic.net>
Source record: 44194

```
On 29 Jun 2001 08:45:55 , Uwe Seimet wrote:
>NNTP-Posting-Host: p3ee0aa48.dip.t-dialin.net (62.224.170.72)
>Mime-Version: 1.0
>Content-Type: text/plain; charset=us-ascii
>Content-Transfer-Encoding: 7bit
>X-Trace: fu-berlin.de 993797074 13704176 62.224.170.72 (16 [27442])
>X-Mailer: Mozilla 4.77 [en] (X11; U; Linux 2.4.5 i686)
>X-Accept-Language: en
>Xref: news1.atlantic.net comp.sys.atari.st:235082
>
>John Garone wrote:
>>
>> On 28 Jun 2001 15:23:04 , Uwe Seimet wrote:
>> >John Garone wrote:
>> >
>> >> Looks like I mis-read your suggestion above.."hard disk driver had
>> >> background DMA switched off". Mine would have been a great response if
>> >> you meant "no driver". Duh!!! However, I use ICD 6.5 and don't see a
>> >> setting for background DMA.
>> >
>> >There is none, indeed, because the ICD software does not support
>> >background transfers. Only CBHD and HDDRIVER do.
>> >
>>
>> Hi Uwe,
>> Regarding Magic not booting, would it matter if I used HDDRIVER or not?
>> (forgot why I don't).
>
>At least old versions of the ICD software are known to have caused
>problems with MagiC in the past. You should simply try whether the
>current demo version of HDDRIVER
>(http://www.seimet.de/atari_english.html) works for you. If it doesn't
>you can be sure that this is not a problem related to the hard disk
>driver, but something else. If it works it is very likely that your
>current driver is not working correctly.
>
>--
>-----------------------------------------------------------------
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>.
```

1325. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 08:54:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994175112-212221AEicMi@cwcom.net>
Source record: 44099

From: ekaljuma@mtsac.edu (Galen)
Date: 2 Jul 2001 11:12:18 -0700

>I recently downloaded the Twilight screensaver (German version)

I thought that there was only a German version. DDP Translations started
work on translating the ACC, but found a problem...

>and I'm impressed with its variety of modules. However, I cannot
>get it to function automatically as a screensaver (i.e. they do not
>engage after leaving the computer alone for a period of time). Does
>anyone have any idea which setting I have misconfigured?

You should try to find what Auto folder or (if you run a multitasking OS)
parallel running program is interfering. In my case APPLINE was the
culprit, and since it's a commonly used utility...

You should instead look for Bubbles, this one will work and will also work
with AfterDawn modules.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1326. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 09:00:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994175114-212722AEicMi@cwcom.net>
Source record: 44098

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 02 Jul 2001 19:42:25 -0000

>I did find an odd problem when copying large file between a SCSI CD rom
>and SCSI HD. Not sure if HDDRiver was causing it (v7.8 I think) but I
>got

I've a feeling that V7.8 had a bug, but I don't know if it would have
caused this problem though.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1327. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 09:01:50 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pBvwRIA+nYQ7Ewwi@atari.org.uk>
Source record: 44195

In article <9hrr5p$654$1@news.efn.org>, Kevin Saturna <saturna@efn.org>
writes
>Thanks for the suggestions folks!
>Unfortunately none of those games is the one.
>
>I'll try to scrape up a better description from my brain...

Hi

Time does play with your memories... and i first thought it was
technocop, BUT it does sound a little like Duel!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1328. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 09:08:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994175116-213173AEicMi@cwcom.net>
Source record: 44100

From: swampfax@atlantic.net (John Garone)
Date: Tue, 03 Jul 2001 02:05:32 GMT

>>As someone else suggested, if you can get past this error problem and if you
>>don't have an IDE drive, then you might have a wait until MagiC times out
>>searching for it. There is a patch to avoid this around, but I can't remember

>You might be talking about Fastboot by Tommy Jonaeson. It bypasses the
>memory check and search for an IDE (not sure if it works with Magic).

No, it's not that one.

I'm hoping that someone will pop up here with the right name and a URL,
alternatively there might be a link from the MagiC Online pages (possibly in
the hints page??)

I scooted the patch off my drive when I installed an IDE drive in my Falcon -
basically you just dragged the magic.ram file to a TTP.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1329. Re: CAF problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 09:30:06 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3B41909E.9AB8B73B@patent.gov.uk>
Source record: 44077

Claes Holmerup wrote:
>
> "Bob King" wrote:
> >
> > using CAF on a C-Lab MkX, he was composing a one audio track and 14
> > midi track tune, when the whole arrange window suddenly became
> > compressed leaving the midi track parts, about 3mm on screen. Nothing
> > had gone wrong with the midi content, each track portion expanding on
> > double clicking to show the normal content and the tune played
> > perfectly. However the compressed screen made it impossible to sync
> > anymore tracks. Any ideas??
>
> Hi,
> Try right-clicking on the arrows in the scroll-bars and you'll be in
> business again...
>
> Best regards,
> Claes
> website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
> e-mail: claes@holmerup.com
> swedish music on the Web: http://www.swebmusic.com

Hi Claes,

Thanks for the info. Steven, like all musicians :) is not out of bed
right now (10.30), but I'll tell him the good news tonight.

Cheers, from baking (82F) Wales.

Bob.

1330. Re: As the Walrus said...

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 10:56:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3b41dbbc$0$88184$4c5ecdc7@news.erinet.com>
Source record: 44097
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A good home. I don't know. But you can probably give the stuff
away, as opposed to putting in trash.
It would maybe sell, if you put a description of what you have, maybe
someone would offer.
E-Bay or other auction has stopped the auctions that used to occur
within this group. Thanks for that.
I'm a bad example, but I offered up my ST stuff here for free and
got several takers. They had to come and pick it up, I certainly
wasn't going to ship it.
If you have a few really juicy items, you might want to try to sell them.
I don't like selling over internet. Risk of too many things happening,
buyer not paying, buyer not satisfied with what he got, shipping, etc.
Russg

1331. Who knows about Holger Herzog ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 11:03:08 UTC
From: fdemange <fdemange@imaginet.fr>
Message-ID: <WS3.86f32357.70c80d60.fdemange@imaginet.fr>
Source record: 44138

Hello,

I would like to know wether anyone knows Holger Herzog who is the 'Project Manager' of faceVALUE. His website (RUN!Software)
is still available but I can't get any answer of him by mail. That makes me a bit anxious... faceVALUE is now about v3.2 beta
and I'm a beta-tester... Does someone have news from Holger for me ?

Regards

Mathieu

1332. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 14:00:11 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107031359030.107-100000@Hades060>
Source record: 44116

On Tue, 3 Jul 2001 sinclap@nospam.net wrote:

> > If by some miracle that is even true at all then it might explain
> > the fake name. If my work place seen me conduct myself in this
> > manner they would not be happy at all. Of all the MAC users I
> > ever met, they are quite the opposite of sinflap...
>
> What does my using a Mac have anything to do with this?

Wow, super lagged reply.
Took that long to think that up?
Can't figure it out, your loss...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1333. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 14:01:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107031400350.107-100000@Hades060>
Source record: 44112

On Tue, 3 Jul 2001 sinclap@nospam.net wrote:

> I am not hiding. Chunk's knows me and my full name. I just hate spam
> mail. How many viagra spam mail can one take...-)

You are the poster child for spam... lol

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1334. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:06:00 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9hsqin$7gc$1@newsreaderm1.core.theplanet.net>
Source record: 44101

Sounds like the C64 game that Ant Crowther wrote - "Furnadiz Must Die" or Livingston I Presume!!

I *think* these games appeared on the ST?

Grazey

1335. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:11:00 UTC
From: sinclap@nospam.net
Message-ID: <030720011110051348%sinclap@nospam.net>
Source record: 44102

In article <Pine.MNT.4.10.10106241435200.94-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sun, 24 Jun 2001, Daniel L. Dreibelbis wrote:
>
> > what's even more pathetic - not only does The iDiot Forever Known As
> > Sinclap claims that it is a college graduate - which, if this is an
> > example of what American colleges put out, then the USA is doomed - but
> > also claims to be an "Apple Power Rep", which is highly unlikely due to
> > the fact that real "Apple Power Reps" (yes, I have spoken to real ones
> > at Macworld Expo NY) require a high level of reading and writing
> > comprehension as a term of employment. TiFKAS is still refusing to
> > divulge who employs it (muttering twaddle about "Atari Jihads" who are
> > "out to get it").
>
> If by some miracle that is even true at all then it might explain
> the fake name. If my work place seen me conduct myself in this
> manner they would not be happy at all. Of all the MAC users I
> ever met, they are quite the opposite of sinflap...

What does my using a Mac have anything to do with this?

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mn

1336. Re: As the Walrus said...

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:34:02 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0107030834.5478894d@posting.google.com>
Source record: 44103
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still have room for both my 8-bit & ST! And I'm always interested in
Atari stuff. Let me know what you have to get rid of.

Rick

1337. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:34:44 UTC
From: sinclap@nospam.net
Message-ID: <030720011132191574%sinclap@nospam.net>
Source record: 44104

In article <Pine.MNT.4.10.10106241424210.94-100000@Hades060>, Lonny Pursell <fatal@SYNTAX.ERROR> wrote:

> On Sun, 24 Jun 2001, Hallvard Tangeraas wrote:
>
> > <sinclap@nospam.net> wrote:
>
> snip
>
> > > >sinclap!
> > > >somewere in mpls
> > >
> > > Still too scared to reveal who you really are...
> > > Can't stand behind your worthless drivel, can you?
>
> People like this always hide behind some fake name.
> He probably won't ever give his real name or exact location.
> This allows such morons to speak in such a manner and never
> really be held accountable. In fact nothing he's ever said
> can be taken serious, probably all lies since he lies about
> his name.

I am not hiding. Chunk's knows me and my full name. I just hate spam mail. How many viagra spam mail can one take...-)

sinclap!
somewere in mpls

1338. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:39:30 UTC
From: sinclap@nospam.net
Message-ID: <030720011138595671%sinclap@nospam.net>
Source record: 44106

In article <993495606-135192AEicMi@lineone.net>, Steve Sweet
<steve-sweet@lineone.net> wrote:

> Hi Dip-shit
>
> >> And u are idiot...
>
> >misspelled u...
>
> I think you'l find its not a mis spelling but an abreviation generaly
> accepted as "You", intended to save bandwidth, such as would also be
> achieved by killing SinClap or getting his posting account terminated,
> again.

And for what reason?

sinclap!
somewere in mpls

1339. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:40:47 UTC
From: sinclap@nospam.net
Message-ID: <030720011140160313%sinclap@nospam.net>
Source record: 44107

In article <1evtuca.1nwj5nakpe994N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
wrote:

> <sinclap@nospam.net> wrote:
>
> > In article <tjfqd5m9fii313@corp.supernews.com>, RobM
> > <rmahlert@charter.net> wrote:
> >
> > > Time for a new poll.. any suggestions for the question?
> >
> > Will sinclap prevail?
>
> Shut up!
> ...but you really can't, can you?
> It's a disease of some sort.

Depends on your reference. Just answereing a question to a request.

>
> Hallvard

sinclap!
somewere in mn

1340. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:42:40 UTC
From: sinclap@nospam.net
Message-ID: <03072001114209715%sinclap@nospam.net>
Source record: 44109

In article <3B40976C.65691A25@sprint.ca>, James Alexander
<jamesalexander@sprint.ca> wrote:

> sinclap@nospam.net wrote:
>
> > > Time for a new poll.. any suggestions for the question?
> >
> > Will sinclap prevail?
> >
>
> NO, you've already failed.
>
> Ideal poll question:
>
> "How long will it take sincrap to realize what we've all known for
> years, that is he's a flaming wanker?"

Thats strange..I don't think I have met you in person in all these
years..

sinclap!
somewere in mn

1341. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:44:36 UTC
From: sinclap@nospam.net
Message-ID: <030720011144064099%sinclap@nospam.net>
Source record: 44108

In article <993985874-192498AEicMi@lineone.net>, Steve Sweet
<steve-sweet@lineone.net> wrote:

> Hi knob breath
>
> >> Time for a new poll.. any suggestions for the question?
>
> >Will sinclap prevail?
>
> It will if you dont start the injections quick-smart.

Whats that?

How about a new poll? Will the new Amiga models in the comming months
catch on with the public and bring rememberance of the 1980's back?

sinclap!
somewere in mn

1342. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 16:57:31 UTC
From: swampfax@atlantic.net
Message-ID: <%Pm07.59$5W1.37987@news1.atlantic.net>
Source record: 44110

On 3 Jul 2001 09:08:48 -, Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Tue, 03 Jul 2001 02:05:32 GMT
>
>>>As someone else suggested, if you can get past this error problem and if you
>>>don't have an IDE drive, then you might have a wait until MagiC times out
>>>searching for it. There is a patch to avoid this around, but I can't remember
>
>>You might be talking about Fastboot by Tommy Jonaeson. It bypasses the
>>memory check and search for an IDE (not sure if it works with Magic).
>
>No, it's not that one.

Ok Derryck, this must be it: (I will send it to you) John G.

MagiC IDE Patch v2.2 (March 20, 1999)
Written by Daniel Hedberg of New Beat

http://newbeat.atari.org

1343. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 17:30:11 UTC
From: bindon@madasafish.com
Message-ID: <tk4093hrshosab@corp.supernews.com>
Source record: 44111

On 3 Jul 2001 08:54:20 -, Derryck Croker wrote:

Hi

>>I recently downloaded the Twilight screensaver (German version)
>
>I thought that there was only a German version. DDP Translations started
>work on translating the ACC, but found a problem...

The source is there, I just downloaded it. Why no re-compile it?

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1344. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 17:33:06 UTC
From: doitarchive@doitarchive.de
Message-ID: <1evzf7x.16pxsrivhchexN%doitarchive@doitarchive.de>
Source record: 44105

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> I've a feeling that V7.8 had a bug, but I don't know if it would have
> caused this problem though.

I used 7.80 perfektly on CT2 Falcon.
One (huge) ;) IDE device and 7 SCSI devices.

It workï¿½s NOT on original 64MB Conner IDE!
(Also not on 450MB Hitachi device)

In CT2 normal mode yes, but NOT in turbo mode.

If i used the conner, magiC (patched) wonï¿½t boot and some SCSI devices
doasnï¿½t respont also.

ATA4 IDE devices are perfectly :)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

1345. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 18:06:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B420997.E2BB788A@seimet.de>
Source record: 44113

Derryck Croker wrote:

> I've a feeling that V7.8 had a bug, but I don't know if it would have
> caused this problem though.

I don't think so as bugs like this would have been found fast also by
other users. Anyway, version 7.8 is history, so it's hard to make any
guesses.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1346. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 18:08:11 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.hsrpeskh@localhost>
Source record: 44115

<sinclap@nospam.net> wrote:

> > > > Time for a new poll.. any suggestions for the question?
> > >
> > > Will sinclap prevail?
> >
> > Shut up!
> > ...but you really can't, can you?
> > It's a disease of some sort.
>
> Depends on your reference. Just answereing a question to a request.

I think most people frequenting this forum are fed up with your crap.
Enough said.

1347. Re: HDdriver problem

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 18:08:30 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B420A1E.337CEFDA@seimet.de>
Source record: 44114

Robert Schaffner wrote:

> It workï¿½s NOT on original 64MB Conner IDE!
> (Also not on 450MB Hitachi device)

It's possible that these drives require HDDRIVER to be configured with
their geometry parameters.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1348. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 18:56:43 UTC
From: bindon@madasafish.com
Message-ID: <tk45bbc8n25r6b@corp.supernews.com>
Source record: 44117

On 3 Jul 2001 16:57:31 G, John Garone wrote:
>On 3 Jul 2001 09:08:48 -, Derryck Croker wrote:
>>From: swampfax@atlantic.net (John Garone)
>>Date: Tue, 03 Jul 2001 02:05:32 GMT

Hi

>Ok Derryck, this must be it: (I will send it to you) John G.
>
> MagiC IDE Patch v2.2 (March 20, 1999)
> Written by Daniel Hedberg of New Beat
>
> http://newbeat.atari.org

Ahh, yes I remeber this now. I got it not knowing what it was! I knew it
was on some crew site, I actually thought of DHS but it was newbeat (while
searching for Willies adventure I think.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1349. Vision available in italian !

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 19:12:21 UTC
From: Jean Lusetti <jlusetti@libertysurf.fr>
Message-ID: <9ht5g9$r25$1@news5.isdnet.net>
Source record: 44118

Hi !

Thanks to Ludovico Zanier, Vision is now available in italian.
Note that everyone that adds a new language to Vision will have a free
registration key...
Anyone is inspired by Spanish ?

Vision is also available in french (seems logical...), english, suedish,
german and italian.

See you,
A+, Jean
http://vision.atari.org
jlusetti@free.fr

1350. Re: Help Identifying ST Game??

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 20:09:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ubxf3LAEaiQ7Ew2E@atari.org.uk>
Source record: 44119

In article <9hsqin$7gc$1@newsreaderm1.core.theplanet.net>, Grazey
<grazey@tphf.karoo.co.uk> writes
>Furnadiz Must Die

That game you just shoot at people, get in a tank/jeep etc.

Nothing special.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1351. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 20:14:02 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <bPq07.2953$697.76844@NewsReader>
Source record: 44121

"bill-singer" <bill@yosger.co.uk> wrote in message
news:9hqj3f$b2h$1@news6.svr.pol.co.uk...
>
> Hi Dave
> I never found any steprate settings in Magic do you know of some?, but
know
> for sure on an STE there is a problem with reading HD drives that
disappears
> when driva.prg is placed in the auto .
>
> as the owner of TUS I'd just like to say you have done a fine job over the
> years keeping interest in the Atari platform
>
>

Hi Bill,
I must admit that i don't know a thing about magic. However if the
standard bios calling convention is used then using the driver software
for tos versions below 2 would work o.k. as the step rate would be set
accordingley for the correct drive.

Dave

"bill-singer" <bill@yosger.co.uk> wrote in message
news:9hqj3f$b2h$1@news6.svr.pol.co.uk...
>
> "Dave" <maccdave@btinternet.com> wrote in message
> news:46P%6.2312$697.50350@NewsReader...
> > The TUS_FDC.PGR program only sets the HD cookie and does
> > not trap any system calls, unlike TUS_DRVA ETC that trap a floppy access
> > and sets the step rate to 6.
> >
> > I would suggest making sure that Magix is set for a step rate of 6 on
the
> > drive
> > and all should be ok.
> >
> > Dave
>
>
> Hi Dave
> I never found any steprate settings in Magic do you know of some?, but
know
> for sure on an STE there is a problem with reading HD drives that
disappears

> when driva.prg is placed in the auto .
>
> as the owner of TUS I'd just like to say you have done a fine job over the
> years keeping interest in the Atari platform
>
>
>

1352. Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 21:10:17 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <9htcdvlro1@nnrp2.phx.gblx.net>
Source record: 44120
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I will trade Bounty Bob, label normal used condition, no tears or edgewear, only very minimal glue spotting.

I will trade for any of the following ORIGINAL game carts (no copies!):

Tapper
Pharoas Curse
Zeppelin
Matterhorn

Not interested in any other trades at this time so please e-mail me only if you want to trade one of these games on my list for Bounty Bob.
Thanks. -Satcom2

1353. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 21:46:57 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <t%q07.2955$697.76445@NewsReader>
Source record: 44122

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1evxz6x.134pctojwdm2kN%x@x.xx...
> Dave <maccdave@btinternet.com> wrote:
>
> > The TUS_FDC.PGR program only sets the HD cookie and does
> > not trap any system calls, unlike TUS_DRVA ETC that trap a floppy access
> > and sets the step rate to 6.
>
> If these TUS programs mentioned here are freely distributable, could
> someone upload them all to a website so the rest of us could check them
> out? Sounds like useful programs.

The programs are not freely distributable. They are copyright TUS. Yep the
company still exists. Do not put them onto any web site for distribution.

If you had asked me then i wouldn't have had a problem with it.

Dave

1354. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 21:55:07 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <77r07.1116$HV3.27445@NewsReader>
Source record: 44123

<xlator@cix.compulink.co.uk> wrote in message
news:9hqqbfmoo1@plutonium.compulink.co.uk...
> In message <3b3fac06$0$13979@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk
said:
>
> >>There are utilites that change the step rate on the fly, like an
> >>accessoroy. Maybe it's worth checking one of these out and fiddling
with
> >>the step rate, I think it's supposed to be 6ms or 3ms, can't remember.
> >
> >We won't be able to try this until next meeting anyway. Can someone send
> >me such a utility to my email please?
>
> If you have FCopy, there are facilties to change the steprate in
> that (click on the 'More' button). IIRC, because the clock is
> doubled for HDs you have to up the steprate from 3 to 6 ms,
> which will produce 3 ms actual timing, IYSWIM.
>
> Regards, /Peter/
>
>

Hi Peter,
Even though the floppy clock is doubled it makes no difference
to the step rate sent by the floppy controller to the drive. The actuall
drive
(for some strange reason) requires 6ms in HD mode.

Dave

1355. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 22:09:01 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <8kr07.1121$HV3.27575@NewsReader>
Source record: 44124

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:992777242-162999AEicMi@lineone.net...
> Hi Dennis
>
> >A bit like people who prefer asking questions here instead of reading
> >the Atari FAQ first...
>
> Except they get jumped on from a huge height.
>
> Dave sends his love BTW. He's finaly got his crabs under control now
> he's changed creams, cant think where he caught them.

Are you typing from experience again?

Have you been to Belgium lately and came back with first gland knowledge.

1356. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-03 22:18:01 UTC
From: ebaiz@skyenet.net
Message-ID: <twr07.25846$N85.7166@newsfeed.slurp.net>
Source record: 44125

On 3 Jul 2001 17:30:11 -, Lyndon Amsdon wrote:
>On 3 Jul 2001 08:54:20 -, Derryck Croker wrote:
>
>Hi
>
>>>I recently downloaded the Twilight screensaver (German version)
>>
>>I thought that there was only a German version. DDP Translations started
>>work on translating the ACC, but found a problem...
>
>The source is there, I just downloaded it. Why no re-compile it?

I searched and found the authors, sent them money and got the program.
Then a year later, it came out as freeware. That is ok though. I
believe the authors did not think the program was well-liked by people.
I just about begged for a copy. Mine is in German, but I can still use
it effectively. I heard the authors all went out to dinner on the money
I sent them ($50). Kind of made me feel good.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1357. Re: Speeding up CAB 1.5

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 00:52:27 UTC
From: sidcelery@cix.co.uk
Message-ID: <9htpcb$85d$1@plutonium.compulink.co.uk>
Source record: 44127
Body handling: HTML body converted to readable text

On 24 Jun 2001 12:57:27 , "Matthias Jaap" wrote:
>> I a using CAB 1.5 on a 4 MB 520STE. The web pages download
>> quickly, but some take a very long time to display. It will say
>> Formatting
for a very long time. Can anyone help? Is
>> this normal, or are there some settings I can change? I am using
>> it text only.
> There's nothing wrong with CAB. The STE is just a very slow
> computer to browse the web. Pages containing tables may also take
> longer to display because the browser has to "calculate" the
> complete page before displaying it.

Hi Matthias,
I wouldn't exactly call it fast using a TT with 34Mb RAM in 65k
colours either... B^<

> Later versions of CAB are a bit more quickly but don't expect
> wonders - you are browsing the net with a computer that is
> basically 16 years old.

11 year old ones aren't ideal...

rgds
H

1358. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 00:52:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <9htpcf$85d$2@plutonium.compulink.co.uk>
Source record: 44128

On 25 Jun 2001 17:12:58, Derryck Croker wrote:
> From: swampfax@atlantic.net (John Garone)
> Date: Mon, 25 Jun 2001 10:01:12 GMT
>
>>> ADD this line to your magx.inf file:
>>> ;#_TSL <non-preemptive>
>> Tried it. Did'nt work! Note, the system never gets to a desktop
>> (halts first) so nothing is available to activate! I get a mostly
>> blank screen.
> It was worth the try. Anyone any ideas on how John can proceed from
> here?

This was probably solved last week, but here goes...

I'd boot from floppy, run a hard disk driver from floppy to acces the drive, the take out any potential conflicts with TOS-fixing softwrae that's no longer applicable with Magic.

Add things back to the Auto folder or accessory directory until the culprit makes itself known.

rgds
H

1359. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 01:09:13 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-90DB2F.21091203072001@news.bellglobal.com>
Source record: 44129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
> > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > mail. How many viagra spam mail can one take...-)

once again, seeing that it is losing an argument, TiFKAS is
hallucinating about its imaginary friend "Chunks", who is merely TiFKAS'
projection of its own vile personality

1360. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 02:27:20 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107031827.d5ae61d@posting.google.com>
Source record: 44130

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3b3fa6fc$0$13979@news.zetnet.co.uk>...
> This is a suggestion, with question mark "?":
> If you have different email accounts on your ST and PC, zip your source
> and email to yourself on the other platform. No hardware expenses involved
> :)
>
> I'm about to try this myself, between a TT and a PMac.

This should work even if you have only one email account. I routinely
send myself things.

Galen

1361. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 02:29:18 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107031829.52911107@posting.google.com>
Source record: 44131

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:<3B3FF518.B1C75821@ataritimes.com>...
> Another question I asked earlier:
>
> If I use my exisiting SCSI Hard Drive with a Falcon, would it be able to read
> the data?
>
Yes.

Galen

1362. Re: ExtenDos - CD help

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 02:49:27 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107031849.2f21da12@posting.google.com>
Source record: 44132

cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3b3fa6fa$0$13979@news.zetnet.co.uk>...

> >Extendos is... ExtenDos Pro version 2.3 (1995)
>
> My version of Extendod Pro is 3.3A.
>
3.3D is out and is worth taking the time to download the patch files
if you have version 3.

Galen

1363. FS/T: Atari ST items and more... [07/04/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 04:11:34 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <clq4kt0rjrcalmqk28caldnd76ct2shbp1@4ax.com>
Source record: 44133
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $5.15 shipping, due to
weight, counts as 1st item
$ 4.00 Death Sword (Epyx)
$ 4.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 4.00 Final Assault (Epyx)
$ 4.00 GFL Championship Football (Gamestar)
$ 4.00 Keith Van Eron's Pro Soccer (Microplay)
$ 4.00 Lands of Havoc (Antic Software)
$ 4.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 4.00 Metro Cross (U.S. Gold / Epyx)
$ 4.00 Paint Pro (Abacus Software)
$ 4.00 Quadralien (Spinnaker)
$ 4.00 Renegade (Taito)
$ 4.00 SwiftaR (Accustar)
$ 4.00 Techno Cop (U.S. Gold / Epyx)

$ 4.00 Warship (Strategic Simulations, Inc.)
$ 4.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 4.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 4.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 4.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 4.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 4.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 9.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.15 shipping, due to weight, counts as 1st item

$ 9.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 9.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 9.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 9.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 9.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 9.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.15
shipping, due to weight, counts as 1st item

$ 9.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.20 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1364. Re: As the Walrus said...

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 04:37:19 UTC
From: Robert Huggins <hug@planetmail.nonsense.net>
Message-ID: <34x07.1884$8O1.451351@typhoon.columbus.rr.com>
Source record: 44134
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Russ,

Yah - I know what you mean about selling on the 'net. It's bad enough
selling via eBay which is one of the reasons I'm can't get excited about
putting the Atari stuff up there...

Rob

"Russ Gilbert" <russg@en.com> wrote in message
news:3b41dbbc$0$88184$4c5ecdc7@news.erinet.com...
> A good home. I don't know. But you can probably give the stuff
> away, as opposed to putting in trash.
> It would maybe sell, if you put a description of what you have, maybe
> someone would offer.
> E-Bay or other auction has stopped the auctions that used to occur
> within this group. Thanks for that.
> I'm a bad example, but I offered up my ST stuff here for free and
> got several takers. They had to come and pick it up, I certainly
> wasn't going to ship it.
> If you have a few really juicy items, you might want to try to sell them.
> I don't like selling over internet. Risk of too many things happening,
> buyer not paying, buyer not satisfied with what he got, shipping, etc.
> Russg
>
>

1365. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 07:55:30 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <f7y07.89$9q.7704@nnrp1.sbc.net>
Source record: 44135
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

WOW! I just saw one of these go for about $80.00 on Ebay. Be careful what
you trade it for!
Mo

Satcom2 wrote in message <9htcdvlro1@nnrp2.phx.gblx.net>...
>I will trade Bounty Bob, label normal used condition, no tears or edgewear,
>only very minimal glue spotting.
>
>I will trade for any of the following ORIGINAL game carts (no copies!):
>
>Tapper
>Pharoas Curse
>Zeppelin
>Matterhorn
>
>Not interested in any other trades at this time so please e-mail me only if
>you want to trade one of these games on my list for Bounty Bob.
>Thanks. -Satcom2
>
>
>

1366. New version of M now Available !

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 08:11:46 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0107040011.6cea8cb7@posting.google.com>
Source record: 44137

New version of M available

I am happy to announce that we now have a new version of M, the interactive performing Algo-comp application.(by Eric Ameres and David Z) The previous version was a "cracked" copy that the programmers still gave thier consent for a download. However, Phillip Louie (of the Atari-Midi mailing List) was able to supply us with a unprotected "legal" copy of M. It is now on my site. See link below. This version works well in Steem as well as a Falcon and TT with no crashes (yet!)So good news for Atari-Midists!

Link: http://sites.netscape.net/timconrardy/m.htm

Anybody use M?

Tim Conrardy

1367. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 08:50:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994315640-61454AEicMi@cwcom.net>
Source record: 44057

From: E Norvald Bordal <e-n-bor@frisurf.no>
Date: Sun, 01 Jul 2001 20:54:38 GMT

>>you might have a wait until MagiC times out
>>searching for it. There is a patch to avoid this around, >but I can't
>remember
>>the URL I'm afraid.
>
>I use the patch and can send it to you if you want?

Thanks for the offer, but it's not me who wants the patch!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1368. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 08:55:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994315644-62482AEicMi@cwcom.net>
Source record: 44060

From: gokmase <fale@cybercrap.no>
Date: Tue, 3 Jul 2001 20:08:11 +0200

>> Depends on your reference. Just answereing a question to a request.
>
>
>I think most people frequenting this forum are fed up with your crap.
>Enough said.

I suggest not feeding the animal. This will give him the message.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1369. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 09:01:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994315646-62939AEicMi@cwcom.net>
Source record: 44059

From: sidcelery@cix.co.uk (Harry Sideras)
Date: 4 Jul 2001 00:52:31 GMT

> > It was worth the try. Anyone any ideas on how John can proceed from
> > here?
>
>This was probably solved last week, but here goes...

John's problem starts before the Auto folder is executed, just after the warm boot that the MagiC loader executes in order to load the magic.ram file.

The current best guess is the use of an ICD boot partition that isn't ahdi-compatible.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1370. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 09:02:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994315642-62007AEicMi@cwcom.net>
Source record: 44058

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 03 Jul 2001 17:30:11 -0000

>>I thought that there was only a German version. DDP Translations started
>>work on translating the ACC, but found a problem...
>
>The source is there, I just downloaded it. Why no re-compile it?

...because it won't run alongside Appline as I said in my message!

There's no way that I'm going to spend time like this if I'm unable to use
the result!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1371. Warhead

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 09:36:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107040932540.191-100000@localhost>
Source record: 44136

HI

I was big fan of ST game Warhead.. Does anyone have original with box
and instructions?

Janez

1372. Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 10:41:15 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3B42F2C9.C21EE3A@gmx.de>
Source record: 44139

Hi all,
I hope you can help me with a problem...

I am trying to install a TOS 2.06 in my 1040 STE, 4Megs.

The TOS is on two Rom chips, just like the old 1.60, but is 2 pins longer than the old (the sockets in my Atari do have that extra 2 pins, though, so installing physically is no problem).

Now, the problem is, when booting the 1040, the screen appears with a black block in the upper left corner where normally the Atari logo would appear. After that, before counting memory or doing anything, it bombs out with 3 Bombs and restarts instantly. Which results in an infinitive loop of course. I have bought TOS 2.06 two times to fit my other 1040 too, and the problem appaers with both the 1040 and both TOS 2.06 I have.

Am I missing sth? I think it is possible to install 2.06 in an 1040 STE? Anybody seen this before?

Thanks for answers,
Ove

1373. Re: Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 11:49:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CZU6nWARLwQ7Ew1Z@atari.org.uk>
Source record: 44141

In article <3B42F2C9.C21EE3A@gmx.de>, Ove Peter <ovepeter@gmx.de> writes
>Hi all,
>I hope you can help me with a problem...
>
>I am trying to install a TOS 2.06 in my 1040 STE, 4Megs.
>
>The TOS is on two Rom chips, just like the old 1.60, but is 2 pins
>longer than the old (the sockets in my Atari do have that extra 2 pins,
>though, so installing physically is no problem).
>
>Now, the problem is, when booting the 1040, the screen appears with a
>black block in the upper left corner where normally the Atari logo would
>appear. After that, before counting memory or doing anything, it bombs
>out with 3 Bombs and restarts instantly. Which results in an infinitive
>loop of course. I have bought TOS 2.06 two times to fit my other 1040
>too, and the problem appaers with both the 1040 and both TOS 2.06 I have.
>
>Am I missing sth? I think it is possible to install 2.06 in an 1040 STE?
>Anybody seen this before?
>
>Thanks for answers,
>Ove

Hmm

you should be able to just switch the chips over without problems!
Nothing else is really needed.

I'd check that other ic's in the computer haven't come loose, this does
happen. If it does the same after replacing the original TOS chips then
this is likely to be the cause.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1374. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 13:37:46 UTC
From: bindon@madasafish.com
Message-ID: <tk671ak6ddeje7@corp.supernews.com>
Source record: 44142

On 3 Jul 2001 22:18:01 G, Edward S. Baiz Jr. wrote:

>I searched and found the authors, sent them money and got the program.
>Then a year later, it came out as freeware. That is ok though. I
>believe the authors did not think the program was well-liked by people.
>I just about begged for a copy. Mine is in German, but I can still use
>it effectively. I heard the authors all went out to dinner on the money
>I sent them ($50). Kind of made me feel good.

Ouch, thats steep for a screensaver isn't it?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1375. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 13:44:24 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107041339430.95-100000@Hades060>
Source record: 44046

On Tue, 3 Jul 2001, Daniel L. Dreibelbis wrote:

> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
> >
> > > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > > mail. How many viagra spam mail can one take...-)
>
> once again, seeing that it is losing an argument, TiFKAS is
> hallucinating about its imaginary friend "Chunks", who is merely TiFKAS'
> projection of its own vile personality

Perhaps if this wanker had a web page, a pictue of himself
maybe there might be some small bit of truth to any of it.
Until I see something like that, sinflap is some blathering
idoit from the middle of no where. That is how he wishes
to project his imagea nyway.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1376. Re: As the Walrus said...

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 15:43:59 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0107040743.3c198bad@posting.google.com>
Source record: 44143
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Why not offer it all to anyone in this newsgroup who is happy to come
and collect it and who will make a donation to your local charity
while they're doing it? I live in the UK otherwise that's exactly what
I'd offer to doï¿½ I can understand your not wanting to get into
negotiating on prices for odd bits of hard and software but surely
some dedicated Atarian would like to take the lot off your hands? I
would!

1377. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 16:57:29 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B434AF8.3228F9@t-online.de>
Source record: 44144
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> Tapper
> Pharoas Curse
> Zeppelin
> Matterhorn

The carts above seem to be non-existent - at least nobody I know (including former vendors) has ever seen them.

1378. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 17:18:26 UTC
From: Ianoid <ianoid@ianoidianoid.com>
Message-ID: <CdI07.1092$G_1.108171@newsread2.prod.itd.earthlink.net>
Source record: 44145
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

No need to blow smoke up someone's ass who already has a cloud to spare on
his nice 8 bit stuff.

Satc- where do you get all these sweet 8-bitties? You've had some other
titles for trade that are pretty neat. Too bad I never have anything on the
menu.

-ian

"Mo" <mygranny@'nospam'swbell.net> wrote in message
news:f7y07.89$9q.7704@nnrp1.sbc.net...
> WOW! I just saw one of these go for about $80.00 on Ebay. Be careful what
> you trade it for!
> Mo
>
> Satcom2 wrote in message <9htcdvlro1@nnrp2.phx.gblx.net>...
> >I will trade Bounty Bob, label normal used condition, no tears or
edgewear,
> >only very minimal glue spotting.
> >
> >I will trade for any of the following ORIGINAL game carts (no copies!):
> >
> >Tapper
> >Pharoas Curse
> >Zeppelin
> >Matterhorn
> >
> >Not interested in any other trades at this time so please e-mail me only
if
> >you want to trade one of these games on my list for Bounty Bob.
> >Thanks. -Satcom2
> >
> >
> >
>
>
>

1379. Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 18:15:04 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tk6mi5gvtmhcaa@corp.supernews.com>
Source record: 44047

Hello,

We now have a "language" system on Atari-Users.Net . To select a language interface just click on the flag of your selected language in the box on the lower left. The system DOES NOT translate all of the text. Just certain options. Could some of our fellow German, French, Spanish, Danish, Italian and Czech Atari Users, that also read English, check the system for us?

IF possible.. could you also translate our "Main Menu" into German, French, Spanish, Danish, Italian and Czech language?

In time we will upgrade the Main menu also into the Language system.

Just wondering.. would any of you be interested in a multi-language version of Atari-Users.Net? Would you help operate that version? Translate post to and from your native language? (example - French "editor" translate an English post into French.. when needed.. translate French post into English.)

Thanks for your help!!!!
Rob
webmaster@atari-users.net
http://www.atari-users.net

1380. Re: Copy Files From ST to PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 20:20:20 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <6YC07.484$bl.23726@news.siol.net>
Source record: 44140

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0107031827.d5ae61d@posting.google.com...
> cstanley@zetnet.co.uk (Charles Stanley) wrote in message
news:<3b3fa6fc$0$13979@news.zetnet.co.uk>...
> > This is a suggestion, with question mark "?":
> > If you have different email accounts on your ST and PC, zip your source
> > and email to yourself on the other platform. No hardware expenses
involved
> > :)
> >
> > I'm about to try this myself, between a TT and a PMac.
>
> This should work even if you have only one email account. I routinely
> send myself things.
>
> Galen

How is he sopposed to log in on his "ST" account with bad serial port ?

Branko

1381. Re: Vortex AtOnce

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 21:03:26 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994359592-990470AEicMi@lineone.net>
Source record: 44066

Hi Dave

>> Dave sends his love BTW. He's finaly got his crabs under control now
>> he's changed creams, cant think where he caught them.

>Are you typing from experience again?

You chose to reply to a mail thats about a month old, are you stirring
it!?.
This thread is otherwise dead.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1382. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 21:06:46 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994359594-990948AEicMi@lineone.net>
Source record: 44067

Harry baby!!

>> It was worth the try. Anyone any ideas on how John can proceed from
>> here?

>This was probably solved last week, but here goes...

You really should log on more than once a month dude.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1383. Re: Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 21:49:05 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9i030h$ah6$1@plutonium.compulink.co.uk>
Source record: 44049

In message <CZU6nWARLwQ7Ew1Z@atari.org.uk>, Steve@atari.org said:

>In article <3B42F2C9.C21EE3A@gmx.de>, Ove Peter <ovepeter@gmx.de> writes
>>Hi all,
>>I hope you can help me with a problem...
>>
>>I am trying to install a TOS 2.06 in my 1040 STE, 4Megs.
>>
>>The TOS is on two Rom chips, just like the old 1.60, but is 2 pins
>>longer than the old (the sockets in my Atari do have that extra 2 pins,
>>though, so installing physically is no problem).
>>
>>Now, the problem is, when booting the 1040, the screen appears with a
>>black block in the upper left corner where normally the Atari logo would
>>appear. After that, before counting memory or doing anything, it bombs
>>out with 3 Bombs and restarts instantly. Which results in an infinitive
>>loop of course. I have bought TOS 2.06 two times to fit my other 1040
>>too, and the problem appaers with both the 1040 and both TOS 2.06 I have.
>>
>>Am I missing sth? I think it is possible to install 2.06 in an 1040 STE?
>>Anybody seen this before?
>>
>>Thanks for answers,
>>Ove
>
>Hmm
>
>you should be able to just switch the chips over without problems!
>Nothing else is really needed.
>
>I'd check that other ic's in the computer haven't come loose, this does
>happen. If it does the same after replacing the original TOS chips then
>this is likely to be the cause.

He should also check that all the pins of he PROMs have gone into
their sockets properly. I had a problem with my upgrade some years
back - it worked only intemittently. On checking I found a couple
of pins had *not* gone into the socket but had been bent inwards,
though making intermittent contact. Removing them, straightening
out the legs and reinserting more carefully did the trick!

Regards, /Peter/

1384. CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 21:49:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9i030i$ah7$1@plutonium.compulink.co.uk>
Source record: 44048
Body handling: HTML body converted to readable text

A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
normally with a hi rez monitor. He needed to give a demo on a TV
via SCART, but luckily came to me first to try it out. I found
that while his setup worked fine on hi rez, when I tried it on the
TV in both med and low rez CAB started to load but stuck during
the small 'Loading xxx' dialog each time. Only after using the
Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
and some PD fonts, but I think that's irrelevant.)

Is this a problem with CAB 1.5 and/or TOS 1.02? My 2.7 works fine
in all 3 ST resolutions and higher, but then I use MagiC.

Another thing: His HTM file didn't display properly for some
reason. The first para was in small type despite an
header.
The problem seemed to be due to having after the header a command
. This format seems to be standard HTML. When
I split the angle brackets as it worked
fine. Any ideas?

Regards, /Peter/

1385. Mint lynx.ssl

Newsgroup: comp.sys.atari.st
Date: 2001-07-04 23:55:06 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.6769c2cd.7dc612e0.doyene@zetnet.co.uk>
Source record: 44050

Hei any Mint users.
I interested to know if Mint Lynx is updated to handle SSL now as inLinux version.
Also were could I purchase Mint on CD version.

regards

--
-

=+=+=+

1386. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 02:34:59 UTC
From: sinclap@nospam.net
Message-ID: <040720012134352841%sinclap@nospam.net>
Source record: 44051

In article <Pine.MNT.4.10.10107031400350.107-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Tue, 3 Jul 2001 sinclap@nospam.net wrote:
>
> > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > mail. How many viagra spam mail can one take...-)
>
> You are the poster child for spam... lol

In what way?

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mpls

1387. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 02:36:55 UTC
From: sinclap@nospam.net
Message-ID: <040720012136309774%sinclap@nospam.net>
Source record: 44052

In article <1evzktn.gkyyftezmp2yN%x@x.xx>, Hallvard Tangeraas <x@x.xx>
wrote:

> <sinclap@nospam.net> wrote:
>
> > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > mail. How many viagra spam mail can one take...-)
>
> If you hate spam so much you can imagine how we feel when you we see
> your postings here ;-)
> Go away! We don't want you here. You're not contributing in any way.

If you use that criteria, one could say that almost all are not
contributing.

What contribution(s) have you brought?
>
> Hallvard

sinclap!
somewere in mpls

1388. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 02:39:46 UTC
From: sinclap@nospam.net
Message-ID: <040720012139210061%sinclap@nospam.net>
Source record: 44053

In article <Pine.MNT.4.10.10107031359030.107-100000@Hades060>, Lonny
Pursell <fatal@SYNTAX.ERROR> wrote:

> On Tue, 3 Jul 2001 sinclap@nospam.net wrote:
>
> > > If by some miracle that is even true at all then it might explain
> > > the fake name. If my work place seen me conduct myself in this
> > > manner they would not be happy at all. Of all the MAC users I
> > > ever met, they are quite the opposite of sinflap...
> >
> > What does my using a Mac have anything to do with this?
>
> Wow, super lagged reply.
> Took that long to think that up?
> Can't figure it out, your loss...

Not my loss. Life goes on..

> ____
> Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

sinclap!
somewere in mpls

1389. Re: Atari Online News, Etc. #03-21

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 02:41:16 UTC
From: sinclap@nospam.net
Message-ID: <040720012140525489%sinclap@nospam.net>
Source record: 44054
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <dreibel-90DB2F.21091203072001@news.bellglobal.com>, Daniel
L. Dreibelbis <dreibel@sympatico.ca> wrote:

> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
> >
> > > I am not hiding. Chunk's knows me and my full name. I just hate spam
> > > mail. How many viagra spam mail can one take...-)
>
> once again, seeing that it is losing an argument, TiFKAS is
> hallucinating about its imaginary friend "Chunks", who is merely TiFKAS'
> projection of its own vile personality

You answered! hi 'Chunks'!

See ya in NYC later in the month..

sinclap!
somewere in mpls

1390. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 03:00:41 UTC
From: swampfax@atlantic.net
Message-ID: <tLQ07.81$5W1.51500@news1.atlantic.net>
Source record: 44055

OK! I found the problem and a big thanks to all who contributed their suggestions. I forgot about the floppy! I though I was running vanilla but Fastboot which bypasses the memory check and IDE search was on the floppy's boot sector. A blank disk did the trick. Running Hddriver helped with the message "memory block distroyed by user program" (thanks Uwe). Now on to why I can't change resolutions without crashing (for another thread and after I re-read the manual).
Again, thanks all.
John G.

1391. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 06:29:57 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B440965.FF2BD073@seimet.de>
Source record: 44056

John Garone wrote:
>
> OK! I found the problem and a big thanks to all who contributed their
> suggestions. I forgot about the floppy! I though I was running vanilla
> but Fastboot which bypasses the memory check and IDE search was on the
> floppy's boot sector. A blank disk did the trick. Running Hddriver helped
> with the message "memory block distroyed by user program" (thanks Uwe).

Note that this message is displayed by MagiC, not by HDDRIVER. Anyway,
fine that it works now.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1392. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 08:22:22 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1ew1s7n.iut6a5czn5teN%roughley@vanc.igs.net.invalid>
Source record: 44061

Peter Schneider <Peter_Schneider@su2.maus.de> wrote:

> NR>I'll try and dig up the last installed version of the driver.
> the latest is 1.26, but some people prefer to work with 1.25

I'd like to pass on an e-mail to Nima Monaster about ceding ownership of the driver from me to Ken, but Homa Systems' website (http://www.magma.ca/~nima) no longer exists. Does anyone know if Nima is still in business?

<< Neil >>

1393. Re: Magic--No Boot!

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 12:23:31 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B445C43.88D56EEC@seimet.de>
Source record: 44062

Derryck Croker wrote:

> The current best guess is the use of an ICD boot partition that isn't ahdi-
> compatible.

The first 4 ICD partitions are always AHDI-compatible. So as long as you
boot from C-F everything is fine.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1394. Jinnee 2.5 crashes frequently

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 12:46:55 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0107050446.37548e46@posting.google.com>
Source record: 44063

All,

I mainly use my Falcon with CAF for music production. I fancied an alternative desktop to aid me in general admin tasks, backing up MIDI files etc. So I bought a copy of Jinne v2.5 and it has all the features I'm looking for in a desktop, only problem is it bombs out fairly often or freezes or drops back to the GEM desktop..... I don't get this problem with any other program.

My machine has the following spec 68030, 14MB, 6GB IDE, 1 GB SCSI, Yamaha 4260 CDRW, ZIP 250, TOS 4.04, HD Driver 7.8, NVDI 4.x.

Does anyone run Jinnee with plain TOS? is it that stable? or should I get MagiC and use that for my admin tasks and boot Cubase with single TOS? Will Sound Pools CD writer run under MagiC as I use this to burn my tracks to CD?

Cheers,

Alex.

1395. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 16:47:40 UTC
From: bindon@madasafish.com
Message-ID: <tk96hcpuogca4c@corp.supernews.com>
Source record: 44064

On 4 Jul 2001 09:02:32 -, Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Tue, 03 Jul 2001 17:30:11 -0000
>
>>>I thought that there was only a German version. DDP Translations started
>>>work on translating the ACC, but found a problem...
>>
>>The source is there, I just downloaded it. Why no re-compile it?
>
>....because it won't run alongside Appline as I said in my message!

... use Taskbar :)
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1396. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 17:42:17 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0107050942.36cffae1@posting.google.com>
Source record: 44065
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> The carts above seem to be non-existent - at least nobody I know (including
> former vendors) has ever seen them.

I agree. Don't waste your time. (And no, Andre, I've never catalogued
my disk software:-)

> > Pharoas Curse
> > Zeppelin

These and other Synapse titles are on the cart lists. Apparently they
were included on the basis of Synapse announcements and the fact that
there are cart size (16K) versions of the games. I once spoke to a
programmer of some of those games and he did not think carts were ever
issued.

> > Matterhorn
Digital Press lists as NR

> > Tapper
Thousands have looked and none have found? Sega listed it in the
instuctions for other games. Also, its catalogue number is lower than
Super Zaxxon, so it logically should have come out. I think its
probably only disk or cassette.

Gene

1397. AtariIRC v1.19 released

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 18:02:27 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107051800420.131-100000@Hades060>
Source record: 44069

```
As the topic suggests.
Fixed some bugs.
See URL below.

_____________________________________________________________
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/
```

1398. ST Magazine Cover Disk Snapshots

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 19:40:26 UTC
From: Jonathan Kay <Jonathan@kay026.freeserve.co.uk>
Message-ID: <9i2g34ncl1@news5.svr.pol.co.uk>
Source record: 44068

Can someone tell me if there is a site where I can download snapshots of ST Magazine cover disks (e.g ST Format, Atari ST Review, etc).

Thanks for any help

1399. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 21:28:26 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994443980-051190AEicMi@lineone.net>
Source record: 44083

Hi Lyndon

>>....because it won't run alongside Appline as I said in my message!

>... use Taskbar :)

taskbar is ugly and unstable.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1400. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 21:30:44 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994443982-051694AEicMi@lineone.net>
Source record: 44084

Hi Derryck

>>I think most people frequenting this forum are fed up with your crap.
>>Enough said.

>I suggest not feeding the animal.

Leave me out of it!!..

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1401. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 22:40:21 UTC
From: ebaiz@skyenet.net
Message-ID: <p1617.16266$i9.4271@newsfeed.slurp.net>
Source record: 44070

On 4 Jul 2001 13:37:46 -, Lyndon Amsdon wrote:
>On 3 Jul 2001 22:18:01 G, Edward S. Baiz Jr. wrote:
>
>>I searched and found the authors, sent them money and got the program.
>>Then a year later, it came out as freeware. That is ok though. I
>>believe the authors did not think the program was well-liked by people.
>>I just about begged for a copy. Mine is in German, but I can still use
>>it effectively. I heard the authors all went out to dinner on the money
>>I sent them ($50). Kind of made me feel good.
>
>Ouch, thats steep for a screensaver isn't it?
>Lyndon Amsdon

Yes, but I just thought the authors deserved it. Besides, Twilight is
the best screensaver I have seen and works great.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1402. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 22:40:23 UTC
From: ebaiz@skyenet.net
Message-ID: <r1617.16267$i9.4271@newsfeed.slurp.net>
Source record: 44071
Body handling: HTML body converted to readable text

On 4 Jul 2001 21:49:06 G, xlator@cix.compulink.co.uk wrote:
>A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>normally with a hi rez monitor. He needed to give a demo on a TV
>via SCART, but luckily came to me first to try it out. I found
>that while his setup worked fine on hi rez, when I tried it on the
>TV in both med and low rez CAB started to load but stuck during
>the small 'Loading xxx' dialog each time. Only after using the
>Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
>and some PD fonts, but I think that's irrelevant.)
>
>Is this a problem with CAB 1.5 and/or TOS 1.02? My 2.7 works fine
>in all 3 ST resolutions and higher, but then I use MagiC.
>
>Another thing: His HTM file didn't display properly for some
>reason. The first para was in small type despite an
header.
>The problem seemed to be due to having after the header a command
>. This format seems to be standard HTML. When
>I split the angle brackets as it worked
>fine. Any ideas?

Sounds like it is a problem with 1.5. I would look and see just the
settings are setup. It may be that what is contained in the settings
makes it incompatible with low or medium rez. I know when I used 1.5 I
was able to get it to run in medium rez, but I found high rez was better.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1403. Re: Jinnee 2.5 crashes frequently

Newsgroup: comp.sys.atari.st
Date: 2001-07-05 22:40:25 UTC
From: ebaiz@skyenet.net
Message-ID: <t1617.16268$i9.4271@newsfeed.slurp.net>
Source record: 44072

On 5 Jul 2001 05:46:55 -, alex.stepney@bluewave.com wrote:
>All,
>
>I mainly use my Falcon with CAF for music production. I fancied an alternative
>desktop to aid me in general admin tasks, backing up MIDI files etc. So I bought
>a copy of Jinne v2.5 and it has all the features I'm looking for in a desktop,
>only problem is it bombs out fairly often or freezes or drops back to the GEM
>desktop..... I don't get this problem with any other program.
>
>My machine has the following spec 68030, 14MB, 6GB IDE, 1 GB SCSI, Yamaha 4260
>CDRW, ZIP 250, TOS 4.04, HD Driver 7.8, NVDI 4.x.
>
>Does anyone run Jinnee with plain TOS? is it that stable? or should I get MagiC
>and use that for my admin tasks and boot Cubase with single TOS? Will Sound Pools
>CD writer run under MagiC as I use this to burn my tracks to CD?

Jinnee was made especially for Magic and that is what I use it with. I
use EASE with Geneva and Plain TOS. It sounds like you may want to look
at the settings of Jinnee. I have version 1.0 and have not as yet
experience your problem. The best thing to do is get on the Jinnee
website and contact the author. He has helped me out many times.

http://www.mani.de/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1404. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 01:44:57 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107051838440.28630-100000@shell.pacifier.com>
Source record: 44073
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1405. Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 06:19:23 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tkalcff2ei2m79@corp.supernews.com>
Source record: 44074

Would you "Pledge" funds for a contest to create a new Atari Browser?

Visit www.Atari-Users.Net and post your answer to this months poll question!

http://www.atari-users.net

1406. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 08:32:12 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107060829020.191-100000@localhost>
Source record: 44075

On Thu, 5 Jul 2001, Edward S. Baiz Jr. wrote:

> Yes, but I just thought the authors deserved it. Besides, Twilight is
> the best screensaver I have seen and works great.

Im most happy with blank screen saver, what can u expect more as to
really SAVE the screen and on Falcon up to 30%+ speedup from screensaver
:))

Janez

1407. Re: Jinnee 2.5 crashes frequently

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 08:34:38 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107060832420.191-100000@localhost>
Source record: 44076

> >Does anyone run Jinnee with plain TOS? is it that stable? or should I get MagiC
> >and use that for my admin tasks and boot Cubase with single TOS? Will Sound Pools
> >CD writer run under MagiC as I use this to burn my tracks to CD?
>
> Jinnee was made especially for Magic and that is what I use it with. I
> use EASE with Geneva and Plain TOS. It sounds like you may want to look
> at the settings of Jinnee. I have version 1.0 and have not as yet
> experience your problem. The best thing to do is get on the Jinnee
> website and contact the author. He has helped me out many times.

U can also try Thing. Thing is only real competiton to Jinnee, full of
features etc. And works nice with any OS, so no prob on single TOS.

Janez

1408. Re: Atari 800xl Bounty Bob game for trade! Holy grail wantlist game!

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 09:13:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3B458146.B7C7F6BA@asw.cz>
Source record: 44082
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Andre wrote:
>
> > Tapper
> > Pharoas Curse
> > Zeppelin
> > Matterhorn
>
> The carts above seem to be non-existent - at least nobody I know (including
> former vendors) has ever seen them.

What about these, do they exist?:

Alien Ambush (Dana)
Bristles (FSS)
Capture the Flag (Sirius)
Conquest of the Crown (LindaSoft)
Drelbs (Synapse)
Exidy's Demo Cartridge (Exidy)
File Manager (Synapse)
Flip and Flop (FSS)
Fort Apocalypse (Synapse)
Frantic Freddie (SpectraVideo)
Jawbreaker II (Sierra)
Jukebox (Spinnaker)
Letter Wizard (Datasoft)
Sammy Lightfoot (Sierra)
Shadow World (Synapse)
Star Maze (Roklan)
Synassembler (Synapse)
Trust (Rantom)
--
Jindroush (kubecj@asw.cz)
See http://www.asw.cz/~kubecj for best Atari 8-bit utilities...

1409. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 14:54:21 UTC
From: bindon@madasafish.com
Message-ID: <tkbk8to88f9vd9@corp.supernews.com>
Source record: 44078

On 6 Jul 2001 08:32:12 +, SWE/YesCREW wrote:
>On Thu, 5 Jul 2001, Edward S. Baiz Jr. wrote:
>
>> Yes, but I just thought the authors deserved it. Besides, Twilight is
>> the best screensaver I have seen and works great.
>
> Im most happy with blank screen saver, what can u expect more as to
>really SAVE the screen and on Falcon up to 30%+ speedup from screensaver
>:))

That's true but it's not so pretty :). Twilight is really pretty good, I
use the DOS simulator as my screen saver!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1410. I want to buy an Atari Facon

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 15:43:55 UTC
From: CO <et@seti3.com>
Message-ID: <%0l17.448667$oc7.68896761@news2.rdc2.tx.home.com>
Source record: 44079
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

Looking for a good Falcon for a good deal.
Possibly 2..

email me

I am in Texas.

Thanks

1411. [ANN] History of shareware

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 15:48:48 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b45ebcc7330b2@free.fr>
Source record: 44080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi all,

An history of shareware have been written by Europe Shareware,
from the beginning to nowadays. It relates the development and
the wide success of this unique spread mode of independent
authors softwares.

Read the history of shareware (in French):
http://www.europe-shareware.org/pages/hist_shareware.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

1412. Re: Mint lynx.ssl

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 19:33:25 UTC
From: Ralph Lowinski <rl@aquaplan.de>
Message-ID: <3B461285.D63B72C4@aquaplan.de>
Source record: 44085

JOHN NICHOLAS OAKES wrote:
>
> Hei any Mint users.
> I interested to know if Mint Lynx is updated to handle SSL now as inLinux version.
> Also were could I purchase Mint on CD version.

There is SSL version available at the Sparemint site at
http://wh58-508.st.uni-magdeburg.de/sparemint/

--
mailto:AltF4@freemint.de
http://www.freemint.de

1413. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 19:38:09 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b45f781.0@energise.enta.net>
Source record: 44081
Body handling: HTML body converted to readable text

On 4 Jul 2001 21:49:06 G, xlator@cix.compulink.co.uk wrote:
>A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>normally with a hi rez monitor. He needed to give a demo on a TV
>via SCART, but luckily came to me first to try it out. I found
>that while his setup worked fine on hi rez, when I tried it on the
>TV in both med and low rez CAB started to load but stuck during
>the small 'Loading xxx' dialog each time. Only after using the
>Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
>and some PD fonts, but I think that's irrelevant.)

A wild guess...
I think that because you are using GDOS and not NVDI (vector fonts)
you will need to install some low and medium rez screen fonts.
Its a long time since I used GDOS so I could be wrong.

>
>Is this a problem with CAB 1.5 and/or TOS 1.02? My 2.7 works fine
>in all 3 ST resolutions and higher, but then I use MagiC.
>
>Another thing: His HTM file didn't display properly for some
>reason. The first para was in small type despite an
header.
>The problem seemed to be due to having after the header a command
>. This format seems to be standard HTML. When
>I split the angle brackets as it worked
>fine. Any ideas?
>
>Regards, /Peter/
>
>.

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1414. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 20:33:40 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b462e366aca2f2@pandora.be>
Source record: 44086
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/falcamp108.zip (171.422 bytes)

**game**
ftp://chapelie.rma.ac.be/atari/game/clicks03.zip (26.095 bytes)
(This is a small mind game. The goal is to remove as many tiles
as possible from the playfield. Germam/English version)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-119.zip (195.430 bytes)
(GEM-based IRC client for STik/STing/Gluestik)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/arb_conv_100.zip (83.316 bytes)
(It's an utility to convert "family tree" files.
ARB_CONV can import files from GENERATION (my family tree
software) and FAMILLE (Guillaume TELLO's software).
ARB_CONV can export files to GENERATION and FAMILLE.
French/English version)

ftp://chapelie.rma.ac.be/atari/utilities/attrib02.zip (14.227 bytes)
(an utility to change easy and fast the TOS files flags.
German only. Needs w_dialog or Magic)

ftp://chapelie.rma.ac.be/atari/utilities/first_million_euro_4.6.0.zip (419.000 bytes)
(bookkeeping prg. German only)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
```

** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1415. dessee & eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-07-06 22:38:21 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <9i5fhe$3qk$1@news5.svr.pol.co.uk>
Source record: 44087

Just asking would it be possible to use the Eclipse graphics card along side the Dessee PCI sound card which is currently in development ?

Thomas

1416. Falcon/Magic/Older Programs

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 05:55:36 UTC
From: swampfax@atlantic.net
Message-ID: <svx17.20$I_4.130719@news1.atlantic.net>
Source record: 44088

Hi all,
Running Magic 6 on a Falcon. It seems I've lost the ability to run
certain programs like BackloadIII. I assume it has something to do with
Backload re-booting. Also, Apex Viewers (not the main program) are not
showing pics taken with my Sony camera (it worked with TOS 4.04).
Apex is showing older pics from the Bird of Prey CD ROM though. I've tried
everything in the Magic config cpx, Install App. and the Magiccfg prg.
but no go! Anyone know if I've missed something?

John G.

1417. Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 05:59:51 UTC
From: swampfax@atlantic.net
Message-ID: <rzx17.21$I_4.130718@news1.atlantic.net>
Source record: 44089

Hi All,
Anyone know of a patch for Magic that will bypass the Falcon MKI
memory check?
John G.

1418. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 06:31:51 UTC
From: sinclap@nospam.net
Message-ID: <070720010131141936%sinclap@nospam.net>
Source record: 44090

In article <Usenet.hsrpeskh@localhost>, gokmase <fale@cybercrap.no>
wrote:

> <sinclap@nospam.net> wrote:
>
> > > > > > Time for a new poll.. any suggestions for the question?
> > > > >
> > > > > Will sinclap prevail?
> > > >
> > > > Shut up!
> > > > ...but you really can't, can you?
> > > > It's a disease of some sort.
> > >
> > Depends on your reference. Just answereing a question to a request.
> >
> >
> I think most people frequenting this forum are fed up with your crap.
> Enough said.

And what crap is that?

sinclap!
somewere in mpls

1419. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 06:33:20 UTC
From: sinclap@nospam.net
Message-ID: <070720010132447321%sinclap@nospam.net>
Source record: 44091

In article <1evzn6x.1eaz4iyn0yhg1N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
wrote:

> <sinclap@nospam.net> wrote:
>
> > How about a new poll? Will the new Amiga models in the comming months
> > catch on with the public and bring rememberance of the 1980's back?
>
> I know this is a bit too "high level" and complicated for you to grasp,
> but you're in an *Atari ST* newsgroup right now.
> I'm sure you're trolling around in other groups as well, which probably
> makes it confusing for your poor little braincell.

I am sure you are wrong.

>
> Hallvard

sinclap!
somewere in mpls

1420. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 06:35:26 UTC
From: sinclap@nospam.net
Message-ID: <070720010134504911%sinclap@nospam.net>
Source record: 44092

In article <994315644-62482AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

> From: gokmase <fale@cybercrap.no>
> Date: Tue, 3 Jul 2001 20:08:11 +0200
>
> >> Depends on your reference. Just answereing a question to a request.
> > >
> > >
> > >I think most people frequenting this forum are fed up with your crap.
> > >Enough said.
> >
> > I suggest not feeding the animal. This will give him the message.

I am not suppose to feed my furball critter animal?

sinclap!
somewere in mpls

1421. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 07:38:05 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ew62ke.8g3tyqdm0b42N%doitarchive@doitarchive.de>
Source record: 44093

John Garone <swampfax@atlantic.net> wrote:

> Anyone know of a patch for Magic that will bypass the Falcon MKI
> memory check?

Use BOOTKONF.PRG and reduce time for ram test to 5 seconds.
Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

1422. GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 07:40:43 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9i6edrfku1@newsg1.svr.pol.co.uk>
Source record: 44095

After finally taking the plunge into the scanning world it seems that it will be a struggle to scan my first document!

I purchased an Epson GT9500 scanner from a Warehouse operation in Stockport who were selling them in new condition, but without original packaging. The scanner arrived safely via courier, but it seems that the carriage wasn't in the locked position because I could hear it moving in the box (does this matter?).

To test it, I disconnected the SCSI lead from the back of the CDRW and selected ID 5 on the back of the GT9500 and powered up the scanner as per the manual. It seemed to go alright. I next tried it with the Falcon with MagiC loaded - started up the copy of GTLook2 (from the Belgian FTP site) and selected "SCSI extern" from boxes. Almost immediately after clicking OK I got an error message saying "Initialisation error" - Scanner not connected (Try Again or Cancel). I knew this was twaddle because I had done a SCSI scan with HDDRUTIL and it had picked it up no problem.

Can anyone suggest anything? I tried in TOS mode but still the same message. I am using a Falcon CT2B with either TOS 7.04 or MagiC 6.01.

Any help appreciated - before I consult the vendor!!

Neil :-(

1423. Re: Holy grail!

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 07:46:26 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3B46BE51.639E3D76@t-online.de>
Source record: 43996
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

> What about these, do they exist?:
>
> Alien Ambush (Dana)
> Bristles (FSS)
> Flip and Flop (FSS)
> Fort Apocalypse (Synapse)
> Jawbreaker II (Sierra)
> Star Maze (Roklan)

These six carts above definitively exist, but are very rare and usually you have to pay a lot of money to get them (I'm sure Gene can confirm that ;). Maybe 'Capture the Flag' exists also, but it's rather unlikely. You can add Roklan's 'Rack 'em up' as existant also (seen on epay).

Btw.: Does somebody know why the First Star titles are that rare? I have no explanation for that, because the game are excellent. Limited release? High retail price? Error-prone hardware? Released during the big videogame-crash?

Andre

1424. FT: Dreamcast w/5 games for Atari Jaguar w/games!

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 07:47:08 UTC
From: "L. Rodriguez" <pilot77@spininternet.com>
Message-ID: <B76C28AC.3CB35%pilot77@spininternet.com>
Source record: 44094

I'll trade my mint dreamcast (controller, box & docs. included), 200 block memory card, sega rally racing, flag to flag racing, blue stinger, NFL2K and crazy taxi for the following:

Jaguar unit w/controller & all hookups
Atari Karts
Breakout 2000
Defender 2000
Kasumi Ninja
NBA JAM
flight for life
I-war
missile command 3D
powerdrive rally
raiden
super burnout
troy aikman
ultra vortek
val d'isere skiing
supercross 3D
and possibly any other interesting games.

Please e-mail me at: pilot77@spininternet.com

1425. Re: dessee & eclipse

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 10:01:31 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9i6mlrql1@snipp.uninett.no>
Source record: 43997

```
Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk> wrote:
> Just asking would it be possible to use the Eclipse graphics card along side
> the Dessee PCI sound card which is currently in development ?

The Eclipse doesn't support bus arbitration, so if the Dessee-card will
work without this it could work on the Eclipse PCI-bus.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

1426. Software stops to program

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 10:27:10 UTC
From: Thespider <diegovpSPAM@jazzfree.com>
Message-ID: <9i6ntl$j3n$1@diana.bcn.ttd.net>
Source record: 43998

Exists the place where can unload all the programs to me of Hisoft for Atari ST?

A greeting and thanks.

Diego

1427. Re: Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 10:43:27 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3B46E7CC.88F4671D@gmx.de>
Source record: 43999

Hallvard Tangeraas schrieb:

> Yes, it's possible to install TOS 2.06 in an STe, and yes, you're
> missing something.
> I've installed TOS 2.06 in my STe without any problems.
> What you've apparently missed is setting the jumpers.
>
> Here's a text I wrote about it a while ago which explains what to do:

Hey Hallvard, thanks a lot!

I almost thought I had faulty chips, but as always you know more about
Atari than me ;-)
I will try your instructions this weekend. Hope I have an STE with
jumpers, not resistors.. hehe.

Thanks again,
Ove

1428. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 11:10:24 UTC
From: jlog@zetnet.co.uk
Message-ID: <3b46ee20$0$24132@news.zetnet.co.uk>
Source record: 44000

On 7 Jul 2001 07:40:43 G, Neil Chester wrote:

|I purchased an Epson GT9500 scanner from a Warehouse operation in
|Stockport who were selling them in new condition, but without original
|packaging. The scanner arrived safely via courier, but it seems that the
|carriage wasn't in the locked position because I could hear it moving in
|the box (does this matter?).

In principle I would not have been happy with it but in practice it
might not matter. I presume you actually checked the lock was off.

|To test it, I disconnected the SCSI lead from the back of the CDRW and
|selected ID 5 on the back of the GT9500 and powered up the scanner as per
|the manual. It seemed to go alright. I next tried it with the Falcon
|with MagiC loaded - started up the copy of GTLook2 (from the Belgian FTP
|site) and selected "SCSI extern" from boxes. Almost immediately after
|clicking OK I got an error message saying "Initialisation error" - Scanner
|not connected (Try Again or Cancel). I knew this was twaddle because I
|had done a SCSI scan with HDDRUTIL and it had picked it up no problem.

Is the scanner SCSI terminated? Might the scanner accidently have
been switched off? (Sounds silly but I have done this several times
- the mains switch does not need much force to operate it.) Does
Look2 support your scanner? Did you try resetting the scanner? Could
you try the scanner on another machine?
--
JI Logan

1429. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 11:12:13 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.fqakhgpc@localhost>
Source record: 44001

<sinclap@nospam.net> wrote:

> >
> > I think most people frequenting this forum are fed up with your
> > crap. Enough said.
>
> And what crap is that?

Your postings, which you obviously write to piss everybody else off.
Doing a good job on that one, I might add. Happy now?

1430. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 11:32:57 UTC
From: bindon@madasafish.com
Message-ID: <tkdsr9e691n918@corp.supernews.com>
Source record: 44002

On 7 Jul 2001 07:40:43 G, Neil Chester wrote:

Hi

>I purchased an Epson GT9500 scanner from a Warehouse operation in
>Stockport who were selling them in new condition, but without original
>packaging. The scanner arrived safely via courier, but it seems that the
>carriage wasn't in the locked position because I could hear it moving in
>the box (does this matter?).

They really should have locked it. The GT scanners are nice.

>Can anyone suggest anything? I tried in TOS mode but still the same
>message. I am using a Falcon CT2B with either TOS 7.04 or MagiC 6.01.

It should work! When I changed hard drives I downloaded the version off
the Chestnut Computer club instead of copying the version off my old HD.
I got the same problem and I eve took the scanner apart to reseat chips
etc. I then realised somehow (haven't a clue where) but picked up a newer
version that works fine.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1431. ARB_CONV (was: Re: [PUB]: New on the Belgian ftp-server)

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 12:17:44 UTC
From: Arnaud BERCEGEAY <arnaud.bercegeay@free.fr>
Message-ID: <WS3.a8e80d4c.74661da2.arnaud.bercegeay@free.fr>
Source record: 44003
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hi !

> **utilities**
>ftp://chapelie.rma.ac.be/atari/utilities/arb_conv_100.zip (83.316 bytes)
> (It's an utility to convert "family tree" files.
> ARB_CONV can import files from GENERATION (my family tree
> software) and FAMILLE (Guillaume TELLO's software).
> ARB_CONV can export files to GENERATION and FAMILLE.
> French/English version)

... and from version 1.00, ARB_CONV can export to the "standard" GEDCOM 5.5
format, which can be imported by FAMILY_TREE :)

--
Arnaud BERCEGEAY : mailto:bercegeay@atari.org
HTML Tidy for ATARI : http://tidy.atari.org
Generation, eH! oH! : http://perso.wanadoo.fr/arnaud.bercegeay/

1432. new on UNI_MANiacs website

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 13:53:52 UTC
From: mt@telebyte.nl
Message-ID: <9i749gsau1@rubens.telebyte.nl>
Source record: 44004

New on the UNI_MANiacs website: a device adaptor for the Yamaha P50-m
piano tone generator.

http://www.telebyte.nl/~mt/uni_man.htm
http://www.telebyte.nl/~mt/adaptors.htm

1433. Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 15:10:08 UTC
From: ebaiz@skyenet.net
Message-ID: <kDF17.930$G42.1588@newsfeed.slurp.net>
Source record: 44005

Hello All,

My Jaz drive starting acting up last night. I cannot get it to copy files correctly. It will read files on the carts and even delete them, but it will not copy large files to the carts only small ones (50k or less). If I try to copy large files I get a message saying the data on the cart may be damaged. Anyone have an idea as to what the problem is? Is the drive dead?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1434. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 15:19:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9i799a$8q6$1@plutonium.compulink.co.uk>
Source record: 44006

In message <3b45f781.0@energise.enta.net>, peter.slegg@===ANTI-SPAM===scubadivers.co.uk said:

>On 4 Jul 2001 21:49:06 G, xlator@cix.compulink.co.uk wrote:
>>A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>>normally with a hi rez monitor. He needed to give a demo on a TV
>>via SCART, but luckily came to me first to try it out. I found
>>that while his setup worked fine on hi rez, when I tried it on the
>>TV in both med and low rez CAB started to load but stuck during
>>the small 'Loading xxx' dialog each time. Only after using the
>>Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
>>and some PD fonts, but I think that's irrelevant.)
>
>A wild guess...
>I think that because you are using GDOS and not NVDI (vector fonts)
>you will need to install some low and medium rez screen fonts.
>Its a long time since I used GDOS so I could be wrong.

No, he had the bitmap screen fonts in all resolutions on the disk,
I believe (I no longer have his disk). In any case, I wouldn't
think this could have led to the computer freezing on the first
'Loading xxx' dialog, as these use the system font.

Regards, /Peter/

1435. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 17:46:32 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0107070946.669e3897@posting.google.com>
Source record: 44007

"RobM" <rmahlert@charter.net> wrote in message news:<tkalcff2ei2m79@corp.supernews.com>...
> Would you "Pledge" funds for a contest to create a new Atari Browser?
>
> Visit www.Atari-Users.Net and post your answer to this months poll question!
>
> http://www.atari-users.net

That is an excellent poll. I would hope a significant fund could be developed to entice programmers to get our web browsers backup to speed.

I still think CAB is very good. It just needs to be revised, updated, and improved.

Its not like other atari browsers haven't been developed, it is that they haven't succeeded in creating a better all around product then CAB.

People know the weaknesses in CAB and what I think we really are looking for is a BETTER CAB. Perhaps a total rewrite is in order, but I would hate to see someone trying to create a newer browser from scratch only to come up short or abandon the project.

On the other hand, this could inspire a few new developements and multiple browsers. And with competition comes inovation (if not profits in the atari world;-).

Anyways, I can respond to this poll much easier than a poll on Computer chips that I have no ideas as to their capability and compatibility.

We know what people want.

A modern browser.

later Brian.

1436. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 18:11:55 UTC
From: ebaiz@skyenet.net
Message-ID: <LhI17.1411$G42.2378@newsfeed.slurp.net>
Source record: 44008

On 7 Jul 2001 15:10:08 G, Edward S. Baiz Jr. wrote:
>Hello All,
>
>My Jaz drive starting acting up last night. I cannot get it to copy
>files correctly. It will read files on the carts and even delete them,
>but it will not copy large files to the carts only small ones (50k or
>less). If I try to copy large files I get a message saying the data on
>the cart may be damaged. Anyone have an idea as to what the problem is?
>Is the drive dead?

Well I found out the problem. I had hooked up an external 3gig SCSI drive that I am going to use for Linux. I used the same cable that I am using for my scanner. But when I hooked up the drive I forgot to hook up the terminator. The system worked fine for about a week and then last night all hell broke loosed. I should have realized something was wrong when my SCSI CD drive stop working. Now things are all fine. I feel stupid, but that is way things go. Now I just have to get Linux working.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1437. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 18:19:13 UTC
From: bindon@madasafish.com
Message-ID: <tkekl1gs48cic8@corp.supernews.com>
Source record: 44009

On 7 Jul 2001 10:46:32 -, madmax wrote:
>"RobM" <rmahlert@charter.net> wrote in message
news:<tkalcff2ei2m79@corp.supernews.com>...
>> Would you "Pledge" funds for a contest to create a new Atari Browser?
>>
>> Visit www.Atari-Users.Net and post your answer to this months poll question!
>>
>> http://www.atari-users.net
>
>That is an excellent poll. I would hope a significant fund could be
>developed to entice programmers to get our web browsers backup to
>speed.
Snip
>We know what people want.
>
>A modern browser.

Yes, I agree. I hope more poeple respond to this good poll, I certainly
did. Good stuff!

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1438. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 18:19:15 UTC
From: bindon@madasafish.com
Message-ID: <tkekl3haj11bc9@corp.supernews.com>
Source record: 44010

On 7 Jul 2001 15:10:08 G, Edward S. Baiz Jr. wrote:

Hi

>My Jaz drive starting acting up last night. I cannot get it to copy
>files correctly. It will read files on the carts and even delete them,
>but it will not copy large files to the carts only small ones (50k or
>less). If I try to copy large files I get a message saying the data on
>the cart may be damaged. Anyone have an idea as to what the problem is?
>Is the drive dead?

Get the files off it and partition it or even format it as I had a problem
with one of my zip carts. I left it far to long and ended up losing all
my website that I created on it :)
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1439. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 19:54:38 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tkepgtbhqd2gf5@corp.supernews.com>
Source record: 44011

Thanks Guys.. but the credit for the poll should really go to Lonny Pursell. If it wasn't his idea for the GFA Challenge.. I wouldn't have thought about it, like a few others who had the same idea too!

Thanks to the people who have voted so far.. at 30 votes.. if it was true pledge.. it would be almost $1000! The AUN polls usally get 100 votes.. I can't wait to see the final tally.

But please.. be honest vote only once, we need a really a good idea of what would be pledged! Also, leave a comment on what you want to see in a browser. I know what I want to see... at first one that is at least as good as Cab 2.8 but faster! And maybe Javascript support for 030 or better computers. Freeware and open source is a must! That way future development would be possible.

Also.. could some of our fellow atari users post the poll announcment in the other langauge site/newsgroups? The more the better!

Bengy.. thanks for posting it on Magic Online!

Rob
webmaster@atari-users.net

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tkekl1gs48cic8@corp.supernews.com...
> On 7 Jul 2001 10:46:32 -, madmax wrote:
> >"RobM" <rmahlert@charter.net> wrote in message
news:<tkalcff2ei2m79@corp.supernews.com>...
> >> Would you "Pledge" funds for a contest to create a new Atari Browser?
> >>
> >> Visit www.Atari-Users.Net and post your answer to this months poll
question!
> >>
> >> http://www.atari-users.net
> >
> >That is an excellent poll. I would hope a significant fund could be
> >developed to entice programmers to get our web browsers backup to
> >speed.
> Snip
> >We know what people want.
> >
> >A modern browser.
>
> Yes, I agree. I hope more poeple respond to this good poll, I certainly
> did. Good stuff!
>

> Lyndon Amsdon
> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy
> Website:
>
>

1440. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 21:40:02 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107072131040.101-100000@Hades060>
Source record: 44015

On Sat, 7 Jul 2001, RobM wrote:

> Thanks Guys.. but the credit for the poll should really go to Lonny Pursell.
> If it wasn't his idea for the GFA Challenge.. I wouldn't have thought about
> it, like a few others who had the same idea too!

I cannot take full credit, without the people who made pledges
then my idea would of went no where fast. Initially when the idea
came to me I asked a fellow GFA coder his opinion. Yo GokMase! :-)
At first I thought it was a silly idea, but much to my suprise
it got results.

If this can be successfully applied to some other project
then I'm all for it. I'm amazed by the poll results already.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1441. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 22:18:11 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9i81r3$en7$1@newsg2.svr.pol.co.uk>
Source record: 44012

On 7 Jul 2001 11:32:57 -, Lyndon Amsdon wrote:
>On 7 Jul 2001 07:40:43 G, Neil Chester wrote:
>
>Hi
>
>>I purchased an Epson GT9500 scanner from a Warehouse operation in
>>Stockport who were selling them in new condition, but without original
>>packaging. The scanner arrived safely via courier, but it seems that the
>>carriage wasn't in the locked position because I could hear it moving in
>>the box (does this matter?).
>
>They really should have locked it. The GT scanners are nice.
>
>
>>Can anyone suggest anything? I tried in TOS mode but still the same
>>message. I am using a Falcon CT2B with either TOS 7.04 or MagiC 6.01.
>
>It should work! When I changed hard drives I downloaded the version off
>the Chestnut Computer club instead of copying the version off my old HD.
>I got the same problem and I eve took the scanner apart to reseat chips
>etc. I then realised somehow (haven't a clue where) but picked up a newer
>version that works fine.

Thanks all those who have responded so far!

The situation has changed somewhat, I can now get the scanner working!!

I downloaded a copy of GTLook2 from Derryck's site it seems to be much different to the one I had from somewhere else. The version number is 1.05 (9/2/93) it seems to be a Dealer version.

BUT not working on the SCSI bus, I tried the parallel port in desperation and it worked first time. Each time a tried the SCSI ports (either of them on the back of the scanner) termination switched ON, ID set to 5 - HD Driver's useful device scan picked up that there was an Epson Scanner on ID5. But somehow GTLook2 wasn't getting that information!?

When do you switch ON your scanners? I was following the Epson manual which advised that it should be switched on before the computer and everything else. Would it really matter?

Does anyone have any ideas as to why it doesn't work on the SCSI bus?

Neil :)

1442. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 22:49:57 UTC
From: mark.branson@lineone.net
Message-ID: <tkf4gl746mmhdc@corp.supernews.co.uk>
Source record: 44013

On 7 Jul 2001 07:40:43 G, Neil Chester wrote:

|To test it, I disconnected the SCSI lead from the back of the CDRW and
|selected ID 5 on the back of the GT9500 and powered up the scanner as per
|the manual. It seemed to go alright. I next tried it with the Falcon
|with MagiC loaded - started up the copy of GTLook2 (from the Belgian FTP
|site) and selected "SCSI extern" from boxes. Almost immediately after
|clicking OK I got an error message saying "Initialisation error" - Scanner
|not connected (Try Again or Cancel). I knew this was twaddle because I
|had done a SCSI scan with HDDRUTIL and it had picked it up no problem.

|Can anyone suggest anything? I tried in TOS mode but still the same
|message. I am using a Falcon CT2B with either TOS 7.04 or MagiC 6.01.

I recently aquired the same scanner and had exactly the same problem!
I found that if you selected "SCSI intern" and then on "OK" then it
initialised the scanner. Now I can't remember if I then had to reboot
or whether went straight to "SCSI extern" but it seemed to do the trick.

Mark.
Shoreham-by-Sea.

1443. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-07 23:46:18 UTC
From: bindon@madasafish.com
Message-ID: <tkf7qal2u9fj2e@corp.supernews.com>
Source record: 44014

On 7 Jul 2001 22:18:11 G, Neil Chester wrote:

Hi

>BUT not working on the SCSI bus, I tried the parallel port in desperation
>and it worked first time. Each time a tried the SCSI ports (either of
>them on the back of the scanner) termination switched ON, ID set to 5 - HD
>Driver's useful device scan picked up that there was an Epson Scanner on
>ID5. But somehow GTLook2 wasn't getting that information!?

Oh yeah, I remember now, the version from Derrycks site doesn't work on
SCSI as I previously said but I also got it working on parallel. However,
I would imagine this is for Falcon owners only (as it has a couple more
control lines) so there is no chance for ppl with STs to use a parallel GT
scanner without extra hardware. But my version of GT Look does work with
SCSI port and I assume parallel so I'm not sure where the hell my version
came from! Don't worry, your scanner sounds just like how mine operated.
I didn't want to use parallel as the GT doesn't have thru port and I don't
even know if everything supports a printer and scanner on parallel.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website:

1444. Re: Jinnee 2.5 crashes frequently

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 01:15:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994560072-30743AEicMi@gmx.net>
Source record: 44016

From: alex.stepney@bluewave.com (alex.stepney@bluewave.com)
Date: 5 Jul 2001 05:46:55 -0700

Hi Alex,

>Does anyone run Jinnee with plain TOS? is it that stable?
To run Jinnee under plain TOS, WDIALOG needs to be installed... RTFM.

>Will Sound Pools CD writer run under MagiC as I use this to burn my
>tracks to CD?
Yes

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1445. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 01:27:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994560076-31263AEicMi@gmx.net>
Source record: 44017

From: "Dave" <maccdave@btinternet.com>
Date: Tue, 3 Jul 2001 22:46:57 +0100

>If you had asked me then i wouldn't have had a problem with it.
Once again you assume to be world famous....
How on earth did you expect Hallvard to contact you? your emailadress
doesn't really give a clue that you're affiliated with/to TUS.

Halvard wrote:
>If these TUS programs mentioned here are freely distributable, could
>someone upload them all to a website so the rest of us could check them
>out? Sounds like useful programs.
He might not have asked it directly, but at least he asked... the intention
was there.... thanks for nothing!! :-/

Cheers from Belgium
Dennis

1446. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 01:52:14 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9i8eg5rnl1@news.comnet.co.nz>
Source record: 44018

"RobM" <rmahlert@charter.net> wrote ...
> Time for a new poll.. any suggestions for the question?

How long can sinclap go saying only good things about Atari
computers/users?

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

1447. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 03:05:12 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <9i8hijnlk1@news1.xs4all.nl>
Source record: 44019

RobM heeft geschreven in bericht ...
>Also.. could some of our fellow atari users post the poll announcment in
the
>other langauge site/newsgroups? The more the better!
>
>Bengy.. thanks for posting it on Magic Online!
>
>Rob

Hello,
I just saw that it is now also mentionned on the new website of the german
STC mag :

http://www.st-computer.net

Cheers
Dan

1448. TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 05:59:19 UTC
From: Merlancia Industries <LotR@merlancia.com>
Message-ID: <3B47F817.1533FFA0@merlancia.com>
Source record: 44020

Good day all. We are currently seeking a reliable source that can reference for us as to who actually owns the rights to the Atari TOS. We have tried to contact Milan with no avail, and we are wondering if anyone in this UseNet group may have accurate information on this matter.

We are interested in making Atari TOS available on our Torro multimedia system series that will be debuting this fall, and we would need to negotiate with the actual owners of the operating system. If anyone has information on this matter, please e-mail, write, or call Merlancia Industries at:

Merlancia Industries
3516A West Cactus Road
Phoenix, AZ 85029 USA

T:++1 602.789.0956
F: ++1 602.978.1661
Toll Free: 877-532-6443

http://www.merlancia.com

e-mail: merlancia@merlancia.com

Thank you for your assistance. - Merlancia MISEL Developments

1449. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 06:17:02 UTC
From: swampfax@atlantic.net
Message-ID: <yVS17.1$TJ.392@news1.atlantic.net>
Source record: 44021

Sorry if this posted twice!

On 7 Jul 2001 08:38:05 +, Robert Schaffner wrote:
>John Garone <swampfax@atlantic.net> wrote:
>
>> Anyone know of a patch for Magic that will bypass the Falcon MKI
>> memory check?
>
>Use BOOTKONF.PRG and reduce time for ram test to 5 seconds.
>Regards, Robert
>
>--
> -= Home of DOIT-Archives =-
> ____
> Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
> doitarchive@doitarchive.de * http://www.doitarchive.de
>.
Hi Robert,
If it's not the program that came on the Falcon disks (does'nt have
that memory test config.), can you direct me to where I can find it?
Thanks,
John G.

1450. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 07:17:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B480900.CC723FBB@seimet.de>
Source record: 44022

John Garone wrote:
>
> Hi All,
> Anyone know of a patch for Magic that will bypass the Falcon MKI
> memory check?

You can switch the memory check off with BOOTCONF
(http://www.seimet.de/atari_english.html). Note that the memory check
has nothing to do with MagiC but is done by TOS before MagiC is loaded.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1451. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 07:19:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B480989.7535E5B4@seimet.de>
Source record: 44023

"Edward S. Baiz Jr." wrote:
>
> Hello All,
>
> My Jaz drive starting acting up last night. I cannot get it to copy
> files correctly. It will read files on the carts and even delete them,
> but it will not copy large files to the carts only small ones (50k or
> less). If I try to copy large files I get a message saying the data on
> the cart may be damaged. Anyone have an idea as to what the problem is?
> Is the drive dead?

Sounds like there is a hardware problem, indeed. You probably get more
details when checking the last SCSI error message reported by the drive
with HDDRCONF.CPX.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1452. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 07:26:52 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B480B3C.5EB29EFD@seimet.de>
Source record: 44024

Lonny Pursell wrote:

> If this can be successfully applied to some other project
> then I'm all for it. I'm amazed by the poll results already.

Success does not mean that some people say they will give money for such a project. (You can expect some of them not giving any money at all even if they say so.) It is required that people are interested in (and capable of) writing the software. In my opinion new software for the Atari is missing because there are hardly any developers left, there is not much interest in the platform anymore and there are no decent programming tools, in particular for faster machines like the Milan. $1000 or even more will not change this.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1453. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 08:25:17 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ew7zeh.sybfvr1fdwcy6N%doitarchive@doitarchive.de>
Source record: 44025

John Garone <swampfax@atlantic.net> wrote:

> If it's not the program that came on the Falcon disks (does'nt have
> that memory test config.), can you direct me to where I can find it?

http://www.seimet.de/atari_english.html

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

1454. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 12:04:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107081404.a47009@su2.maus.de>
Source record: 43946

Hi Neil,

NC>When do you switch ON your scanners?
just before booting. More precisely, if I switch on after interrupting
the TT's ram test it will not be recognized by the driver software.

Has something to do with HDDRIVER's built-in SCSI driver...

Und TTschï¿½
ps

Mustek Paragon, Novascan 1.25

1455. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 13:10:17 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tkgm6nnj22v3bb@corp.supernews.com>
Source record: 44026

Uwe,

True, some people will pledge and not pay up at the end. But I personally think it is still worth taking a chance on. If we don't try something.. we will never know. The idea worked for the GFA Challenge, why not this also? I believe most of the pledges came through, but Lonny is the one to answer that for me.

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Uwe Seimet" <us@seimet.de> wrote in message
news:3B480B3C.5EB29EFD@seimet.de...
>
> Success does not mean that some people say they will give money for such
> a project. (You can expect some of them not giving any money at all even
> if they say so.) It is required that people are interested in (and
> capable of) writing the software. In my opinion new software for the
> Atari is missing because there are hardly any developers left, there is
> not much interest in the platform anymore and there are no decent
> programming tools, in particular for faster machines like the Milan.
> $1000 or even more will not change this.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

1456. Atari TT ADSCSI & SCSI Interface

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 13:32:21 UTC
From: windfall1@sympatico.ca
Message-ID: <255f13c5.0107080532.1ceeef0a@posting.google.com>
Source record: 44027

Just got a TT.
Can anyone tell me if it's possible to have a Hard Drive hooked up the ADSCSI
and one to the SCSI at the same time on A TT 030.Would they both be able to
be seen by the TT?

1457. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:00:54 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <wEZ17.2103$vH5.61866@NewsReader>
Source record: 44028

```
"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ew00gg.1c76sbc11ledj4N%x@x.xx...
> Dave <maccdave@btinternet.com> wrote:
>
> > "Hallvard Tangeraas" <x@x.xx> wrote in message
> > news:1evxz6x.134pctojwdm2kN%x@x.xx...
>
> > > If these TUS programs mentioned here are freely distributable, could
> > > someone upload them all to a website so the rest of us could check
them
> > > out? Sounds like useful programs.
> >
> > The programs are not freely distributable. They are copyright TUS. Yep
the
> > company still exists. Do not put them onto any web site for
distribution.
>
> The reason why I asked.

I would suggest that next time you word your supposed question something
like.

Are these programs freely distributable? Have TUS released them as PD.
If so etc,etc,etc

The way that you worded your supposed question gives me a different
impression.

>
>
> > If you had asked me then i wouldn't have had a problem with it.
>
> An email message is on its way :-)
>

Yes, i acknowledge receipt of your email.

Please see my following posting.

----- Original Message -----
From: "Hallvard Tangeraas" <northstar2010@yahoo.no>
To: "Dave" <maccdave@btinternet.com>
Sent: Wednesday, July 04, 2001 1:04 AM
Subject: Re: MagiC 6 & 1.44Mb floppy mod STE

> [from "comp.sys.atari.st"]
> >"Hallvard Tangeraas" <x@x.xx> wrote in message
```

> > news:1evxz6x.134pctojwdm2kN%x@x.xx...
> > > Dave <maccdave@btinternet.com> wrote:
> > >
> > > > The TUS_FDC.PGR program only sets the HD cookie and does
> > > > not trap any system calls, unlike TUS_DRVA ETC that trap a floppy
access
> > > > and sets the step rate to 6.
> > >
> > > If these TUS programs mentioned here are freely distributable, could
> > > someone upload them all to a website so the rest of us could check
them
> > > out? Sounds like useful programs.
> >
> > The programs are not freely distributable. They are copyright TUS. Yep
the
> > company still exists. Do not put them onto any web site for
distribution.
>
> I understand. Which was the reason I wanted to ask first.
>
>
> > If you had asked me then i wouldn't have had a problem with it.
>
> Good :-)
> I'm asking you now -could you please send me thes programs?
> I take it they're part of the hardware package which switches the clock
> frequency between 8 and 16MHz for DD and HD disk use?
> Thanks.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>
> _____
> Do You Yahoo!?
> Get your free @yahoo.com address at http://mail.yahoo.com
>

1458. Re: Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:02:28 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785178-568112AEicMi@lineone.net>
Source record: 43903

Hi Hallvard

>> I will try your instructions this weekend. Hope I have an STE with
>> jumpers, not resistors.. hehe.

>I think you have to desolder them like I did unfortunately :-(
>Meaning that you have to disassemble your STe in order to get to the
>rear side of the circuit board to desolder, then resolder in the
>correct positions. Ugh!!!! :-(((

Its really easy to do this from the top of the board, heat the device
and pull in gently free, or desolder with braid.
If they are resistors its ok to replace them with links if they are
damaged during the process (unlikely though).

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1459. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:05:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785180-568612AEicMi@lineone.net>
Source record: 43902

Hi Neil

>When do you switch ON your scanners? I was following the Epson manual
>which advised that it should be switched on before the computer and
>everything else.

Thats the standard when using peripheral equipment, power up the boxes
first.

>Would it really matter?

Yes, the system cant find what wasnt there at power up.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1460. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:12:57 UTC
From: ebaiz@skyenet.net
Message-ID: <JTZ17.702$J43.1260@newsfeed.slurp.net>
Source record: 44029

On 7 Jul 2001 10:46:32 -, madmax wrote:

>That is an excellent poll. I would hope a significant fund could be
>developed to entice programmers to get our web browsers backup to
>speed.
>
>I still think CAB is very good. It just needs to be revised, updated,
>and improved.

I agree with you Brian and feel the same way. We need a new browser and
I would gladly help pay someone (or some company) to do it. Believe me,
if I was a programmer, I would have started on it already.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1461. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:13:00 UTC
From: ebaiz@skyenet.net
Message-ID: <MTZ17.703$J43.1260@newsfeed.slurp.net>
Source record: 44030

On 8 Jul 2001 09:10:17 -, "RobM" wrote:
>Uwe,
>
> True, some people will pledge and not pay up at the end. But I
>personally think it is still worth taking a chance on. If we don't try
>something.. we will never know. The idea worked for the GFA Challenge, why
>not this also? I believe most of the pledges came through, but Lonny is the
>one to answer that for me.

Of course I agree with you Rob. There is more interest than what Uwe
believes exists. The problem is that people do not exactly speak up
they own an Atari. Take my area, we only have 8 people in the Atari
club, but I person know 10 more who own Atari computers, but choose not
to be members of the club. Also, I am the only one who gets on the
UserNets in the Atari-related areas. Yes, it is worth a shot. We need
to show programmers that there is still interest.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1462. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:13:02 UTC
From: ebaiz@skyenet.net
Message-ID: <OTZ17.704$J43.1260@newsfeed.slurp.net>
Source record: 44031

On 7 Jul 2001 18:19:15 -, Lyndon Amsdon wrote:
>On 7 Jul 2001 15:10:08 G, Edward S. Baiz Jr. wrote:
>
>Hi
>
>>My Jaz drive starting acting up last night. I cannot get it to copy
>>files correctly. It will read files on the carts and even delete them,
>>but it will not copy large files to the carts only small ones (50k or
>>less). If I try to copy large files I get a message saying the data on
>>the cart may be damaged. Anyone have an idea as to what the problem is?
>>Is the drive dead?
>
>Get the files off it and partition it or even format it as I had a problem
>with one of my zip carts. I left it far to long and ended up losing all
>my website that I created on it :)
>Lyndon Amsdon

Hello,

Yes I did that and it did not work. I did fix the problem. I had gotten
a new external 3gig drive that I was going to install Linux on. I
connected it up and disconnected my scanner. It went fine for about a
week and then this happened. After a long while I realized that when I
disconnected the scanner I forgot to take off the terminator. Once I
hooked that up to the external drive as well, things were fine. I know,
call me stupid. We live and learn....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1463. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:13:04 UTC
From: ebaiz@skyenet.net
Message-ID: <QTZ17.705$J43.1260@newsfeed.slurp.net>
Source record: 44032

On 8 Jul 2001 09:19:37 +, Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>>
>> Hello All,
>>
>> My Jaz drive starting acting up last night. I cannot get it to copy
>> files correctly. It will read files on the carts and even delete them,
>> but it will not copy large files to the carts only small ones (50k or
>> less). If I try to copy large files I get a message saying the data on
>> the cart may be damaged. Anyone have an idea as to what the problem is?
>> Is the drive dead?
>
>Sounds like there is a hardware problem, indeed. You probably get more
>details when checking the last SCSI error message reported by the drive
>with HDDRCONF.CPX.

Yes you are correct. No termination in the cable. Fixed that and it
works fine now.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1464. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:18:04 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785182-569148AEicMi@lineone.net>
Source record: 43904

Hi Madmax

>> http://www.atari-users.net

>That is an excellent poll. I would hope a significant fund could be
>developed to entice programmers to get our web browsers backup to
>speed.

We seem to have forgoten the reason why our platform is all but dead in
the water now.

Developers have buggered off because there is no money to be made here,
the ones that are left are considering their position daily.

The only decent software appearing for this platform is short-lived,
unsupported shareware or freeware from people doing college courses in
programming who then disappear to program for windows platforms.

Many of our decent software arose from german college courses, theyve
now graduated and support for that piece has died.

A major inovation such as a new browser isnt going to happen, because
when it comes to near production no-one will dip into their wallets,
lets get real guys.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1465. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:19:44 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785186-569680AEicMi@lineone.net>
Source record: 43905

Hi madmax

>And with competition comes inovation.

Are you suggesting that Billy gates empire is as stale as my old
boots!!. :-) :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1466. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:21:30 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785188-570128AEicMi@lineone.net>
Source record: 43906

Hi Dudes

>Good day all.

Its getting better by the sentence!. :-)

>We are currently seeking a reliable source that can reference for us as
>to who actually owns the rights to the Atari TOS.

Its still owned by Atari which is owned by Hasbro i believe.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1467. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:24:44 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994785190-570580AEicMi@lineone.net>
Source record: 43907

Hi Dennis

Youre out of solitary again. :-0

>>If you had asked me then i wouldn't have had a problem with it.

I saw him ask!.

>Once again you assume to be world famous....

Mind your manners now.

>How on earth did you expect Hallvard to contact you?

Prayer!

>your emailadress doesn't really give a clue that you're affiliated
>with/to TUS.

You really dont look suprised.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1468. Re: WB systemtechnik still operative?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:30:38 UTC
From: jflemaire@belgacom.net
Message-ID: <3b487d2c20c0e50@belgacom.net>
Source record: 44033

Hi,

Le dimanche 08-07-10 13:52, Hallvard Tangeraas ï¿½crivait:

>Then I found out that they had set up a new site with their own domain
>name:
>
> http://www.wbsystemtechnik.de/
>
>
>There was however absolutely no information there about any Atari ST
>products. I've mailed them to ask about this, but though I'd ask here as
>well, if someone knows if they still sell them, or if someone else does?

http://www.wbsystemtechnik.de/atari/

J-F.

1469. Re: Atari TT ADSCSI & SCSI Interface

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:49:46 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B48730A.44A36D1A@seimet.de>
Source record: 44034

Mike wrote:
>
> Just got a TT.
> Can anyone tell me if it's possible to have a Hard Drive hooked up the ADSCSI
> and one to the SCSI at the same time on A TT 030.Would they both be able to
> be seen by the TT?

Yes, this is no problem. Note, however, that usually this makes no
sense. Compared with the TT's real SCSI bus the ACSI bus has only
disadvantages (less compatible, slower, even more limited cable length,
...) and not any advantage. Also note that the ACSI bus of a lot of TT's
has hardware bugs that lead to transfer errors when fast SCSI devices
(any current hard disk is fast considering the transfer rates of
TT/Falcon SCSI) are connected to it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1470. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:57:42 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4874E6.74B88D60@seimet.de>
Source record: 44035

"Edward S. Baiz Jr." wrote:
>
> On 8 Jul 2001 09:10:17 -, "RobM" wrote:
> >Uwe,
> >
> > True, some people will pledge and not pay up at the end. But I
> >personally think it is still worth taking a chance on. If we don't try
> >something.. we will never know. The idea worked for the GFA Challenge, why
> >not this also? I believe most of the pledges came through, but Lonny is the
> >one to answer that for me.
>
> Of course I agree with you Rob. There is more interest than what Uwe
> believes exists. The problem is that people do not exactly speak up

If there is, why are the current browsers not supported anymore, at
least not to a degree the remaining users would like to see?

> they own an Atari. Take my area, we only have 8 people in the Atari
> club, but I person know 10 more who own Atari computers, but choose not
> to be members of the club. Also, I am the only one who gets on the
> UserNets in the Atari-related areas. Yes, it is worth a shot. We need
> to show programmers that there is still interest.

You may have 8 or more people in the club, but probably no programmers.
That's really a problem.
You cannot earn money by writing software for the Atari anymore and
that's one of the reasons why there is hardly any new software.
Programmers interested in earning money have changed the platform quite
some time ago and won't come back. If the others, who are writing
programs for fun in the first place and not for money, have no interest
in writing a browser (otherwise they would have done so), you will not
"force" them by promises of money to do so. Simply because it's not
money what counts for them.
It's in a way like trying to give a Linux programmer money to stop
writing software for Linux but start writing software for Windows.
Usually this will not work.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1471. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 14:58:52 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B48752C.260256BD@seimet.de>
Source record: 44036

"Edward S. Baiz Jr." wrote:
>
> Yes you are correct. No termination in the cable. Fixed that and it
> works fine now.

Great! Actually most errors related to SCSI have something to do with
termination or cables.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1472. Re: Atari TT ADSCSI & SCSI Interface

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 15:13:03 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107081808050.10818-100000@hal.pp.fishpool.fi>
Source record: 44037

On 8 Jul 2001, Mike wrote:

> Can anyone tell me if it's possible to have a Hard Drive
> hooked up the ADSCSI and one to the SCSI at the same time on
> A TT 030.Would they both be able to be seen by the TT?

You can, but then again the ACSI bus is both slower and less complete than the SCSI bus. Also, the ADSCSI most definitely does not work with newer SCSI drives that require parity; you would need the Link 97 for that. The maximum cable lenght on the ACSI bus is also limiting.

Anyhow, unless you have devices that only work with ACSI (e.g. Laser printer, BioDMA Ethernet adapter, etc.), you are better off using the SCSI bus.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1473. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 16:04:21 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Hv%17.2124$vH5.63376@NewsReader>
Source record: 44040

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ew871j.1viv5w31f6xigwN%x@x.xx...
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
> > From: "Dave" <maccdave@btinternet.com>
> > Date: Tue, 3 Jul 2001 22:46:57 +0100
>
> > Halvard wrote:
> > >If these TUS programs mentioned here are freely distributable, could
> > >someone upload them all to a website so the rest of us could check them
> > >out? Sounds like useful programs.
> > He might not have asked it directly, but at least he asked... the
intention
> > was there.... thanks for nothing!! :-/
>
> I also contacted him directly (privately) via email once I read his
> posting, but I'm still waiting for a reply.

I wrote a reply as below when i received your email, unfortunatley
i wasn't logged onto the BT server at the time and did not send it
straight away. After reading these postings by yourself and Dennis
im glad that i didn't send it.

> Whjy can't these programs be released freely?
Because the author has the right to say what is done with his work.

> Is TUS still operative?
Yes it certainly is. If anyone rings on the old phone number (as many do)
then they will get through. I do prefer email that i take on
dave@btinternet.com
but this will be changing shortly. I still supply some upgrades for the STE
such
as Veloce and internal IDE drives and do repairs.

> If not, I certainly can't see any finanical
> reason why they should be held back, but of course this isn't up to me.

Of course not, they are not your property.

I was also going to release a range of test software that i wrote for the
platform (around 20 programs) that others would have found usefull.
But after reading the stupendous posting by Dennis (ah, i didn't respond in
a couple of days) i can see no reason to release anything. Therefore the
answer is NO.

Dave

COPY OF ORIGINAL RESPONCE

Hi Hallvard,
*** *** *** *** ** ******** **** **** ****.

TUSDRVA.PRG A= HD B=DD
TUSDRVB.PRG A=DD B=HD
TUSDRVAB.PRG A=HD B=HD These 3 work with TOS 1.4, 1.6, 1.62
TUS_FDC.PRG TOS 2.06 Cookie driver (HD FORMAT SUPPORT)

I will find the master disc and email them over to you.

Dave

----- Original Message -----
From: "Hallvard Tangeraas" <northstar2010@yahoo.no>
To: "Dave" <maccdave@btinternet.com>
Sent: Wednesday, July 04, 2001 1:04 AM
Subject: Re: MagiC 6 & 1.44Mb floppy mod STE

> [from "comp.sys.atari.st"]
> >"Hallvard Tangeraas" <x@x.xx> wrote in message
> > news:1evxz6x.134pctojwdm2kN%x@x.xx...
> > > Dave <maccdave@btinternet.com> wrote:
> > >
> > > > The TUS_FDC.PGR program only sets the HD cookie and does
> > > > not trap any system calls, unlike TUS_DRVA ETC that trap a floppy
access
> > > > and sets the step rate to 6.
> > >
> > > If these TUS programs mentioned here are freely distributable, could
> > > someone upload them all to a website so the rest of us could check
them
> > > out? Sounds like useful programs.
> >
> > The programs are not freely distributable. They are copyright TUS. Yep
the
> > company still exists. Do not put them onto any web site for
distribution.
>
> I understand. Which was the reason I wanted to ask first.
>
>
> > If you had asked me then i wouldn't have had a problem with it.
>
> Good :-)
> I'm asking you now -could you please send me thes programs?
> I take it they're part of the hardware package which switches the clock
> frequency between 8 and 16MHz for DD and HD disk use?
> Thanks.
>
>

> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>
> _____
> Do You Yahoo!?
> Get your free @yahoo.com address at http://mail.yahoo.com
>

1474. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 16:06:46 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Iv%17.2125$vH5.63118@NewsReader>
Source record: 44039

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:994560076-31263AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Tue, 3 Jul 2001 22:46:57 +0100
>
> >If you had asked me then i wouldn't have had a problem with it.
> Once again you assume to be world famous....

Do I?
What's it got to do with you _ANYWAY_?
Once again you are sticking your beak into other peoples business. I
suppose that by acting the way you do it justifies other people jumping
into postings by yourself.

> How on earth did you expect Hallvard to contact you? your emailadress
> doesn't really give a clue that you're affiliated with/to TUS.
By the return email address pillock. You are the guys complaining about
dealers using company email addresses in this group. I use one of my
private email addresses and you still complain. Make up your mind or F***
OFF.

>
> Halvard wrote:
> >If these TUS programs mentioned here are freely distributable, could
> >someone upload them all to a website so the rest of us could check them
> >out? Sounds like useful programs.
> He might not have asked it directly, but at least he asked...

Ah, so you agree that I was not asked directly. It is polite to ask the
author.

> the intention
> was there.... thanks for nothing!! :-/
>

And what is that meant to mean?

Dennis, you have surpassed yourself this time. If you where any further up
yourself then all would be left is a black hole. Your attitude to others is
appalling if you are not directly involved, the Atari world does not revolve
around you. It is no wonder that people leave the platform / group when
they have to put up with you and your so called mates.

I will take your "thanks for nothing!!" comment and simply add "that's what
your getting"

Utter contempt (as you have shown)

Dave

1475. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 16:16:27 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tkh13pq8ls4deb@corp.supernews.com>
Source record: 44038

Ume,
Yes.. programmers are leaving the platform. I believe we still have
a few good ones left who could handle it.

Rob
webmater@atari-users.net
http://www.atari-users.net

"Uwe Seimet" <us@seimet.de> wrote in message
news:3B4874E6.74B88D60@seimet.de...
> You may have 8 or more people in the club, but probably no programmers.
> That's really a problem.
> You cannot earn money by writing software for the Atari anymore and
> that's one of the reasons why there is hardly any new software.
> Programmers interested in earning money have changed the platform quite
> some time ago and won't come back. If the others, who are writing
> programs for fun in the first place and not for money, have no interest
> in writing a browser (otherwise they would have done so), you will not
> "force" them by promises of money to do so. Simply because it's not
> money what counts for them.
> It's in a way like trying to give a Linux programmer money to stop
> writing software for Linux but start writing software for Windows.
> Usually this will not work.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

1476. Re: WB systemtechnik still operative?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 16:27:21 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b488a89$0$12831$272ea4a1@news.execpc.com>
Source record: 44041

On Sun, 8 Jul 2001, Hallvard Tangeraas wrote:

> I'm trying to find more information about the "Link 96" and "Link 97"
> SCSI host adaptors, and if they're still available.
>
> Apparently, WB systemtechnik in Germany were responsible for them.

Hello,

I recently (within the last year)
wired a Link 97 intern in an External Case with SCSI drive.
Dr. Seimet and Newsgroup helped me configure HDdriver.

It works very well.

He also sent a nice catalog (Atari) with the order.

ken

1477. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 18:04:49 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107081802400.86-100000@Hades060>
Source record: 44045

On Sun, 8 Jul 2001, Uwe Seimet wrote:

> Success does not mean that some people say they will give money for such
> a project. (You can expect some of them not giving any money at all even
> if they say so.) It is required that people are interested in (and
> capable of) writing the software. In my opinion new software for the
> Atari is missing because there are hardly any developers left, there is
> not much interest in the platform anymore and there are no decent
> programming tools, in particular for faster machines like the Milan.
> $1000 or even more will not change this.

You are entitled to your opinion.
Go to the poll and vote "No" and leave this as comment.
It is possible some people may not follow through, but if you
don't try you will never really know if something will work
or fail.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1478. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 18:58:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B48AD3C.C8D76AD3@seimet.de>
Source record: 44042

RobM wrote:
>
> Ume,
> Yes.. programmers are leaving the platform. I believe we still have
> a few good ones left who could handle it.

I know I sound negative, but I'm just providing arguments in order to explain why I don't believe in such a project. So let me ask: If this is correct, why haven't they already started?
Another argument why I doubt that there will be any result: Writing a decent browser (even without support for Java, which is a separate issue) for the Atari will take appr. two man years, or even more. So let's assume there are two programmers starting with this right now. They would be finished in about one year from now, provided that they make it a full time job. Do you think they can both live for at least one year with $1000 or even a multiple of this sum? And when they are finished after a year they would have to learn that most of those who pledged to pay some money for the software were not willing to wait for a year.
I get the impression that some user think just the fact that somebody *might* be willing to pay a certain price for a non-existing piece of software will result in this software being available soon. That cannot simply be the case. Developing software takes time. Developing a large project like a browser will take a lot of time.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1479. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 19:52:51 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9iadk6$ep1$06$1@news.t-online.com>
Source record: 44043

> > Visit www.Atari-Users.Net and post your answer to this months poll question!
> >
> > http://www.atari-users.net
>
> That is an excellent poll. I would hope a significant fund could be
> developed to entice programmers to get our web browsers backup to
> speed.
>
> I still think CAB is very good. It just needs to be revised, updated,
> and improved.

But then it wouldn't be CAB anymore, right? CAB's sources are not open and it's highly unlikely that anyone will every touch them again.

>
> Its not like other atari browsers haven't been developed, it is that
> they haven't succeeded in creating a better all around product then
> CAB.
>
> People know the weaknesses in CAB and what I think we really are
> looking for is a BETTER CAB. Perhaps a total rewrite is in order, but
> I would hate to see someone trying to create a newer browser from
> scratch only to come up short or abandon the project.
>
> On the other hand, this could inspire a few new developements and
> multiple browsers. And with competition comes inovation (if not
> profits in the atari world;-).

Writing a browser is no easy task - I know that from doing a sort of "HTML parser" for my web editing tools. There's hardly any support from the Atari OS (e.g. to display GIF images or handle frames), HTML is very chaotic in a way and then there's also JavaScript, CSS etc. ... After the parsing is done the result has to be displayed correctly. The only help the programmer got is NVDI to use vektor fonts. Everything else has to be done by the programmer.

People want a modern browser but a lot of you have unmodern machines. I personally don't think there is a way to have a modern browser running on a TT. A better way would probably be to port an existing browser and use a fast Atari clone instead.

Greetings,
Matthias

1480. myatari June2001

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 20:05:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9iaedjgrf1@plutonium.compulink.co.uk>
Source record: 44044

Just downloaded and read this mag - another fine effort.

I had just one problem: Clicking on any of the images on the Classic Atari Images 2 page causes CAB 2.7 on my Falcon in 256-colour mode to crash with a 'Memory Block Destroyed' message. The photos are in the right folder, and they show OK from the desktop using the Apex jpeg viewer.

Anyone else have this problem? And any idea why this happens?

BTW, am I the only one who finds having to go back to the main page after each item a nuisance? It would seem better to have a link to the next page - or even all pages - available at the bottom of each page so that one can go directly to them. What do others think?

Regards, /Peter/

1481. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 21:41:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994661976-50274AEicMi@cwcom.net>
Source record: 43953

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 07 Jul 2001 11:32:57 -0000

>the Chestnut Computer club

Cheshunt Computer Club Lyndon! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1482. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-08 21:48:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994661972-49785AEicMi@cwcom.net>
Source record: 43952

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 7 Jul 2001 07:40:43 GMT

>Can anyone suggest anything? I tried in TOS mode but still the same
>message. I am using a Falcon CT2B with either TOS 7.04 or MagiC 6.01.

Two things.

Experiment with the program flags of the scanner prog, might need to be
set to not run or allocate memort in TTRAM

And try running Steffen Engle's "scsidrv.prg" before running the scanner
driver.

You can get that in the CBHD driver package or in the GEMAR tape streamer
package.

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1483. HELP Info needed ROMBO's VIDI-ST/Chrome

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 00:44:13 UTC
From: Tigger <tigger@100acre-wood.freeserve.co.uk>
Message-ID: <9iauoq$l45$1@newsg2.svr.pol.co.uk>
Source record: 43949

OK I know it's a long shot but I hope someone can help.

In the late 80s there was a company called ROMBO productions that made a video digitiser for the AtariST Called VIDI-ST and there was a hardware/software add-on called Vidi-Chrome which allowed you to do full colour captures (rather that just 16 or 32 shade captures).

Anyway, I'm trying to find out if the company is still trading and how to get in touch with them.
I've tried an internet search with no luck, but do remember that they were based in Livingston in Scotland. if any one knows anything can they let me know Thanks.

The reason I need to contact them is that the disk containing the colour capture software has become corrupted rendering the hardware useless without it.

Alternatively if anyone knows where or how I can get hold of a copy of the software VIDICHROME for the ST , please get in contact

Thanks again

Mark

1484. Misc ST Items FS

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 02:35:48 UTC
From: fmhcom@operamail.com
Message-ID: <8M827.1462$J43.5729@newsfeed.slurp.net>
Source record: 43947

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Hard Drivin' by Tengen. The awesome arcade game on the ST.
Comes complete with disk, docs, and box. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $35.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured

word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

The Complete Atari MINT CD by Whiteline. Everything you could ever
want/need with MINT for your Atari computer. X11, PERL, HUGE, TCL,
GNU C++, MINTos, MINTnet, FTP, Telnet, and all the MINT Distribution
kits. Over 330 Meg of data. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

1485. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 03:15:14 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tki7n072s3b6d0@corp.supernews.com>
Source record: 43948

Uwe,

You have every right to state your opinion. Do you sound a little negative, Yes. But I feel you are being honest about what you believe. Besides.. good debates are heathy!

I know a GOOD browser is very hard to create with the Atari platform. But after being in the Atari community for so long (2600/8-bit days) and seeing what HAS been done over the years.. I think something can be done. True.. what some people are looking for might only be able on an 030 or better system.

You asked "why haven't they already started?"
Someone did.. His name is Robert Goldsmith(?) It is named Highwire.
The Highwire code has good promise, which is already displaying html pages. (except Tables, images and frames?). and it is fast. True.. ALOT needs to be done with the code. Unfortunetly, Robert had to stop working on the code due to his studies. But He has released the code into the open source, I don't recall the license he released it under.

What if some of the open source code was used/ported? In the Unix/Linux world they have a few decent browsers that are small and open source. I'm hoping something can be done from that end. I know.. why haven't they tried.. have they had any real incentive? If a team could get to split a few thousand (ok, possible) dollars.. wouldn't that be somewhat of an incentive?

To others in the group.. what are your feeling on porting an open souce browser to the Atari? and before someone says it.. Netscape/Mozilla are OUT! They are HUGE! The source code is 31.3 MEGS!

Myself and others believe that we DO have a chance with this.
Like I was always taught.. you will not know unless you try!

Rob Mahlert
webmaster@atari-users.net
http://www.atari-users.net

1486. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 04:15:04 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9ibb46$mi6$1@news.chatlink.com>
Source record: 43950

Gamer,

>Of course I agree with you Rob. There is more interest than what Uwe
>believes exists. The problem is that people do not exactly speak up
>they own an Atari. Take my area, we only have 8 people in the Atari
>club, but I person know 10 more who own Atari computers, but choose not
>to be members of the club. Also, I am the only one who gets on the
>UserNets in the Atari-related areas. Yes, it is worth a shot. We need
>to show programmers that there is still interest.

If there is a large number of pledges for a updated Browser, why not
offer it to CAB as I sure the MAC version would have to handle JAVA and
more???

Donner.......

1487. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 06:44:36 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4952D4.F5B5A5DE@seimet.de>
Source record: 43951

Don Wolfe wrote:

> If there is a large number of pledges for a updated Browser, why not
> offer it to CAB as I sure the MAC version would have to handle JAVA and
> more???

The Mac version of CAB does not have to implement Java separately. If
Java has been installed on the Mac previously iCAB can make use of this
already installed version. On the Atari the situation is completely
different because there is no Java at all.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1488. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 07:59:09 UTC
From: swampfax@atlantic.net
Message-ID: <hvd27.12$TJ.83104@news1.atlantic.net>
Source record: 43954

On 8 Jul 2001 09:17:20 +, Uwe Seimet wrote:
>John Garone wrote:
>>
>> Hi All,
>> Anyone know of a patch for Magic that will bypass the Falcon MKI
>> memory check?
>
>You can switch the memory check off with BOOTCONF
>(http://www.seimet.de/atari_english.html). Note that the memory check
>has nothing to do with MagiC but is done by TOS before MagiC is loaded.
>
Thanks Uwe,
I only mentioned Magic because the Fastboot program I used with TOS
destroyed the memory block (as your Hddriver stated). Hence the reason for
a Magic compatible bypass!
John G.

1489. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 08:00:39 UTC
From: swampfax@atlantic.net
Message-ID: <Hwd27.13$TJ.83075@news1.atlantic.net>
Source record: 43955

```
On 8 Jul 2001 09:25:17 +, Robert Schaffner wrote:
>John Garone <swampfax@atlantic.net> wrote:
>
>> If it's not the program that came on the Falcon disks (does'nt have
>> that memory test config.), can you direct me to where I can find it?
>
>http://www.seimet.de/atari_english.html
>
>Regards, Robert
>--
> -= Home of DOIT-Archives =-
> ___________________________________________________
> Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
> doitarchive@doitarchive.de * http://www.doitarchive.de
>.
And thanks Robert also!
John G.
```

1490. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 08:09:57 UTC
From: swampfax@atlantic.net
Message-ID: <pFd27.14$TJ.83870@news1.atlantic.net>
Source record: 43957

On 8 Jul 2001 14:13:00 G, Edward S. Baiz Jr. wrote:

Snip

>Also, I am the only one who gets on the
>UserNets in the Atari-related areas. Yes, it is worth a shot. We need
>to show programmers that there is still interest.
>
>Edward S. Baiz Jr.
> (Gamer)
Hi Ed,
There may be others intersted also in other language newsgroups who
don't read this group at all. How to spread the word?
John G.

1491. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 08:20:29 UTC
From: swampfax@atlantic.net
Message-ID: <hPd27.15$TJ.84352@news1.atlantic.net>
Source record: 43956

On 8 Jul 2001 20:58:04 +, Uwe Seimet wrote:
>RobM wrote:
>>
>> Ume,
>> Yes.. programmers are leaving the platform. I believe we still have
>> a few good ones left who could handle it.
>

Snip

>I get the impression that some user think just the fact that somebody
>*might* be willing to pay a certain price for a non-existing piece of
>software will result in this software being available soon. That cannot
>simply be the case. Developing software takes time. Developing a large
>project like a browser will take a lot of time.
>
>--
>---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>.
Hi Uwe,
So a re-work of CAB might be more logical than a browser from scratch!
Getting ASH (Alexander) to release the source code for the Atari version
of CAB would help. Don't ask me how that will be done but it's a different
path.
John G.

1492. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 08:59:39 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107091158070.16772-100000@hal.pp.fishpool.fi>
Source record: 43958

On Mon, 9 Jul 2001, Don Wolfe wrote:

> If there is a large number of pledges for a updated Browser,
> why not offer it to CAB as I sure the MAC version would have
> to handle JAVA and more???

There will _not_ be any further development of CAB. Ever. See
my homepage for details, under the "Publications" section.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1493. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 09:02:01 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107091159580.16772-100000@hal.pp.fishpool.fi>
Source record: 43959

On Mon, 9 Jul 2001, Uwe Seimet wrote:

> On the Atari the situation is completely
> different because there is no Java at all.

Wrong.

What you mean to say is: On Atari there is no _standard_ Java
machine, which would make the integration easier.

Please note: a port of Kaffe _does_ exist on MiNT.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1494. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 09:03:30 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107091202270.16772-100000@hal.pp.fishpool.fi>
Source record: 43960

On Mon, 9 Jul 2001, John Garone wrote:

> Getting ASH (Alexander) to release the source code for the
> Atari version of CAB would help.

I already asked. Believe me, it won't happen and you don't want
to know the reasons.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1495. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 10:41:30 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3B498A5A.D2A0D6DB@ooc.de>
Source record: 43961

Martin-ï¿½ric Racine wrote:

> What you mean to say is: On Atari there is no _standard_ Java
> machine, which would make the integration easier.
>
> Please note: a port of Kaffe _does_ exist on MiNT.

And this port works, including the AWT? And it is a port of a current
JDK and not 1.0.2 which is completely outdated? Without the AWT it's
quite useless, in particular for browsers.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1496. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 11:29:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994692558-36727AEicMi@gmx.net>
Source record: 43965

From: "Dave" <maccdave@btinternet.com>
Date: Sun, 8 Jul 2001 17:06:46 +0100

>Once again you are sticking your beak into other peoples business. I
>suppose that by acting the way you do it justifies other people jumping
>into postings by yourself.
May i remind that this is a public forum? if you choose to post here
then it's everyone's business....

>What's it got to do with you _ANYWAY_?
I consider myself to be part of the Atari community, so *i am* involved,
like it or not...

>Ah, so you agree that I was not asked directly. It is polite to ask the
>author.
Ofcourse i agree, since Hallvard had no idea you were the author he had the
common decency to ask about the status of the software publicly. There was
absolutely no reason to treat him the way you did.
You're the author of the software so you decide whatever happens with it,
but to add a sentence like "If you had asked me then i wouldn't have had a
problem with it" is enough to revoke some action....
Without actually writing it, you insinuate that because of the "unpolite"
way in which Hallvard handled this, the entire Atari community has to
suffer... you don't want to give your work the freeware status and have the
nerves to publicly blame Hallvard for it !!

>Dennis, you have surpassed yourself this time. If you where any further up
>yourself then all would be left is a black hole. Your attitude to others is
>appalling if you are not directly involved, the Atari world does not
>revolve around you. It is no wonder that people leave the platform / group
>when they have to put up with you and your so called mates.
I will not stand by idle while you take the mickey out of a long standing
member of this group, Hallvard is one of the people here who has done far
more for this community then you can ever dream off, he doesn't deserve a
reply like the one you served him. If that's an appalling attitude, so be
it.

As the author you hold the legal and intellectual rights, you don't have to
explain why you don't want to release your work, but blaming Hallvard for
it, that's what I find appalling.... as for people leaving this platform, I
put it to you that more people left this platform because of the treatment
received by their trusty dealers. It might have gone unnoticed to you, but
in this group we help each other...

Again: thanks for nothing :-/

Cheers from Belgium
Dennis

1497. Re: HELP Info needed ROMBO's VIDI-ST/Chrome

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 11:59:08 UTC
From: David Hester <build@irwinssouth.co.uk>
Message-ID: <tkj761ll8pe5d8@xo.supernews.co.uk>
Source record: 43962

I have the software on disk and I would be willing to let you have it,
providing you don't hear anything from Rombo.

1498. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 12:28:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994692562-37447AEicMi@gmx.net>
Source record: 43966

From: "Dave" <maccdave@btinternet.com>
Date: Sun, 8 Jul 2001 17:04:21 +0100

>I was also going to release a range of test software that i wrote for the
>platform (around 20 programs) that others would have found usefull.
>But after reading the stupendous posting by Dennis (ah, i didn't respond in
>a couple of days) i can see no reason to release anything. Therefore the
>answer is NO.

Nice move Dave :-)
This undoubtedly will make you *even* more popular.

BTW: a day consist of 24Hrs.... your pathetic reply was sent some 13 hours
after i posted, is your newsreader playing up again?

Cheers from Belgium
Dennis

1499. TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 12:55:14 UTC
From: windfall1@sympatico.ca
Message-ID: <255f13c5.0107090455.2f90eea5@posting.google.com>
Source record: 43963

What versions of Linux will run on a TT?will REdhat 7.0 run with Wordperfect?

Mike

1500. Re: HELP Info needed ROMBO's VIDI-ST/Chrome

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 13:55:39 UTC
From: Tigger <tigger@100acre-wood.freeserve.co.uk>
Message-ID: <9icd4o$k5n$1@news6.svr.pol.co.uk>
Source record: 43964

Hi David, thanks for replying.

Well I've spent a fruitless morning going through all the old phone numbers I can find and trying all the links I can find on the various search engines but with no luck. As I said, I think Rombo went out of business ages ago.

I would really appreciate it if you could email me so we could discuss this further

Thanks
Mark

1501. FA - Atari Stacy

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 15:36:15 UTC
From: Tom <thenortherner99@yahoo.ca>
Message-ID: <1bk27.14143$RX6.694112@news20.bellglobal.com>
Source record: 43967

Atari Stacy for auction

http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1253964668

1502. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 16:16:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107091613130.90-100000@Hades060>
Source record: 43975

On Mon, 9 Jul 2001, Martin-ï¿½ric Racine wrote:

> On Mon, 9 Jul 2001, John Garone wrote:
>
> > Getting ASH (Alexander) to release the source code for the
> > Atari version of CAB would help.
>
> I already asked. Believe me, it won't happen and you don't want
> to know the reasons.

Why not just say it? Some of us are grown ups, we can handle it.
Would not suprise me if people are at this moment writing ASH
e-mails about CAB...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1503. Re: HELP Info needed ROMBO's VIDI-ST/Chrome

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 16:19:55 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.30.0107091219340.960-100000@moose.erie.net>
Source record: 43968

What is the latest version of the Vidi ST software???

On Mon, 9 Jul 2001, David Hester wrote:

> I have the software on disk and I would be willing to let you have it,
> providing you don't hear anything from Rombo.
>
>
>

1504. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 16:20:41 UTC
From: swampfax@atlantic.net
Message-ID: <tRk27.19$TJ.118252@news1.atlantic.net>
Source record: 43969

Ok! The new Bootconf worked fine! The system loaded without the memory check. I also used Magpatch.TTP to bypass the search for an IDE (no IDE in the MKI). It still took about 40 seconds to boot but it's a lot better than what it was. Running Hddriver 7, Magic 6 and a load of stuff in the Auto folder (NVDI, SAM, Stik..).
Thanks again for all the help,
John G.

1505. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 16:47:46 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B49E032.5C14C9B@seimet.de>
Source record: 43970

John Garone wrote:

> I only mentioned Magic because the Fastboot program I used with TOS
> destroyed the memory block (as your Hddriver stated). Hence the reason for
> a Magic compatible bypass!

I'd like to correct this again: It's not HDDRIVER that displayed the
message about the destroyed memory block. This is a message of MagiC.
MagiC uses a special kind of memory protection (not the one based on the
PMMU MINT uses) and thus is able to detect certain memory allocation
failures.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1506. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 17:29:37 UTC
From: Kerstin Hoef-Emden <kerstin.hoef-emden@uni-koeln.de>
Message-ID: <9icpm1ssf1@news.rrz.Uni-Koeln.DE>
Source record: 43971

Hi,

Mike <windfall1@sympatico.ca> wrote:

> What versions of Linux will run on a TT?will REdhat 7.0 run with
> Wordperfect?

You need a Linux distribution which supports m68k CPUs. AFAIK, RedHat doesn't offer m68k binaries. At the moment only Debian comes to my mind. But you won't be able to run WordPerfect. AFAIK its source code is not available, so no m68k version can be compiled. Besides that, although TTs are nice machines, for software monsters like WP they are not fast enough, especially not in combination with an underlying X11 server system.

Best wishes,

Kerstin

--

Kerstin Hoef-Emden Gyrhofstr. 15
Universitï¿½t zu Kï¿½ln 50931 Kï¿½ln
Botanisches Institut Germany

1507. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 17:45:22 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B49EDB2.98D88FAD@ti.com>
Source record: 43972

Mike wrote:

> What versions of Linux will run on a TT?will REdhat 7.0 run with Wordperfect?
>
> Mike

Debian will work. I have used Debian with both the 2.0 and 2.2 kernel

versions. I know there was some work being done on a m68k Redhat

version, but I don't think it is a complete release and most likely

not stable.

1508. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 19:04:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107092104.a49380@su2.maus.de>
Source record: 43927

Hi Derryck,

DC>And try running Steffen Engle's "scsidrv.prg" before running the
DC>scanner driver.
I suppose booting with HDDRIVER will do the same, won't it?

Und TTschï¿½
ps

1509. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 19:08:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107092108.a49381@su2.maus.de>
Source record: 43928

Hi Mike,

M>What versions of Linux will run on a TT?
68k versions.

A friend had to learn that the installation failed after a lot of time. He thought it was a SCSI problem though his TT worked perfectly under TOS etc.

Try it and let us know if you succeeded in installing Linux, please!

Und TTschï¿½
ps

1510. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 20:03:19 UTC
From: bindon@madasafish.com
Message-ID: <tkk3g7hj2ikg34@corp.supernews.com>
Source record: 43973

On 8 Jul 2001 21:41:24 -, Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 07 Jul 2001 11:32:57 -0000
>
>>the Chestnut Computer club
>
>Cheshunt Computer Club Lyndon! :-)

Picky... :)
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1511. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 20:20:18 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <9id2oacte1@news1.xs4all.nl>
Source record: 43974

Mike heeft geschreven in bericht
<255f13c5.0107090455.2f90eea5@posting.google.com>...
>What versions of Linux will run on a TT?will REdhat 7.0 run with
Wordperfect?
>
>Mike

Hello,

According to an article about the installation of Linux on Atari in STC
7/2000 you can only use the Debian Distribution available on ftp.debian.org
Download :
1)pub/debian/dists/stable/main/disksm68k/current/atari/Atariinstall.lzh and
2)pub/debian/dists/stable/main/disksm68k/current/common/base2_1.tgz

Cheers
Dan

1512. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 21:53:42 UTC
From: bindon@madasafish.com
Message-ID: <tkk9v6a8k8494c@corp.supernews.com>
Source record: 43976

On 9 Jul 2001 16:20:41 G, John Garone wrote:
>Ok! The new Bootconf worked fine! The system loaded without the memory
>check. I also used Magpatch.TTP to bypass the search for an IDE (no IDE
>in the MKI). It still took about 40 seconds to boot but it's a lot better
>than what it was. Running Hddriver 7, Magic 6 and a load of stuff in the
>Auto folder (NVDI, SAM, Stik..).

Hmm, I recently tried to get SAM working on Magic and Jinnee but it didn't play the sounds even though you could from the acc and the box "sounds enabled" was ticked and the only sound to work was start up sound. I think it worked OK on my old STE with TOS.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1513. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 22:41:18 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Jjr27.4240$vH5.94744@NewsReader>
Source record: 43979

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ew8x0z.z9d1q21bmb8dtN%x@x.xx...
> Dave <maccdave@btinternet.com> wrote:
>
> > "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> > news:994560076-31263AEicMi@gmx.net...
> > > Halvard wrote:
> > > >If these TUS programs mentioned here are freely distributable, could
> > > >someone upload them all to a website so the rest of us could check
them
> > > >out? Sounds like useful programs.
> > > He might not have asked it directly, but at least he asked...
> >
> > Ah, so you agree that I was not asked directly. It is polite to ask the
> > author.
>
> I had no idea you were the author or even represented TUS, or that
> anyone from TUS was even reading the newsgroup.
> I just asked in the newsgroup in general that if someone had these
> programs and *if* they were freely available, that someone could mail
> them to me.
> I can't see what this has to do with being unpolite or being the wrong
> way to go about it.

Please do not try and cloud the situation. I have not been unpolite to you.

>
> I'm not interested in starting, or participating in yet another "war"
> here, so these will be my final words about the subject.
> Now, let's get on with our Atari computers instead.
>
>
> Hallvard

Hi Hallvard,

Firstly I have no axe to grind with you. I respect you for what you
are doing in the Atari community as you obviously enjoy the
platform and the friendships it brings. I will admit that upon reading
your original posting I felt that you were basically presuming the
software was freely available by asking someone to make it available
on a website in the same sentence. Rightly or wrongly I sent the
posting setting the record straight. As I have stated previously I was
going to post it all to you but after reading remarks such as
"thanks for nothing" by Dennis then can you really blame me for

saying NO. To be honest, the software is nothing special, it was
written to perform a task that is does without any paraphernalia.
I am sure that other users have the full suite of HD software written
by TUS (I can't find the master disc at the moment) so if someone
else sends it to you then do with it as you wish.

Enjoy your Atari escapades.

Dave

1514. Eclipse Compatibility

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 22:53:17 UTC
From: Thomas Jordan <Thomas@thomasrichard.freeserve.co.uk>
Message-ID: <9idd04$fq4$1@newsg2.svr.pol.co.uk>
Source record: 43977

All

ATM in the process of collating details about Eclipse compatibility and incompatibilities.

Are there any users who want to add any information to this ongoing project.

For example which FVDI is in use, the preferred desktop.

Do any programs cause the system to hang when used in certain circumstances.

many thanks

thomas@thomasrichard.freeserve.co.uk

.....

F30, 14mb ram, Eclipse graphics card, panasync 4 colour monitor, 4 speed CD ROM

MagiC 6.01, papyrus, texel, ers winframe replacement, aniplayer

1515. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 23:41:54 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <Njr27.4241$vH5.95021@NewsReader>
Source record: 43978

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:994692558-36727AEicMi@gmx.net...
> From: "Dave" <maccdave@btinternet.com>
> Date: Sun, 8 Jul 2001 17:06:46 +0100
>
>
> >Once again you are sticking your beak into other peoples business. I
> >suppose that by acting the way you do it justifies other people jumping
> >into postings by yourself.
> May i remind that this is a public forum? if you choose to post here
> then it's everyone's business....

So do you agree that we are responsible for what is posted?

> >What's it got to do with you _ANYWAY_?
> I consider myself to be part of the Atari community, so *i am* involved,
> like it or not...
>
I suppose every group has a rotten part.

> >Ah, so you agree that I was not asked directly. It is polite to ask the
> >author.
> Ofcourse i agree, since Hallvard had no idea you were the author he had
the
> common decency to ask about the status of the software publicly. There was
> absolutely no reason to treat him the way you did.
> You're the author of the software so you decide whatever happens with it,
> but to add a sentence like "If you had asked me then i wouldn't have had a
> problem with it" is enough to revoke some action....

Only from you dip shit!

> Without actually writing it, you insinuate that because of the "unpolite"
> way in which Hallvard handled this, the entire Atari community has to
> suffer... you don't want to give your work the freeware status and have
the
> nerves to publicly blame Hallvard for it !!

What more insinuations? My God you are full of insinuations or is it just
shit.

I think someone like Hallvard should be congratulated for what he stands up
for.

>
> >Dennis, you have surpassed yourself this time. If you where any further
up

> >yourself then all would be left is a black hole. Your attitude to others
is
> >appalling if you are not directly involved, the Atari world does not
> >revolve around you. It is no wonder that people leave the platform /
group
> >when they have to put up with you and your so called mates.
> I will not stand by idle

I seem to remember hearing that one before!

> while you take the mickey out of a long standing
> member of this group,

Have i? What glue are you on this week?

> Hallvard is one of the people here who has done far
> more for this community then you can ever dream off, he doesn't deserve a
> reply like the one you served him. If that's an appalling attitude, so be
> it.

Hello, Are you on the same planet? The reply was aimed at you dippy.

> As the author you hold the legal and intellectual rights,

Correct (for once). Arn't you going to spout some European rule?

> you don't have to
> explain why you don't want to release your work, but blaming Hallvard for
> it, that's what I find appalling....

I was more than willing to give all my work to the PD communtiy untill
you stepped in. You simply saw it your way and couldn't wait to put your
finger in gear. The group may make it's mind up wether this is true or not
but i know the truth and the more you act in this way the more i am
vindicated for my previous actions.

> as for people leaving this platform, I
> put it to you that more people left this platform because of the treatment
> received by their trusty dealers. It might have gone unnoticed to you, but
> in this group we help each other...
>
> Again: thanks for nothing :-/
>
You nearly left me typeless. What the hell have you got against dealers?

I put it to you that this has nothing to do with software it's all about
dealers?

We have already seen your postings about dealers that were lies on YOUR
part. I have nothing to loose by calling you a self opinionated wanker
as i don't have a vested intrest in the platform anymore. You invade this
group with your verbal shit without regard to others. You are nothing
special,
i am sure we could all translate. However, to innovate is a different ball

game.

Up yours from England

Dave

1516. Re: WB systemtechnik still operative?

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 23:47:17 UTC
From: ebaiz@skyenet.net
Message-ID: <9or27.26451$H%3.6169@newsfeed.slurp.net>
Source record: 43980

On 8 Jul 2001 13:52:24 G, Hallvard Tangeraas wrote:
>I'm trying to find more information about the "Link 96" and "Link 97"
>SCSI host adaptors, and if they're still available.

I can give you all the doc files from the disks that came with my Link
ll. If you want them, just email me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1517. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-09 23:47:19 UTC
From: ebaiz@skyenet.net
Message-ID: <bor27.26452$H%3.6169@newsfeed.slurp.net>
Source record: 43981

On 9 Jul 2001 05:55:14 -, Mike wrote:
>What versions of Linux will run on a TT?will REdhat 7.0 run with Wordperfect?
>
>Mike

I think Red Hat works, but I know there is a Debian Linux version that
works. I can bring it up on my Hades. I am just having trouble
initializing a partition for some reason. Of course you could get
Mint/MintNet working. Thus you could bring up Unix programs on the GEM
desktop.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1518. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 00:20:40 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <9idiga$m8t$1@news6.svr.pol.co.uk>
Source record: 43983

this is quite amazing, some guy has a problem, there is speculation as to the the cause and remedy, as I have had first hand of this problem I offer a solution that seems welcome, someone offers to put the prgs on a site, the author shows up and through some delay and confusion in postings the whole thing develops into a fight.

please calm down and rethink what this is about, people helping each other on an old platform with old programs, let's make this group a pleasure to visit and not a scrapping ground, there is enough of that in the world at the moment.

1519. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 01:23:50 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.08b8ad1c.75f22820.doyene@zetnet.co.uk>
Source record: 43982

>I think Red Hat works, but I know there is a Debian Linux version that
>works. I can bring it up on my Hades. I am just having trouble
>initializing a partition for some reason. Of course you could get
>Mint/MintNet working. Thus you could bring up Unix programs on the GEM
>desktop.

I think you will find that only Debian is catering for the Atari market. The Red Hat might be
supporting Amiga (spit). Also Netbsd as well for us, but only really for the Falcon or graphic card
holders.
What problem did you have when you were initializing a partition. My problem I had was with NetBSD trying to return back the partition to linux. NetBSD play silly bugger with HDDriver.sys It
is better to work with a spare harddive.

--
-

=+=+=+

1520. ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 01:28:15 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4A5A2F.E9665846@qnet.com>
Source record: 43984

Im having some trouble with a ICD host adapter. The problem is when I boot the computer the computer doesnt see the drive. I have done a IDcheck and only the clock comes up on ID #6. Ive tried all my other software too HDDriver 7, Supra, and ICD. Ive tried several drive but they are all quantum drives.

Thanks for the help,

Don

1521. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 03:54:05 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B4A7C36.241A8056@home.com>
Source record: 43985

Hi Don,
Some things to check are, is the last drive on the scsi chain terminated? are the drive(s) on separate scsi id's? and some host adaptors don't like it if parity is enabled on scsi drives. Sorry if these things seem simple but its often simple things like that which trip people up, including me.

Don wrote:

> Im having some trouble with a ICD host adapter. The problem is when I
> boot the computer the computer doesnt see the drive. I have done a
> IDcheck and only the clock comes up on ID #6. Ive tried all my other
> software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> they are all quantum drives.
>
> Thanks for the help,
>
> Don

1522. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 05:14:58 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4A8F52.E25C50FE@qnet.com>
Source record: 43986

James,

I have tried terminating the drive and the system bombs. There is also only one drive and Ive used different ids to boot with the same result. I know its something simple thats just escaping me at this time. Ill most likely have a nightmare about it this week and that should help e remember what Im forgetting to do.

Thanks,

Don

James Alexander wrote:

> Hi Don,
> Some things to check are, is the last drive on the scsi chain terminated?
> are the drive(s) on separate scsi id's? and some host adaptors don't like
> it if parity is enabled on scsi drives. Sorry if these things seem simple
> but its often simple things like that which trip people up, including me.
>
> Don wrote:
>
> > Im having some trouble with a ICD host adapter. The problem is when I
> > boot the computer the computer doesnt see the drive. I have done a
> > IDcheck and only the clock comes up on ID #6. Ive tried all my other
> > software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> > they are all quantum drives.
> >
> > Thanks for the help,
> >
> > Don

1523. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 05:48:34 UTC
From: starlord <starlord@qnet>
Message-ID: <3b4a96c4@news.qnet.com>
Source record: 43987

There was always troubles with those drives being hooked into Ataris.

--

The Babylon project was our last best hope
for Peace, it failed ... In the year of the Shadow
War it became something bigger ... Our
last best hope for Victory! The year is
2260 ... The Place is Babylon 5

www.starlords.org

"Don" <dons@qnet.com> wrote in message news:3B4A5A2F.E9665846@qnet.com...
> Im having some trouble with a ICD host adapter. The problem is when I
> boot the computer the computer doesnt see the drive. I have done a
> IDcheck and only the clock comes up on ID #6. Ive tried all my other
> software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> they are all quantum drives.
>
> Thanks for the help,
>
> Don
>

1524. Atari SC1224 Monitor Availabe

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:07:53 UTC
From: music@kreed.com
Message-ID: <ZYw27.944$4K4.2681869332@news.onr.com>
Source record: 43988

Contact me I have an Atari SC1224 Color Monitor Available!!! Works Great
will ship anywhere in the U.S..

atari@kreed.com

1525. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:19:14 UTC
From: swampfax@atlantic.net
Message-ID: <C7x27.39$TJ.183986@news1.atlantic.net>
Source record: 43989

On 9 Jul 2001 18:47:46 +, Uwe Seimet wrote:
>John Garone wrote:
>
>> I only mentioned Magic because the Fastboot program I used with TOS
>> destroyed the memory block (as your Hddriver stated). Hence the reason for
>> a Magic compatible bypass!
>
>I'd like to correct this again: It's not HDDRIVER that displayed the
>message about the destroyed memory block. This is a message of MagiC.
>MagiC uses a special kind of memory protection (not the one based on the
>PMMU MINT uses) and thus is able to detect certain memory allocation
>failures.
>

The distinction is appreciated!
John G.

1526. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:55:22 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4AA6DA.27271E6F@seimet.de>
Source record: 43990

"Edward S. Baiz Jr." wrote:
>
> On 9 Jul 2001 05:55:14 -, Mike wrote:
> >What versions of Linux will run on a TT?will REdhat 7.0 run with Wordperfect?
> > >
> > >Mike
> >
> I think Red Hat works, but I know there is a Debian Linux version that
> works. I can bring it up on my Hades. I am just having trouble
> initializing a partition for some reason. Of course you could get
> Mint/MintNet working. Thus you could bring up Unix programs on the GEM
> desktop.

Please explain: How would you be able to run Workperfect on the GEM
desktop using MiNT. And how are you going to run other Unix programs
that have a GUI?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1527. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:56:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4AA715.63BFBD7B@seimet.de>
Source record: 43991

JOHN NICHOLAS OAKES wrote:

> What problem did you have when you were initializing a partition. My problem I had was with
> NetBSD trying to return back the partition to linux. NetBSD play silly bugger with HDDriver.sys It
> is better to work with a spare harddive.

I don't understand. What does NetBSD do with HDDRIVER.SYS, which is just
a small file on a TOS compatible partition?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1528. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:57:40 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4AA764.93E6B60@seimet.de>
Source record: 43992

"starlord
>
> There was always troubles with those drives being hooked into Ataris.

This is wrong. A lot of people are using Quantum drives with the Atari.
I have several of them, e. g. my TT's internal drive is a Quantum drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1529. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 06:59:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4AA7EC.CD36C407@seimet.de>
Source record: 43993

Don wrote:
>
> Im having some trouble with a ICD host adapter. The problem is when I
> boot the computer the computer doesnt see the drive. I have done a
> IDcheck and only the clock comes up on ID #6. Ive tried all my other
> software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> they are all quantum drives.

Some Quantum drives require the computer to have an SCSI ID of its own
(initiator identification). These drives only work with the TT/Falcon
(but not as a boot drive) or with a LINK96/97 host adapter. Other host
adapter do not provide initiator identification.
Give us details on your drive, maybe we can tell you whether your drive
requires initiator identification or not. If not, your cables may be too
long or the drives are not properly terminated.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1530. FS/T: Atari ST items and more... [07/10/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 10:02:22 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <6hklktoblv11apk2fqi5iqtmhefcf4jrgn@4ax.com>
Source record: 43994
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $5.15 shipping, due to
weight, counts as 1st item
$ 4.00 Death Sword (Epyx)
$ 4.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 4.00 Final Assault (Epyx)
$ 4.00 GFL Championship Football (Gamestar)
$ 4.00 Keith Van Eron's Pro Soccer (Microplay)
$ 4.00 Lands of Havoc (Antic Software)
$ 4.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 4.00 Metro Cross (U.S. Gold / Epyx)
$ 4.00 Paint Pro (Abacus Software)
$ 4.00 Quadralien (Spinnaker)
$ 4.00 Renegade (Taito)
$ 4.00 SwiftaR (Accustar)
$ 4.00 Techno Cop (U.S. Gold / Epyx)

$ 4.00 Warship (Strategic Simulations, Inc.)
$ 4.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 4.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 4.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 4.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 4.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 4.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 9.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.15 shipping, due to weight, counts as 1st item

$ 9.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 9.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 9.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 9.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 9.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 9.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.15
shipping, due to weight, counts as 1st item

$ 9.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.20 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1531. Re: Jinnee 2.5 crashes frequently

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 12:18:50 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0107100418.55a7184a@posting.google.com>
Source record: 43995

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<994560072-30743AEicMi@gmx.net>...
> From: alex.stepney@bluewave.com (alex.stepney@bluewave.com)
> Date: 5 Jul 2001 05:46:55 -0700
>
> Hi Alex,
>
> >Does anyone run Jinnee with plain TOS? is it that stable?
> To run Jinnee under plain TOS, WDIALOG needs to be installed... RTFM.

Yep have this, it won't start otherwise ;-P

Tried re-installing it, but still bombs quite often. Maybe the copy
I have is faulty?

> >Will Sound Pools CD writer run under MagiC as I use this to burn my
> >tracks to CD?
> Yes

Cool, maybe MagiC is the way....

>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

1532. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 13:26:25 UTC
From: swampfax@atlantic.net
Message-ID: <5oD27.40$TJ.204039@news1.atlantic.net>
Source record: 43897

On 9 Jul 2001 21:53:42 -, Lyndon Amsdon wrote:
>On 9 Jul 2001 16:20:41 G, John Garone wrote:
>>Ok! The new Bootconf worked fine! The system loaded without the memory
>>check. I also used Magpatch.TTP to bypass the search for an IDE (no IDE
>>in the MKI). It still took about 40 seconds to boot but it's a lot better
>>than what it was. Running Hddriver 7, Magic 6 and a load of stuff in the
>>Auto folder (NVDI, SAM, Stik..).
>
>Hmm, I recently tried to get SAM working on Magic and Jinnee but it didn't
>play the sounds even though you could from the acc and the box "sounds
>enabled" was ticked and the only sound to work was start up sound. I
>think it worked OK on my old STE with TOS.
>
>Lyndon Amsdon

Hi Lyndon,
Same here! With Magic, SAM is only playing the system start-up sound
on this Falcon MKI. The box ticked is to enable the system sounds of those
not chosen in SAM (I believe).
There are a number of programs I run under TOS 4.04 like Cubase and
BackloadIII that won't run with Magic. In some cases I'm hoping it's just
a configuration problem.

John G.

1533. FS Atari Mega 4 STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 13:29:51 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <r60mktk3foo23poam7bndkh6savomdm2r2@4ax.com>
Source record: 43896

```
Atari Mega 4 STE with 100meg HD, B&W Monitor, Printer
Notator SL and additional software
$300.00 Canadian + shipping
```

1534. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 16:53:58 UTC
From: Ralph Lowinski <AltF4@freemint.de>
Message-ID: <3B4B3326.A3ACF6B@freemint.de>
Source record: 43899

Uwe Seimet wrote:
[...]
>
> Please explain: How would you be able to run Workperfect on the GEM
> desktop using MiNT. And how are you going to run other Unix programs
> that have a GUI?

run Unix programs that have a GUI:
http://freemint.de/X11/snap1.gif
http://freemint.de/X11/snap2.gif
http://X11.freemint.de

1535. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 17:09:16 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4B36BC.989E528E@seimet.de>
Source record: 43900

Ralph Lowinski wrote:
>
> Uwe Seimet wrote:
> [...]
> >
> > Please explain: How would you be able to run Workperfect on the GEM
> > desktop using MiNT. And how are you going to run other Unix programs
> > that have a GUI?
>
> run Unix programs that have a GUI:
> http://freemint.de/X11/snap1.gif
> http://freemint.de/X11/snap2.gif
> http://X11.freemint.de

I was more thinking about Workdplus requiring libraries like Motif,
which I thik have not been ported to GEM. Unix programs that just rely
on the X toolkit are an exception to the rule.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1536. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 17:10:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b4b447e21e5930@pandora.be>
Source record: 43901

on Mon 09-07-2001 08:20 John Garone wrote:

>Hi Uwe,
>So a re-work of CAB might be more logical than a browser from scratch!
>Getting ASH (Alexander) to release the source code for the Atari version
>of CAB would help. Don't ask me how that will be done but it's a different
>path.

And what about a rework of that French browser Wensuite? Its damned
fast. Quite some time ago I did a test:

Test: reading offline a test page containing 13 midsized prog. jpg's
(35-65 kb) and two small gif's.

1) Cab 2.70e: load time: 1'46"31
2) Cab 2.80: 0'49"75
3) Wensuite 3.30c: 0'17"82
4) Adamas 1.72 pl3: 1'24"86

AFAIK, Wensuite has been put on ice. However last year the author was
thinking to release Wensuite as open resource. See original (French)
message below.
IMHO Wensuite would be a far better starting point then Cab.
I don't know the e-mail address of the programmer, Fabrice Bamas.

==========quote==========

Message-ID: <39856383.9E73DD1B@online.fr>
Newsgroups: fr.comp.sys.atari
Subject: Wensuite et le Javascript
Date: Mon, 31 Jul 2000 11:38:19 GMT

Bonjour,

Bref, c'est vrai qu'il y en a marre de ces incompatibilitï¿½s de sites
avec les browsers Atari. Sur Wensuite, nous sommes trï¿½s en retard sur
les derniers "standards", et c'est vrai que l'on ne peut pas fournir.
Je rï¿½flïï¿½chi actuellement ï¿½ passer une GROSSE partie de WS IV en
"opensource", ce qui permettrait ï¿½ chacun d'apporter sa pierre ï¿½
l'ï¿½difice, et d'en faire bï¿½nï¿½ficier tout le monde. Qui dit "opensource"
dit aussi gratuitetï¿½ dans ce cas !!!

Le Java n'est, ï¿½ mon sens, pas utile dans le cas d'un browser, au
contraire du Javascript. Cependant, qui dit Javascript, dit aussi
compatibilitï¿½ Netscape ou Explorer, dit aussi feuilles de style, DHTML
...

La bonne nouvelle dans tout ï¿½a, c'est que la structure interne de WS
permet d'implanter tout ï¿½a sans modifications majeures. Par exemple,
l'"Open Display" (une technologie made in Oxo) est similaire ï¿½ du XML
...

Quand aux reproches qui nous sont fait de ne pas vendre nos produits ï¿½
l'ï¿½tranger, je me permet de rappeler que ï¿½a ne regarde personne dans le
sens que ï¿½a n'accï¿½lï¿½rerait pas le developpement, BIEN AU CONTRAIRE. Je
rappele d'ailleurs ï¿½ ce sujet qu'ï¿½ une certaine pï¿½riode, nous subissions
des attaques en rï¿½gle sur ce newsgroup de la part d'une certaine
personne, par ailleurs trï¿½s apprï¿½ciï¿½e sur les newsgroups ï¿½trangers, et
qu'il ï¿½tait hors de question de nous laisser dï¿½molir sans rï¿½agir (car
nous n'avions pas la possibilitï¿½ de nous dï¿½fendre aussi en anglais et en
allemand). A partir de lï¿½, j'ai annoncï¿½ publiquement que nous ne ferions
pas (ou plus) de versions ï¿½trangï¿½res de nos produits, afin d'ï¿½viter
d'ï¿½tendre la polï¿½mique ï¿½ l'ï¿½tranger. Cette remarque a fait ricanï¿½,
pensant que c'ï¿½tait du chantage. Mais bon, on ne va pas nous reprocher
maintenant de respecter notre parole.

Fabrice Bamas, gï¿½rant d'Oxo Systems

==========unquote==========

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1537. Laptop choice info

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 17:17:04 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.fbf55e51.74442a20.doyene@zetnet.co.uk>
Source record: 43898

Hei All.
I was thinking of buying a laptop some day, but I would like to convert it too Atari.
1. What type would be suitable to convert?.
2. What Emulation or kit be better for the laptop?.
3. What price am I looking at?.
4. Do anyone have this setup already and what are the pro's and con's.

regards
scratching head jno

--
-

=+=
+= JOHN NICHOLAS OAKES =+
+= doyene@zetnet.co.uk =+
+= NEW MOSTON =+
+= MANCHESTER =+
+= ENGLAND =+
+= ATARI TT030 + LINUX =+
+= DRACONIS + WENSUITE =+
=+=

1538. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 17:25:29 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4B3A89.99618AAE@seimet.de>
Source record: 43908

Steve Sweet wrote:

> >When do you switch ON your scanners? I was following the Epson manual
> >which advised that it should be switched on before the computer and
> >everything else.
>
> Thats the standard when using peripheral equipment, power up the boxes
> first.
>
> >Would it really matter?
>
> Yes, the system cant find what wasnt there at power up.

That's not correct in general. SCSI devices, in particular can be
detected any time. It is absolutely legal to keep a SCSI device switched
off when booting and switch it on afterwards. Whether it can be used in
this case only depends on the software that is going to access this
device.
In particular, when you are using certain software that is based on the
SCSI driver, you can switch on the device and then run a bus rescan.
(This is supported by HDDRUTIL when using HDDRIVER.) After the rescan
you can, for example, use GEMAR in order to access your streamer. Or you
can then partition a hard disk drive that was switched off before.
This does usually *not* work when a resident program is required to
access the device and this program has already been started before the
devices was switched on. But as long as the application that needs to
access the device can be started after the bus rescan it will be able to
correctly access the SCSI device.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1539. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 17:48:30 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.7cfdd959.7c1e2a20.doyene@zetnet.co.uk>
Source record: 43909

In message <3B4AA715.63BFBD7B@seimet.de>
Uwe Seimet wrote:
>JOHN NICHOLAS OAKES wrote:

>> What problem did you have when you were initializing a partition. My probl
>em I had was with
>> NetBSD trying to return back the partition to linux. NetBSD play silly bug
>ger with HDDriver.sys It
>> is better to work with a spare harddive.

>I don't understand. What does NetBSD do with HDDRIVER.SYS, which is just
>a small file on a TOS compatible partition?

Hei Uwe.
When I rebooted back to Atari setup it would 4 bomb me. I discovered that it
bypass hddriver.sys, hence hddriver not initializing my harddrive. I also notice when I
manage
to re-install HDDriver the system had slowed down on bootup at HDDriver source(not very
nice).
This is nothing to with your software but with NetBSD changing the partition to such a
extent
I had to format the harddrive to get everything settled for me to put Linux back in. It
does mention
in the NetBSD documents the Atari uses only a small percentage of MBR and request whether I
want
to use this root which Irefuse. Does give you any help.

regards
burnt fingers

--
-

=+=+=+

1540. FCOPY DIM format

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 18:06:22 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9ifg8mdjr1@newsreaderg1.core.theplanet.net>
Source record: 43910

Hi

Does anybody know the format of a FCOPY DIM file ?

Cheers

Grazey

--
PHF Assembly Coders http://phf.atari.org
ICQ 12766915

1541. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 18:31:32 UTC
From: mlake@melake.erols.com
Message-ID: <slrn9kmig3.fpo.mlake@melake.erols.com>
Source record: 43911

> I was more thinking about Workdplus requiring libraries like Motif,
> which I thik have not been ported to GEM.

I'm under the impression that Motif is open source now.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/the-beach http://melake.erols.com/genealogy

1542. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 19:33:03 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <9ifk69btc1@news1.xs4all.nl>
Source record: 43912

Steve Sweet heeft geschreven in bericht
<994785188-570128AEicMi@lineone.net>...
>Hi Dudes
>
>>Good day all.
>
>Its getting better by the sentence!. :-)
>
>>We are currently seeking a reliable source that can reference for us as
>>to who actually owns the rights to the Atari TOS.
>
>Its still owned by Atari which is owned by Hasbro i believe.

Hello,

It's Milan Computersystemen who is the owner according to
http://www.st-computer.net
but they already know by now.

Cheers
Dan

>
>
>
>--
>
>eMail: steve-sweet@lineone.net
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

1543. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 19:39:37 UTC
From: Ralph Lowinski <AltF4@freemint.de>
Message-ID: <3B4B59F9.3821FB7F@freemint.de>
Source record: 43914

Uwe Seimet wrote:
[...]
> I was more thinking about Workdplus requiring libraries like Motif,
> which I thik have not been ported to GEM. Unix programs that just rely
> on the X toolkit are an exception to the rule.

No, there is exception since none of the X libs (including toolkits) are
ported to GEM. Frank has already compiled Lesstif for MiNT, even if
it's
untested yet. There is no necessarity to port these to GEM, only to
MiNT.
But there is a problem: due to the lack of real shared libraries in
MiNT
all binaries become memory monsters, e.g. xlogo is nearly 1 Mbyte.

1544. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 19:45:15 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <9ifl2g$h2c$1@news1.xs4all.nl>
Source record: 43913

Martin "Nightowl" Byttebier heeft geschreven in bericht
<3b4b447e21e5930@pandora.be>...
>on Mon 09-07-2001 08:20 John Garone wrote:
>
>>Hi Uwe,
>>So a re-work of CAB might be more logical than a browser from scratch!
>>Getting ASH (Alexander) to release the source code for the Atari version
>>of CAB would help. Don't ask me how that will be done but it's a different
>>path.
>
>
>And what about a rework of that French browser Wensuite? Its damned
>fast. Quite some time ago I did a test:

Hello Martin and others,

This is one of the possibilities. Another :
I wonder if a port of that amazing "Opera" browser to our platform is
technically possible and if it is why not use the "Pledge Funds" money to
pay the authors for a port if they agree.

Cheers
Dan

1545. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 19:57:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994877136-94463AEicMi@lineone.net>
Source record: 43855

Hi starlord

>There was always troubles with those drives being hooked into Ataris.

What complete crap!!.

I had a Quantam for years in my MegaSTE

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1546. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 20:28:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994877138-95134AEicMi@lineone.net>
Source record: 43856

Hi Dave

>> The reason why I asked.

>I would suggest that next time you word your supposed question something like.

I think we should all take note that there is a language barrier here, Hallvards wording may have seemed perfectly reasonable to himself, our interpretation may have clouded it, that doesnt imply malice on his part.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1547. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 20:30:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994877142-95590AEicMi@lineone.net>
Source record: 43857

Why its Dave

>Up yours from England

Why a racist statement!!, but wrong, England is a collective and certainly is not behind remarks like this.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1548. Re: WB systemtechnik still operative?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 20:32:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994877144-96090AEicMi@lineone.net>
Source record: 43858

Hi Hallvard

>I also got en email reply from Norbert Wieczorek at WB Systemtechnik where he
>verifies that they still sell the SCSI host adaptors.

A prompt for all concerned to update their web links.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1549. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 20:34:44 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994877146-96502AEicMi@lineone.net>
Source record: 43859

Hi Dennis

>>Once again you are sticking your beak into other peoples business. I suppose that
>>by acting the way you do it justifies other people jumping into postings by
>>yourself.

>May i remind that this is a public forum? if you choose to post here then it's
>everyone's business....

Except yours. :-) :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1550. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 20:35:42 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107102034330.124-100000@Hades060>
Source record: 43929

On Wed, 11 Jul 2001, Martin-ï¿½ric Racine wrote:

> Atari was dismissed both for its small number of requests and
> because of the absence of a common multitasking API between MiNT
> and Magic.

Does not magic-net fill this void at this time?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1551. Re: Laptop choice info

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 22:20:23 UTC
From: bindon@madasafish.com
Message-ID: <tkmvt7f79cgl79@corp.supernews.com>
Source record: 43915

On 10 Jul 2001 17:17:04 , JOHN NICHOLAS OAKES wrote:
Hi

> I was thinking of buying a laptop some day, but
>I would like to convert it too Atari.
>1. What type would be suitable to convert?.
>2. What Emulation or kit be better for the laptop?.
>3. What price am I looking at?.
>4. Do anyone have this setup already and what are the pro's and con's.

I have a 386SX, 20Mhz with Gemulator for DOS and it only gets up to
roughly half the speed of an STfm. I tried installing NVDI but it crashed
on the install program. I'd recommend a good 386DX 50 or a low end 486 to
emulate an ST OK.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1552. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 22:20:26 UTC
From: bindon@madasafish.com
Message-ID: <tkmvtaf1udlm7b@corp.supernews.com>
Source record: 43916

On 10 Jul 2001 19:25:29 , Uwe Seimet wrote:

Hi

>> Yes, the system cant find what wasnt there at power up.
>
>That's not correct in general. SCSI devices, in particular can be
>detected any time. It is absolutely legal to keep a SCSI device switched
>off when booting and switch it on afterwards. Whether it can be used in
>this case only depends on the software that is going to access this
>device.

I keep my CAB cache on an external MiniS and quite often I'll forget to
turn it on. I copyed and renamed HDDRIVER.SYS to HDDRIVER.TOS and when
loaded from the desktop it pops up in a VT52 window and then I can access
the drive.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1553. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:05:09 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9ig1hq$25n$1@merki.connect.com.au>
Source record: 43917

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ewbtrj.1xhb4ml9zc2yaN%x@x.xx...
> Don <dons@qnet.com> wrote:
>
> > Im having some trouble with a ICD host adapter.
>
> Without knowing the details.... I had problems with my ICD "Link II" to
> begin with as well.
> It turned out that power wasn't supplied!
> There's a specific pin on the SCSI unit which needs to have +5V
> ("TERMPWR"), which is the power the host adaptor draws. I had to wire
> one up inside the external harddisk.
> Someone else here will probably know the correct pin to use so you don't
> short circuit anything.
>
> Also, I guess connectiong it through a diode might be a good idea so you
> don't get problems if you have daidy-chaned several SCSI units, each
> with their own internal TERMPWR connection. I'm too tired at the moment
> to think clearly which direction etc. someone else will probably be able
> to tell you how.
>
> You say nothing about which ICD host adaptor you're using, but with the
> Link II there's a red LED which lights up when power is applied. With
> the original Link there's no LED.

I have a Link97 (I think), it will ONLY work with a Syquest 88/200 drive. It will not detect any other SCSI device. I suspect it is the same as what Halvard has just said and my have a problem with term power. I also suspect the syquest is providing ample current and doing the trick. But the SCSI hard drives aren't. Could be the same problem as above. Also the Syquest will only boot using the ICD pro utils.

Mark

1554. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:19:34 UTC
From: ebaiz@skyenet.net
Message-ID: <a4M27.2172$6W4.3931@newsfeed.slurp.net>
Source record: 43918

On 10 Jul 2001 01:23:50 , JOHN NICHOLAS OAKES wrote:

>What problem did you have when you were initializing a partition. My problem I had was with
>NetBSD trying to return back the partition to linux. NetBSD play silly bugger with HDDriver.sys It
>is better to work with a spare harddive.

A few years ago I successfully installed Linux on the Hades using a 1gig Jaz cart. Now I am trying to re-install it and for some reason I keep getting one of two errors: 1)Free List corrupted and 2) Free List Empty when I try to initialize a parttion. If I new what those errors meant, I may be able to do something. I am also trying to figure out what is different about my system. I know I upgraded the TOS, but I put back the old TOS and still get the same errors. I tried re partitioning the partitions using the Atari fdisk program and still nothing. Got me stumped.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1555. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:30:25 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107110227140.28458-100000@hal.pp.fishpool.fi>
Source record: 43921

On Tue, 10 Jul 2001, A.A.de Hulster wrote:

> I wonder if a port of that amazing "Opera" browser to our
> platform is technically possible and if it is why not use the
> "Pledge Funds" money to pay the authors for a port if they
> agree.

Back when Opera made the call for porting to marginal platforms,
Atari was dismissed both for its small number of requests and
because of the absence of a common multitasking API between MiNT
and Magic.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

1556. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:32:37 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101532.5ebdff9c@posting.google.com>
Source record: 43919

Steve Sweet <steve-sweet@lineone.net> wrote in message
news:<994785188-570128AEicMi@lineone.net>...

> >We are currently seeking a reliable source that can reference for us as
> >to who actually owns the rights to the Atari TOS.
>
> Its still owned by Atari which is owned by Hasbro i believe.

Well, maybe not. Most (if not all) Atari rights were sold by Hasbro
to Infogrammes. On the other hand, Milan apparently has a license
from the Tramiel version of Atari to use TOS. I don't know the
details of the license, but I suspect they could use it to distribute
a TOS version of another company's hardware without violating any
laws.

Galen

1557. Re: Laptop choice info

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:42:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101542.6588ce80@posting.google.com>
Source record: 43920

JOHN NICHOLAS OAKES <doyene@zetnet.co.uk> wrote in message
news:<WS3.fbf55e51.74442a20.doyene@zetnet.co.uk>...
> Hei All.
> I was thinking of buying a laptop some day, but I would like to convert it too Atari.
> 1. What type would be suitable to convert?.
> 2. What Emulation or kit be better for the laptop?.
> 3. What price am I looking at?.
> 4. Do anyone have this setup already and what are the pro's and con's.
>
Hi John,

A true conversion to Atari is darn near impossible, but emulation
works fairly well.

On the Mac side, MagicMac and a 100 era Powerbook gives you in essence
a GEM-only STacy. Just don't try anything without a graphical
interface (like 98% of games).

On the Windows (or DOS) side, you could use Gemulator or STeem in full
screen mode.

I have a Mac Powerbook 180 I'm playing with. Jinnee, NVDI, and
MagicMac are installed and running, but no programs yet (limited time
to play). On the Pentium II notebook I'm typing on, Gemulator runs my
grading program quite nicely.

Galen

1558. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:51:38 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101551.33fb06dc@posting.google.com>
Source record: 43922

Don <dons@qnet.com> wrote in message news:<3B4A8F52.E25C50FE@qnet.com>...
> James,
>
> I have tried terminating the drive and the system bombs. There is also only
> one drive and Ive used different ids to boot with the same result.

First of all, although it shouldn't matter, use ID #0 or #1 (the
system goes in order to check, and it can time out).

Secondly, termination matters. I have had a drive with a
nonfunctional termination switch before. That is to say, switching
termination on did not switch termination on. A pass through
terminator is fairly inexpensive and stays in my toolbox now.

Thirdly, cabling matters. There is a reason why you can spend $50 on
a SCSI cable. If you are using a used cable, try another one. If
your cable is anywhere other cables, see if moving it helps.

Fourthly, the drive's settings matters. Some drives, for instance,
have a setting where they don't even start spinning until they get a
command to do so. Kindly post the model of your drive and we'll try
to figure it out.

Galen

1559. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-10 23:57:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101557.42ec9d5f@posting.google.com>
Source record: 43923

Uwe Seimet <us@seimet.de> wrote in message news:<3B48752C.260256BD@seimet.de>...
> "Edward S. Baiz Jr." wrote:
> >
> > Yes you are correct. No termination in the cable. Fixed that and it
> > works fine now.
>
> Great! Actually most errors related to SCSI have something to do with
> termination or cables.

True. Note however, that the Jaz is a removable drive, and removable drives are not as well sealed from dust as traditional hard drives. I personally would be reluctant to put my only copy of anything important on a removable drive (in fact, I use mine solely as mastering space for CD-Rs).

Galen

1560. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 00:08:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101608.482c3828@posting.google.com>
Source record: 43924
Body handling: HTML body converted to readable text

xlator@cix.compulink.co.uk wrote in message
news:<9i030i$ah7$1@plutonium.compulink.co.uk>...
> A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
> normally with a hi rez monitor. He needed to give a demo on a TV
> via SCART, but luckily came to me first to try it out. I found
> that while his setup worked fine on hi rez, when I tried it on the
> TV in both med and low rez CAB started to load but stuck during
> the small 'Loading xxx' dialog each time. Only after using the
> Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
> and some PD fonts, but I think that's irrelevant.)
>
It would help if you knew the page that didn't work, but I suspect
either a problem with GDOS or a setting off. I know CAB 1.5 works in
medium resolution via TOS 1.62.

> Another thing: His HTM file didn't display properly for some
> reason. The first para was in small type despite an
header.
> The problem seemed to be due to having after the header a command
> . This format seems to be standard HTML. When
> I split the angle brackets as it worked
> fine. Any ideas?
>
This is why I suspect GDOS. CAB would be looking for a font a couple
of sizes larger than standard.

Your last problem is strange as "" isn't standard
HTML, as far as I know.

Galen

1561. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 00:17:53 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101617.48ae810f@posting.google.com>
Source record: 43925

Well, I got Twilight working, kind of.

It saves my settings (Thank you, Mr. Baiz) and works fine ONCE I select it from the Desk menu. In other words, upon booting, I have to call Twilight to the front once. Then it works fine. Ah, well, still more to experiment with.

As to Bubbles, although that does indeed work, the range of modules is vastly inferior and significantly more vulgar.

Galen

1562. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 00:24:05 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0107101624.54f17c10@posting.google.com>
Source record: 43926

roughley@vanc.igs.net.invalid (Neil Roughley) wrote in message
news:<1ew1s7n.iut6a5czn5teN%roughley@vanc.igs.net.invalid>...
> Peter Schneider <Peter_Schneider@su2.maus.de> wrote:
>
> > NR>I'll try and dig up the last installed version of the driver.
> > the latest is 1.26, but some people prefer to work with 1.25
>
> I'd like to pass on an e-mail to Nima Monaster about ceding ownership of
> the driver from me to Ken, but Homa Systems' website
> (http://www.magma.ca/~nima) no longer exists. Does anyone know if Nima
> is still in business?
>
Hmmm, I bought SCANXPro back from him in April (the site existed then,
but no sign of an update in two years). Nima mentioned at the time
that he was thinking of updating it.

Let's hope for the best.

Galen

1563. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 01:18:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B4BA940.6CF941D2@home.com>
Source record: 43930

I've been having a hard disk problm this week as well. My TT which works fine with Hddriver 4.61 and icd pro drivers for months. But I just got hddriver 8.03 so I can set up some 650 megabyte partitions But now it won't recognize either hard disk but still recognizes both my cd-rw drive and tape backup. Uwe Siemet thinks its a termination problem but still nothing helps.

Don wrote:

> James,
>
> I have tried terminating the drive and the system bombs. There is also only
> one drive and Ive used different ids to boot with the same result. I know its
> something simple thats just escaping me at this time. Ill most likely have a
> nightmare about it this week and that should help e remember what Im
> forgetting to do.
>
> Thanks,
> Don

1564. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 03:12:53 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4BC434.325980D4@qnet.com>
Source record: 43931

The drives work flawlessly on my TT030 for years. I have 3 of them connected
to the TT.

Don

"starlord

> There was always troubles with those drives being hooked into Ataris.
>
> --
>
> The Babylon project was our last best hope
> for Peace, it failed ... In the year of the Shadow
> War it became something bigger ... Our
> last best hope for Victory! The year is
> 2260 ... The Place is Babylon 5
>
> www.starlords.org
>
> "Don" <dons@qnet.com> wrote in message news:3B4A5A2F.E9665846@qnet.com...
> > Im having some trouble with a ICD host adapter. The problem is when I
> > boot the computer the computer doesnt see the drive. I have done a
> > IDcheck and only the clock comes up on ID #6. Ive tried all my other
> > software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> > they are all quantum drives.
> >
> > Thanks for the help,
> >
> > Don
> >

1565. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 03:19:56 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4BC5DC.B60F5334@qnet.com>
Source record: 43932

The drive is a Quantum ProDrive ELS 160MB SCSI. The host adapter is a ICD Host adapter (advantage). Its the older one that needs a power supply and a case to house it in. The cables SCSI cable is 2 foot long and the DMA cable is 2 foot. Ive terminated the drive and have also tried a terminator plug. The drive is the type that takes the resistor packs.

The only thing left is to try a different drive.

Don

Uwe Seimet wrote:

> Don wrote:
> >
> > Im having some trouble with a ICD host adapter. The problem is when I
> > boot the computer the computer doesnt see the drive. I have done a
> > IDcheck and only the clock comes up on ID #6. Ive tried all my other
> > software too HDDriver 7, Supra, and ICD. Ive tried several drive but
> > they are all quantum drives.
>
> Some Quantum drives require the computer to have an SCSI ID of its own
> (initiator identification). These drives only work with the TT/Falcon
> (but not as a boot drive) or with a LINK96/97 host adapter. Other host
> adapter do not provide initiator identification.
> Give us details on your drive, maybe we can tell you whether your drive
> requires initiator identification or not. If not, your cables may be too
> long or the drives are not properly terminated.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

1566. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 03:23:45 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4BC6C1.13B2A5BD@qnet.com>
Source record: 43933

Galen wrote:

> Don <dons@qnet.com> wrote in message news:<3B4A8F52.E25C50FE@qnet.com>...
> > James,
> >
> > I have tried terminating the drive and the system bombs. There is also only
> > one drive and Ive used different ids to boot with the same result.
>
> First of all, although it shouldn't matter, use ID #0 or #1 (the
> system goes in order to check, and it can time out).

Ive tried both IDs

>
>
> Secondly, termination matters. I have had a drive with a
> nonfunctional termination switch before. That is to say, switching
> termination on did not switch termination on. A pass through
> terminator is fairly inexpensive and stays in my toolbox now.

This drive takes resistor packs and Ive tried different ones and also tried a plug in terminator that didnt work.

>
>
> Thirdly, cabling matters. There is a reason why you can spend $50 on
> a SCSI cable. If you are using a used cable, try another one. If
> your cable is anywhere other cables, see if moving it helps.

Ive also tried different SCSI cables and DMA cables.

>
>
> Fourthly, the drive's settings matters. Some drives, for instance,
> have a setting where they don't even start spinning until they get a
> command to do so. Kindly post the model of your drive and we'll try
> to figure it out.

The drive is a Quantum ProDrive ELS 160MB SCSI

>
>
> Galen

Thanks,

Don

1567. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 03:30:06 UTC
From: Don <dons@qnet.com>
Message-ID: <3B4BC83E.EDD9DAEE@qnet.com>
Source record: 43934

James,

Ive violated lots of SCSI rule on my TT030. The Quantum drives(3) are all the same models and are installed in a case with SCSI 6x CD ROM none of them have any termination and have worked perfectlly for years. I also have terminated the last drive and the system still worked. Ive terminated the 1st drive and the system still worked. The only time I had probelms was when I added a scanner then it had to be terminated. Other than the last problem everything else has worked flawlessly.

Don

James Alexander wrote:

> I've been having a hard disk problm this week as well. My TT which works fine
> with Hddriver 4.61 and icd pro drivers for months. But I just got hddriver 8.03
> so I can set up some 650 megabyte partitions But now it won't recognize either
> hard disk but still recognizes both my cd-rw drive and tape backup. Uwe Siemet
> thinks its a termination problem but still nothing helps.
>
> Don wrote:
>
> > James,
> >
> > I have tried terminating the drive and the system bombs. There is also only
> > one drive and Ive used different ids to boot with the same result. I know its
> > something simple thats just escaping me at this time. Ill most likely have a
> > nightmare about it this week and that should help e remember what Im
> > forgetting to do.
> >
> > Thanks,
> > Don

1568. Hard Drive/Extendos Help

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 05:42:13 UTC
From: jdplace@prodigy.net
Message-ID: <9igovj$118k$1@newssvr06-en0.news.prodigy.com>
Source record: 43936

I'm trying to add a larger hard drive (a Seagate ST32151N), and the drive formats, partitions, and boots fine, operates fine on it's own. The problem I am having is that it causes my CD-RW to freak out, and it also corruted the files on my other hard drive when I had them chained together. I am using ICD drivers and Extendos Gold, with a Link II on a 520STe. Everything operates fine with my Maxtor drive. Can anyone help?

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 4MB Atari 520STe /|\

1569. SV: Laptop choice info

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 05:48:18 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <TPR27.4007$5t1.3125@nntpserver.swip.net>
Source record: 43937

Hi,

TosBox is great for GEM work, it feels like a fast ST clone. Steem is better
for games.
I use TosBox on my old Compaq LTE5250, an old P120 with 80mb, and it works
great.

Regards

/Peter

JOHN NICHOLAS OAKES <doyene@zetnet.co.uk> skrev i
diskussionsgruppsmeddelandet:WS3.fbf55e51.74442a20.doyene@zetnet.co.uk...
> Hei All.
> I was thinking of buying a laptop some day, but I would like
to convert it too Atari.
> 1. What type would be suitable to convert?.
> 2. What Emulation or kit be better for the laptop?.
> 3. What price am I looking at?.
> 4. Do anyone have this setup already and what are the pro's and con's.
>
> regards
> scratching head jno
>
> --
> -
>
> =+=
> += JOHN NICHOLAS OAKES =+
> += doyene@zetnet.co.uk =+
> += NEW MOSTON =+
> += MANCHESTER =+
> += ENGLAND =+
> += ATARI TT030 + LINUX =+
> += DRACONIS + WENSUITE =+
> =+=

1570. I need Atari Jaguar Games, Help!!!

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 06:26:14 UTC
From: "L. Rodriguez" <pilot77@bsn1.net>
Message-ID: <B7715BB6.3D173%pilot77@bsn1.net>
Source record: 43935

Hello, Im looking for jag games, if anybody knows where to get good deals or anybody wants to get rid of some of theirs, please let me know via e-mail: pilot77@bsn1.net

Thanks!

1571. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 06:45:39 UTC
From: swampfax@atlantic.net
Message-ID: <nCS27.57$TJ.302124@news1.atlantic.net>
Source record: 43938

Hi All,
There may be other interested people in the poll in other NGs such as fr.comp.sys.atari and I believe there's a German one also. I'd offer to make those posts but I don't know either language! So if a good browser came of it we can worry about translations later (been doing that anyway)!

John G.

1572. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 06:45:59 UTC
From: swampfax@atlantic.net
Message-ID: <HCS27.58$TJ.302247@news1.atlantic.net>
Source record: 43939

Hi All,
There may be other interested people in the poll in other NGs such as fr.comp.sys.atari and I believe there's a German one also. I'd offer to make those posts but I don't know either language! So if a good browser came of it we can worry about translations later (been doing that anyway)!

John G.

1573. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 07:50:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C054D.CBA3CA28@seimet.de>
Source record: 43940

JOHN NICHOLAS OAKES wrote:

> When I rebooted back to Atari setup it would 4 bomb me. I discovered that it
> bypass hddriver.sys, hence hddriver not initializing my harddrive. I also notice when I manage

The only way to do this is to modify the root sector of the drive or the
boot sector of your boot drive.

> to re-install HDDriver the system had slowed down on bootup at HDDriver source(not very nice).

This is very strange.

> to use this root which Irefuse. Does give you any help.

The only thing I can say that NetBSD must be doing something weird and
if something has to be fixed it has to be fixed in NetBSD.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1574. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 07:51:55 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C059B.9A2F24CF@seimet.de>
Source record: 43941

Marshall Lake wrote:
>
> > I was more thinking about Workdplus requiring libraries like Motif,
> > which I thik have not been ported to GEM.
>
> I'm under the impression that Motif is open source now.

Open source does not mean that there is also a port for the Atari. This is a thing that would take a huge effort. Often I get the impression that some users think such a port can be done within a few days or that new browsers can be written in a few days. Usually this takes months or even years.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1575. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 07:54:07 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C061F.BB9A2374@seimet.de>
Source record: 43942

Lyndon Amsdon wrote:

> >That's not correct in general. SCSI devices, in particular can be
> >detected any time. It is absolutely legal to keep a SCSI device switched
> >off when booting and switch it on afterwards. Whether it can be used in
> >this case only depends on the software that is going to access this
> >device.
>
> I keep my CAB cache on an external MiniS and quite often I'll forget to
> turn it on. I copyed and renamed HDDRIVER.SYS to HDDRIVER.TOS and when
> loaded from the desktop it pops up in a VT52 window and then I can access
> the drive.

Note that is not a recommended way of starting HDDRIVER. In case there
is any loss of data, you have been warned ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1576. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 07:57:05 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C06D1.83DD3F19@seimet.de>
Source record: 43943

Galen wrote:

> True. Note however, that the Jaz is a removable drive, and removable
> drives are not as well sealed from dust as traditional hard drives. I
> personally would be reluctant to put my only copy of anything
> important on a removable drive (in fact, I use mine solely as
> mastering space for CD-Rs).

I recommend having several backup media, not only a single cartridge
where a new backup overwrites the old one. In case of a media failure
you will not use your only backup this way.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1577. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 07:59:13 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C0751.52B00F83@seimet.de>
Source record: 43944

Don wrote:
>
> The drive is a Quantum ProDrive ELS 160MB SCSI. The host adapter is a ICD
> Host adapter (advantage). Its the older one that needs a power supply and a
> case to house it in. The cables SCSI cable is 2 foot long and the DMA cable
> is 2 foot. Ive terminated the drive and have also tried a terminator plug.
> The drive is the type that takes the resistor packs.

As far as I remember the ELS drives do not require initiator
identification.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1578. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 08:02:03 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C07FB.93E32D7A@seimet.de>
Source record: 43945

Don wrote:
>
> James,
>
> Ive violated lots of SCSI rule on my TT030. The Quantum drives(3) are all the same
> models and are installed in a case with SCSI 6x CD ROM none of them have any
> termination and have worked perfectlly for years. I also have terminated the last
> drive and the system still worked. Ive terminated the 1st drive and the system
> still worked. The only time I had probelms was when I added a scanner then it had
> to be terminated. Other than the last problem everything else has worked flawlessly.

If it has worked for you, you have just been lucky. I know of many
problems that eventually turned out to be termination problems. I
strongly recommend not using a SCSI system where you know it is not
properly terminated. It can even happen that only certain areas of a
drive cannot be correctly accessed when something is wrong with
termination. This is simply dangerous.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1579. Re: Hard Drive/Extendos Help

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 08:02:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C0830.CB76FAF@seimet.de>
Source record: 43846

"Joseph D. Place" wrote:
>
> I'm trying to add a larger hard drive (a Seagate ST32151N), and the
> drive formats, partitions, and boots fine, operates fine on it's own.
> The problem I am having is that it causes my CD-RW to freak out, and
> it also corruted the files on my other hard drive when I had them
> chained together. I am using ICD drivers and Extendos Gold, with a
> Link II on a 520STe. Everything operates fine with my Maxtor drive.
> Can anyone help?

Looks (again) like wrong termination or bad cables.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1580. Re: Hard Drive/Extendos Help

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 08:40:15 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rIIgjRCvDBT7Ew53@atari.org.uk>
Source record: 43847

In article <9igovj$118k$1@newssvr06-en0.news.prodigy.com>, Joseph D.
Place <jdplace@prodigy.net> writes
>I'm trying to add a larger hard drive (a Seagate ST32151N), and the
>drive formats, partitions, and boots fine, operates fine on it's own.
>The problem I am having is that it causes my CD-RW to freak out, and
>it also corruted the files on my other hard drive when I had them
>chained together. I am using ICD drivers and Extendos Gold, with a
>Link II on a 520STe. Everything operates fine with my Maxtor drive.
>Can anyone help?

Hiya

Check your cables!

I had the same problem and it ended up being a low quality cable, yep it
was a brand new one at that.

Also check the cable length and the terminators, especially if the drive
had onboard device terminators.

SCSI things are weird, i have an MO optical drive and i can't use this
with any of my hard drive unless my main hard drive is device ID '0' and
the mo drive is '4'!!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1581. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 09:31:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <994920810-100050AEicMi@cwcom.net>
Source record: 43873

Hi Peter,

>DC>And try running Steffen Engle's "scsidrv.prg" before running the
>DC>scanner driver.
>I suppose booting with HDDRIVER will do the same, won't it?

Ought to, sure, but I've found that scsidrv.prg to be very helpful on my system at times! For example, I have to run it before Gemar even if HDDriver has seen the streamer at bootup. I suppose it's a manifestation of my CT2 card.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1582. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 11:02:46 UTC
From: mlake@melake.erols.com
Message-ID: <slrn9kocil.b5r.mlake@melake.erols.com>
Source record: 43848

>> > I was more thinking about Workdplus requiring libraries like Motif,
>> > which I thik have not been ported to GEM.

>> I'm under the impression that Motif is open source now.

> Open source does not mean that there is also a port for the Atari. This
> is a thing that would take a huge effort. Often I get the impression
> that some users think such a port can be done within a few days or that
> new browsers can be written in a few days. Usually this takes months or
> even years.

I apologize. I missed the "ported to GEM" above. I was thinking in
terms of the source for Motif compiling on m68k Linux.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/the-beach http://melake.erols.com/genealogy

1583. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 11:08:29 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ihc3d$7pq$1@draco.stochastik.rwth-aachen.de>
Source record: 43849

In article <9ifk69btc1@news1.xs4all.nl>,
A.A.de Hulster <aahuls@xs4all.nl> wrote:
>Hello,
>
>It's Milan Computersystemen who is the owner according to
>http://www.st-computer.net
>but they already know by now.

Definitely not. We have a license, but we do not own TOS. We do own the
extensions which were made for the Milan.

cu
Michael

1584. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 12:31:27 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C471F.A7CF7911@seimet.de>
Source record: 43850

Marshall Lake wrote:

> I apologize. I missed the "ported to GEM" above. I was thinking in
> terms of the source for Motif compiling on m68k Linux.

Anyway, I just read that lesstif has at least been compiled but not tested under MiNT. So Motif would probably not be required for some applications.
Regardless of whether certain GUI libraries are available or not a problem that persists is the fact that applications using Motif or lesstif often need a lot of memeory and processing power. This means that even if you could run them on an Atari or clone they might be unusable. I tried this some time ago with Mozilla on a TT running Linux 68K. It took Mozilla about 10 minutes to start and it took about one second after typing a character before it appeared on the screen. Even with a lot of memory and a machine that is three or four times faster than the TT you would not really want to work this way.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1585. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 14:22:49 UTC
From: Leo Weppelman <leo@ahisinfr.xs4all.nl>
Message-ID: <ggbby1.doh@ahisinfr.xs4all.nl>
Source record: 43851

In article <WS3.7cfdd959.7c1e2a20.doyene@zetnet.co.uk>,
JOHN NICHOLAS OAKES <doyene@zetnet.co.uk> wrote:
>In message <3B4AA715.63BFBD7B@seimet.de>
>Uwe Seimet wrote:
>>JOHN NICHOLAS OAKES wrote:
>
>>> What problem did you have when you were initializing a partition. My probl
>>em I had was with
>>> NetBSD trying to return back the partition to linux. NetBSD play silly bug
>>ger with HDDriver.sys It
>>> is better to work with a spare harddive.
>
>>I don't understand. What does NetBSD do with HDDRIVER.SYS, which is just
>>a small file on a TOS compatible partition?
>
>Hei Uwe.
> When I rebooted back to Atari setup it would 4 bomb me. I discovered that it
>bypass hddriver.sys, hence hddriver not initializing my harddrive. I also notice when I
manage

Did you explicitely install a boot block? Since if you do, you overwrite the
boot sector of your harddrive with the NetBSD booter. If you don't, nothing
special happens to the partition info (and HDDRIVER). I use both NetBSD and
HDDriver, but I don't have any problems at all - even with a bootblock
installed.

>to re-install HDDriver the system had slowed down on bootup at HDDriver source(not very
nice).
>This is nothing to with your software but with NetBSD changing the partition to such a
extent
>I had to format the harddrive to get everything settled for me to put Linux back in. It
does mention
>in the NetBSD documents the Atari uses only a small percentage of MBR and request whether
I want
>to use this root which Irefuse. Does give you any help.

I don't think I understand what you are stating in the line containing
'MBR'... There seems to be something missing.

Leo.

1586. JOB: 2D Advance Gameboy Artists wanted (Sheffield)

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 17:48:02 UTC
From: Alex Amsel <alex@tunatech.com>
Message-ID: <ba4pktgl9850mp3mf5j6g3hkm92b9kle30@4ax.com>
Source record: 43852
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.st,comp.sys.handhelds,comp.sys.amiga.graphics

(Excuse the cross posting but we thought there could be some interesting experienced guys here looking to get back into this sort of work with the Nintendo Gameboy Advance)

Tuna are a South Yorkshire (UK) based developer who have worked on a number of successful products, including Ghosts and Goblins and 102 Dalmations. We have a firmly established relationship with successful US developers Digital Eclipse Inc and develop primarily for the Gameboy Advance platform.

We're looking for talented individuals who are highly motivated and wish to work in a small, friendly company where what you do makes a difference. The ability to work in a team as well as individually is absolutely essential, as is a sense of humour.

Artists - 2D and 3D artists required. Must have experience of Pro Motion, DPaint or similar.

Designers - Previous experience essential.

Please send your resumes to:-

alex@tunatech.com

1587. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 18:07:07 UTC
From: bindon@madasafish.com
Message-ID: <tkp5ebkvmcv3e@corp.supernews.com>
Source record: 43853

On 10 Jul 2001 21:45:15 , "A.A.de Hulster" wrote:
>
>Martin "Nightowl" Byttebier heeft geschreven in bericht
><3b4b447e21e5930@pandora.be>...
>>on Mon 09-07-2001 08:20 John Garone wrote:
>>
>>>Hi Uwe,
>>>So a re-work of CAB might be more logical than a browser from scratch!
>>>Getting ASH (Alexander) to release the source code for the Atari version
>>>of CAB would help. Don't ask me how that will be done but it's a different
>>>path.
>>
>>
>>And what about a rework of that French browser Wensuite? Its damned
>>fast. Quite some time ago I did a test:
>
>Hello Martin and others,
>
>This is one of the possibilities. Another :
>I wonder if a port of that amazing "Opera" browser to our platform is
>technically possible and if it is why not use the "Pledge Funds" money to
>pay the authors for a port if they agree.

Yes, and considering that one guy did program alot for the ST....
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1588. Re: SV: Laptop choice info

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 18:17:01 UTC
From: vdjole@EUnet.yu
Message-ID: <9ii56q$d1c$1@news.eunet.yu>
Source record: 43854

On 10 Jul 2001 17:17:04 , JOHN NICHOLAS OAKES wrote:
>I was thinking of buying a laptop some day, but
>I would like to convert it too Atari.
>1. What type would be suitable to convert?.
>2. What Emulation or kit be better for the laptop?.
>3. What price am I looking at?.
>4. Do anyone have this setup already and what are the pro's and con's.

Generally, for fair speed (i.e. better than the original ST)
look for something in the 200-400MHz range. Additional speed would
not hurt, of course. There should be enough memory to install a 14MB
of emulated ST RAM. Required hard disk space- as you like it, because
emulators are quite small programs so beside the underlyig OS requirements
you just need that which you would need for atari applications.

On 11 Jul 2001 07:48:18 , "Peter Persson" wrote:
>Hi,
>
>TosBox is great for GEM work, it feels like a fast ST clone. Steem is better
>for games.
>I use TosBox on my old Compaq LTE5250, an old P120 with 80mb, and it works
>great.

TosBox is convenient for installing on a DOS-only base- i.e. just a
couple of essential files of DOS and the machine can practically
boot straight into a 14MB ST 'clone', with DOS being invisible
for all practical purposes.

Gemulator is good if there is a requirement for Windows to be present.
Its Atari-compatibility is somewhat better than of TosBox. It is
significantly faster than TosBox. There is also a DOS version of Gemulator,
also quite fast, but with a stupid limitation to four 32MB "hard disks".

Both emulators can run such things as Mint (older versions), Geneva, Naes,
NVDI, etc. and can be set to display resolutions such as 800x600 or 1024x768,
or even larger. However, they are not convenient for games.

cu.

1589. automation

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 19:07:44 UTC
From: Marco <mast99@usa.net>
Message-ID: <3B4CA400.B6523288@usa.net>
Source record: 43860

probably asked a 1000 times before ...

but where can i get the complete automation disks from ???

lgl and hangloose pages dont work .

please help a "old" atari fan !

M

1590. Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 20:31:49 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9iid3m$la4$1@neptunium.btinternet.com>
Source record: 43861

Hi, I've owned an Atari ST for years now, so am hugely literate with the machine, but I have only just now decided to try and get on the net with it... Can anyone recommend any good packages to enable me to do so ?
Any help would be appreciated :)

Regards,
Jon G
www.modula.org.uk

1591. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:07:29 UTC
From: ebaiz@skyenet.net
Message-ID: <B6437.6469$0u6.2817@newsfeed.slurp.net>
Source record: 43862

On 10 Jul 2001 20:35:42 , Lonny Pursell wrote:
>On Wed, 11 Jul 2001, Martin-Éric Racine wrote:
>
>> Atari was dismissed both for its small number of requests and
>> because of the absence of a common multitasking API between MiNT
>> and Magic.
>
>Does not magic-net fill this void at this time?

Well it does and it doesn't. It does allow one to run Mint programs
like aFTP (Mint version) under Magic, but it does not allow one to run
Unix programs on the desktop. Maybe that will come later. It is still
in the beta stage.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1592. Re: Jaz Drive acting up

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:07:31 UTC
From: ebaiz@skyenet.net
Message-ID: <D6437.6471$0u6.2817@newsfeed.slurp.net>
Source record: 43863

On 10 Jul 2001 16:57:58 , Galen wrote:

>True. Note however, that the Jaz is a removable drive, and removable
>drives are not as well sealed from dust as traditional hard drives. I
>personally would be reluctant to put my only copy of anything
>important on a removable drive (in fact, I use mine solely as
>mastering space for CD-Rs).
>
>Galen

You are correct. Anything that I want to definetly save, I put on the
Jaz cart and also back it up on a CD.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1593. Re: Help needed with Twilight

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:07:33 UTC
From: ebaiz@skyenet.net
Message-ID: <F6437.6472$0u6.2817@newsfeed.slurp.net>
Source record: 43864

On 10 Jul 2001 17:17:53 , Galen wrote:
>Well, I got Twilight working, kind of.
>
>It saves my settings (Thank you, Mr. Baiz) and works fine ONCE I
>select it from the Desk menu. In other words, upon booting, I have to
>call Twilight to the front once. Then it works fine. Ah, well, still
>more to experiment with.
>
>As to Bubbles, although that does indeed work, the range of modules is
>vastly inferior and significantly more vulgar.

Just remember you can adjust each module to your liking. I have about
20 of them and use about 5 at one time. Great program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1594. Re: Hard Drive/Extendos Help

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:07:34 UTC
From: ebaiz@skyenet.net
Message-ID: <G6437.6473$0u6.2817@newsfeed.slurp.net>
Source record: 43865

On 11 Jul 2001 05:42:13 , Joseph D. Place wrote:
>I'm trying to add a larger hard drive (a Seagate ST32151N), and the
>drive formats, partitions, and boots fine, operates fine on it's own.
>The problem I am having is that it causes my CD-RW to freak out, and
>it also corruted the files on my other hard drive when I had them
>chained together. I am using ICD drivers and Extendos Gold, with a
>Link II on a 520STe. Everything operates fine with my Maxtor drive.
>Can anyone help?

I had the same problem with my CD-RW drive and the problem was that my
SCSI cable was not terminate.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1595. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:07:36 UTC
From: ebaiz@skyenet.net
Message-ID: <I6437.6474$0u6.2817@newsfeed.slurp.net>
Source record: 43866

On 11 Jul 2001 21:31:49 , "Jon Gibbins" wrote:
>Hi, I've owned an Atari ST for years now, so am hugely literate with the
>machine, but I have only just now decided to try and get on the net with
>it... Can anyone recommend any good packages to enable me to do so ?
>Any help would be appreciated :)
>

I would get Newsie, Popwatch, STiK2, Cab 1.5 (version 2.8 is better but
is commercial), aFTP. The packages are at the sites below:

http://www.netset.com/~baldrick/stik2.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1596. Re: GDPS drivers

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:39:41 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b4ce3c0148c257@free.fr>
Source record: 43867

Hello,

in article <1ew1s7n.iut6a5czn5teN%roughley@vanc.igs.net.invalid> (comp.sys.atari.st)
Neil Roughley wrote on Thu 05-07-2001 01:22 (-0700):

> I'd like to pass on an e-mail to Nima Monaster about ceding ownership of
> the driver from me to Ken, but Homa Systems' website
> (http://www.magma.ca/~nima) no longer exists. Does anyone know if Nima
> is still in business?

Just got an email from Nima. He is still in business but he lost his
website (and the backup). homa@canada.com is still a good address.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

1597. WTD: DEGAS image

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 22:46:43 UTC
From: Dan Sissman <hubieillin@yahoo.com>
Message-ID: <3B4CD6EC.B93607E4@yahoo.com>
Source record: 43868

Hi, all. I'm looking for a "Mister X" image by Dean Motter that was supposedly included with Batteries Included's "D.E.G.A.S." software for the ST. Does anyone have this? If so, I'd really appreciate it if someone could e-mail me the image as an attachment.

Failing that, does anyone know of an Atari ST emulator that will allow a PC to read ST disks?

Thanks in advance!

--
Dan Sissman
http://www.albany.net/~dsissman

1598. Re: WTD: DEGAS image

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 23:05:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tUihE7AGvNT7Ew5P@atari.org.uk>
Source record: 43869

In article <3B4CD6EC.B93607E4@yahoo.com>, Dan Sissman
<hubieillin@yahoo.com> writes
>Hi, all. I'm looking for a "Mister X" image by Dean Motter that was
>supposedly included with Batteries Included's "D.E.G.A.S." software for
>the ST. Does anyone have this? If so, I'd really appreciate it if
>someone could e-mail me the image as an attachment.

Hmmm

not heard of this one, and i use degas!

>
>Failing that, does anyone know of an Atari ST emulator that will allow a
>PC to read ST disks?

You dont need an emulator to read atari st disks in standard file
format, or even extended format.

You need a program to put the gubbins that is needed for the pc to read
and write to it. And if you have a high density drive fitted you can
even use high density disks:)

You cna format a disk from windoze 720k you r Atari will be happy to
read and write to it, or use this command from DOS format a: /f:720.

I use a program called dc copy 3.0 which does all sort but adds the bits
needed. This is available from the Last PD library web page: www.last-
pd.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1599. Re: WTD: DEGAS image

Newsgroup: comp.sys.atari.st
Date: 2001-07-11 23:11:24 UTC
From: "A. F. C. St. Clair" <nermal@magicnet.net>
Message-ID: <3B4CDD2F.48DFEA66@magicnet.net>
Source record: 43870

If you still have an Atari computer, you can transfer files to a DOS formatted disk that can be read by a PC

Dan Sissman wrote:

> Hi, all. I'm looking for a "Mister X" image by Dean Motter that was
> supposedly included with Batteries Included's "D.E.G.A.S." software for
> the ST. Does anyone have this? If so, I'd really appreciate it if
> someone could e-mail me the image as an attachment.
>
> Failing that, does anyone know of an Atari ST emulator that will allow a
> PC to read ST disks?
>
> Thanks in advance!
>
> --
> Dan Sissman
> http://www.albany.net/~dsissman

1600. Re: Hard Drive/Extendos Help

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 00:12:22 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994957758-301870AEicMi@lineone.net>
Source record: 43880

Hi Joseph

>I'm trying to add a larger hard drive (a Seagate ST32151N), and the
>drive formats, partitions, and boots fine, operates fine on it's own.

Ive got a pair of SEAGATE ST34520N with a CD rom and a DAT drive with no problems.

>The problem I am having is that it causes my CD-RW to freak out, and it also
>corruted the files on my other hard drive when I had them chained together. I am
>using ICD drivers and Extendos Gold, with a Link II on a 520STe.

You dont seem to have mentioned your termination / cabling scheme?.

>Everything operates fine with my Maxtor drive. Can anyone help?

What are you using for a power source, if its the same PSU perhaps it objects to
the load.

My DAT drive failed after a while being in the same chain it was in for ages,
turned out it was the PSU giving a dirty +5V rail under the load of recording.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1601. where can i find free sw and games for my st online?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 00:22:54 UTC
From: Manu 79 <manu.79@tin.it>
Message-ID: <y5637.57461$cd.363702@news1.tin.it>
Source record: 43871

please reply to my email thanx

1602. Re: where can i find free sw and games for my st online?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 01:31:57 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <PG15sBEN4PT7Ew8P@my-ste.demon.co.uk>
Source record: 43872

In article <y5637.57461$cd.363702@news1.tin.it>,
Manu 79 <manu.79@tin.it> writes:

Try one of these:

<URL:ftp://chapelie.rma.ac.be/atari/>
<URL:ftp://ftp.funet.fi/pub/atari/>
<URL:ftp://src.doc.ic.ac.uk/Mirrors/ftp.uni-paderborn.de/atari/>
<URL:ftp://ftp.lip6.fr/pub/atari/>

There's loads of free software and games.

>please reply to my email thanx

Weird, I was so sure that this was posted to usenet. Then again:

>X-Newsreader: Microsoft Outlook Express 4.72.3110.5

possibly explains the confusion.

And just in case you're actually going to read this, if you ask for
help, information, or anything else, in a newsgroup, it's a good idea
for the reply to be posted there. That way others can learn from the
replies.

Regards,
David Bolt

--
A3010 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
A4000 4Mb RiscOS 3.11 |cracking keys at 4.8Mkeys/sec
AMD Duron/650 256Mb Win98 & SuSE 7.0 |
AMD K6-2/450 32Mb SuSE 6.3 |http://www.distributed.net/
AMD K6-2/500 32Mb SuSE 6.3 |

1603. Re: FCOPY DIM format

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 09:21:38 UTC
From: Adam Klobukowski <atari@zulawy.gabo.pl>
Message-ID: <Pine.LNX.4.21.01071211211110.8308-100000@zulawy.gabo.pl>
Source record: 43874

> Does anybody know the format of a FCOPY DIM file ?

Try JayMSA

Adam Klobukowski
atari@gabo.pl

1604. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 10:53:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994958230-53391AEicMi@gmx.net>
Source record: 43876

From: swampfax@atlantic.net (John Garone)
Date: Wed, 11 Jul 2001 06:45:39 GMT

Hi John,

>There may be other interested people in the poll in other NGs such as
>fr.comp.sys.atari and I believe there's a German one also. I'd offer to
>make those posts but I don't know either language!
The news about the poll already made it to these newsgroups, it's also
announced on several German Atari news websites. So far the announcement
passed by unnoticed. I think our German friends are much more realistic
then we are... :-/

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1605. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 10:56:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994958234-53999AEicMi@gmx.net>
Source record: 43877

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Wed, 11 Jul 2001 22:07:29 GMT

Hi Edward,

>>Does not magic-net fill this void at this time?
>
>Well it does and it doesn't. It does allow one to run Mint programs
>like aFTP (Mint version) under Magic, but it does not allow one to run
>Unix programs on the desktop. Maybe that will come later. It is still
>in the beta stage.
Magic-Net doesn't fill the gap at all, I suppose it's a dream come true for people who need to put their computer in a network or have access to cable modem with static DHCP but for the ordinary user, who works with a single computer and dial up connection it's a step backwards instead of moving on...
Except for the fact that the MiNT-Net clients are free, they simply don't offer the same ease of use, features and functionality the IConnect clients offer, especially in combination with ASH Scripter there's nothing out there that will beat this combination. Enough has been said and written about this.... I'm not about to start a new war :-/

As for Unix possibly running under MagiC, what MagiC user is waiting for this to happen? If one wants to run Unix crap he can install Linux or NetBSD... ask yourself why you use MagiC and reflect on it. Why settle for second best?

To stay on topic: supposing a miracle happens and the Opera developers decide to give it a go, do you really think they are going to waste time getting all the relevant info about the MINT API from various sources scattered all over the net? they will surely contact the firm that released a commercial API and that's ASH... or in the worst scenario adapt their own custom API.... draw your own conclusions.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

1606. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 11:33:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994958236-54703AEicMi@gmx.net>
Source record: 43878

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Tue, 10 Jul 2001 20:35:42 +0000

Hi Lonny,

>> Atari was dismissed both for its small number of requests and
>> because of the absence of a common multitasking API between MiNT
>> and Magic.
>
>Does not magic-net fill this void at this time?
No it doesn't. It's only a convertor allowing some MiNT-Net programs to
run under MagiC using the MiNT-Net stack.
On a common multitasking API between MiNT and MagiC it should be possible
to run IConnect clients under MiNT-Net and vice versa of course.

BTW: The poll forgot to ask on which stack(s) the browser should run and
even more important why... this is food for another very long thread ;-)

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1607. Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 12:28:34 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9ik55i$e2v$1@plutonium.compulink.co.uk>
Source record: 43875

I've got a Falcon and would like to transfer files on its hard drive as painlessly as possible to my PC.

I seem to remember ages ago about a program called Ghost Link. Is that still around - or any other (simple - apart from the floppy route) suggestions. It would be a one-off transfer, not something that I'd need to do regularly. Suggestions, pointers to URLs would be very welcome.

TIA

Andrew Harvey

1608. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 16:39:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b4de0441bd0460@pandora.be>
Source record: 43879

on Thu 12-07-2001 13:33 Dennis Vermeire wrote:

>
>BTW: The poll forgot to ask on which stack(s) the browser should run and
>even more important why... this is food for another very long thread ;-)

Definitely not on Iconnect. This is not a standard at all.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1609. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 17:18:35 UTC
From: JnyVee <moc.slore@ybmurbrevlis.com>
Message-ID: <120720011318354656%moc.slore@ybmurbrevlis.com>
Source record: 43881

In article <tjfqd5m9fii313@corp.supernews.com>, "RobM"
<rmahlert@charter.net> wrote:

> Time for a new poll.. any suggestions for the question?
>
> Rob
> webmaster@atari-users.net
> http://www.atari-users.net

who's using an ATARI to make money.

--
<Help Keep The Net Emoticon-free!>

1610. Midi Machine Control on ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 17:22:12 UTC
From: JnyVee <moc.slore@ybmurbrevlis.com>
Message-ID: <120720011322127694%moc.slore@ybmurbrevlis.com>
Source record: 43882

running SMPTETRACK gold/plat on a Mega4.
what are my options for a MMC utility?
goal is coordinated control of DAsy-88/38 rig, R8 and a Mac running
SD2/PT

--
<Help Keep The Net Emoticon-free!>

1611. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 18:11:15 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <0hm37.4308$5t1.3855@nntpserver.swip.net>
Source record: 43885

<kaitxo@cix.compulink.co.uk> wrote:
> I've got a Falcon and would like to transfer files on its hard drive as
> painlessly as possible to my PC.
>
> I seem to remember ages ago about a program called Ghost Link. Is that
> still around - or any other (simple - apart from the floppy route)
> suggestions. It would be a one-off transfer, not something that I'd need
> to do regularly. Suggestions, pointers to URLs would be very welcome.

If you (or someone you know) have a CD-burner and SoundPool's CDRecorder
Pro, you can make PC-compatible CD-ROM:s with your files on.
If you're using Cubase Audio, you must convert any 16-track mode files to
8-track mode - otherwise they won't be readable by any PC program.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

1612. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 18:17:39 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10107110057440.14230-100000@coazter.myip.org>
Source record: 43883

On Thu, 12 Jul 2001, Dennis Vermeire wrote:

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Date: Wed, 11 Jul 2001 22:07:29 GMT
>
> Hi Edward,
>
> >>Does not magic-net fill this void at this time?
> >
> >Well it does and it doesn't. It does allow one to run Mint programs
> >like aFTP (Mint version) under Magic, but it does not allow one to run
> >Unix programs on the desktop. Maybe that will come later. It is still
> >in the beta stage.
> Magic-Net doesn't fill the gap at all, I suppose it's a dream come true for
> people who need to put their computer in a network or have access to cable
> modem with static DHCP but for the ordinary user, who works with a single
> computer and dial up connection it's a step backwards instead of moving
> on...
> Except for the fact that the MiNT-Net clients are free, they simply don't
> offer the same ease of use, features and functionality the IConnect clients
> offer, especially in combination with ASH Scripter there's nothing out
> there that will beat this combination. Enough has been said and written
> about this.... I'm not about to start a new war :-/

You are correct, magic should NOT have any command line, and ANY ttp.
We'll make sure that next version can not run any of those. That would be
too lame, especially that you can install linux or netbsd on your atari
1040 STE.

>
> As for Unix possibly running under MagiC, what MagiC user is waiting for
> this to happen? If one wants to run Unix crap he can install Linux or
> NetBSD... ask yourself why you use MagiC and reflect on it. Why settle for
> second best?

Correct again, command line should ONLY be available on MiNT and linux,
but NOT MagiC, I hope Dennis that ash/Andreas are listening to you, so
they'll make sure no one can run any command line, as it is totally
against the whole purpose of the GEM.

1613. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 20:09:21 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9ikva3ple1@nereid.worldonline.nl>
Source record: 43886
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

For the sake of argument let's suppose you could design a next generation $300 homecomputer. The goal is to make a userfriendly machine for general use and for hobbyists. How would such a system look?

CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this type of thing, you should be looking at the $20-35 level)
As OS? (Linux is a dead giveaway, but there also other OS's out there)
Build in programming language? (please choose anything but Basic!)
Amount of memory? (RAM and ROM)
Graphic and Sound?
Network capabilities? (internet capable)
Plug in capabilities (remember you're making it as cheap as possible so modems, CD-Roms, HD's are all extras)
Video (TV? or Monitor?)

Remember that the RETAIL price should be $300, so think in wholesale prices. The real costs should below $200 or even below the $150 level. You may presume that a million units would be manufactured so take volume discounts for components into account

Let's see what sort of systems people come up with.

1614. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 20:43:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107122039440.155-100000@localhost>
Source record: 43884

> As for Unix possibly running under MagiC, what MagiC user is waiting for
> this to happen? If one wants to run Unix crap he can install Linux or
> NetBSD... ask yourself why you use MagiC and reflect on it. Why settle for
> second best?

Nad why not instaling MiNT and runing UNIX *CRAP* and GEM *CRAP* at
same time? And why wouldnt GEM *CRAP* use UNIX *CRAP* resources? Why
settle for second best? Second best to Magic? Please give me a
break! Iconnect? U must BUY Ifusion to run FREE Stik APPs.. Tell me, how
SSL runs with Icconect?

1615. Wanted: Atari Control panel program

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 21:00:42 UTC
From: Geert van der Meer <G.S.vanderMeer@hetnet.nl>
Message-ID: <_do37.214758$6b.7726821@Flipper>
Source record: 43887

Hi,

I've got my hands on an old Atari ST 1024STf (I would like to use it for Midi) with TOS 1.2 I believe.
However, no systemdisk supplied. I'm looking for a copy of the original Atari CPANEL.ACC program. Can anyone of you guys help me out ? Please mail me !

Thanks, Geert

g.s.vandermeer@hetnet.nl

1616. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 21:57:14 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com>
Source record: 43888
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
Well, in quantities, you might get pretty close for low end
Celerons....
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
FreeDOS?? It's getting closer to be usable everyday....
Linux for a home user, no way, not in this decade AFAIAC... ;-)))
>Build in programming language? (please choose anything but Basic!)
What's wrong with BASIC? It's easy to be "build in", as it is an
interpreter and there are a lot of BASIC variations out there that
would stand any comparison for ease of use and performance....
Or you you suggest something more academic like Smalltalk, Lisp or
Java???
>Amount of memory? (RAM and ROM)
Not as much a question of cost (128MB SDRAM is less than $10 these
days), as of a combination of the above specs...
>Graphic and Sound?
VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
not a problem these days either..
And SB compatible sound probably not...
>Network capabilities? (internet capable)
an onboard solution with a Realtek chip and TP 10/100 RJ-45
connector...
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)
>Video (TV? or Monitor?)
Well, a monitor is probably the most expensive part. As for the
possible graphics capabilities, a TV (if it's not a fancy digital HDTV
one) is far below the capablities of the graphics chips...
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
If you buy a million pieces of ANY component, you get FAR below the
usual retail prices. a quick look on pricewatch reveals

CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
Memory: 128MB PC133 $9
Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
case w/ p/s $25 (ATX desktop)

Ok, that is a pretty mix, bu assuming large quantities as you
mentioned, this is less than $100 for the major parts. Add a few $10
for network and sound and smaller stuff, no problem...

>
>Let's see what sort of systems people come up with.
>
Ok, just a rough sketch, but it should give you an idea.
The problem is to finance this and to get the software for it (BeOS
might be nice, but....)
And these days, you will have a hard time selling something that is
not Playstation or PC compatible...
And than you are up against M$ with their XBox or whatever it is
called these days......

just my 2c,

Ralf

1617. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 22:13:54 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com>
Source record: 43889
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?

You need to make your mind up. Either it's a toy - and at $300 retail
that's all you can aim for - or it's a computer for "general use and
for hobbyists".

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

Very cheap and weak Intel or AMD CPU's then. The alternative is to go
with the stuff used in PDA's, but do you want to have a desktop or a
PDA.

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Like QNX maybe, or a ported version of AmigaOS. Other alternatives
rake you back to the PDAs.

>Build in programming language? (please choose anything but Basic!)

gcc for real programming, Perl for scripting.

>Amount of memory? (RAM and ROM)

Depends on the OS. No ROMs, they stink.

>Graphic and Sound?

There are plenty of cheap chipsets.

>Network capabilities? (internet capable)

Built-in 10/100 BaseT. Essential.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Don't be daft. There's no point making CDROMs and HD's "extras".
What, you think people are willing to go back to swapping floppies?

>Video (TV? or Monitor?)

Again, are you after a computer or a toy?

>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.

What's the point? This is market research for the '80s. Nowadays
people aren't satisfied with a cheap jack of all trades that doesn't
do anything very well. They want a cheap games machine, they buy a
console. They want a cheap general purpose computer, they get one.
They want something cheap that does everything well, they get into a
time capsule and go back to 1985.

Anyone aiming to produce computers that retail at $300 is going to be
peddling a pile of camel dung.

--
Bill Hoggett

1618. The Atari Times (US) Update 7-12-2001

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 22:28:30 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B4E2436.8931D4EA@ataritimes.com>
Source record: 43890

What's new at TAT?

* NEW! 3D Demo for the Lynx!
* NEW! Soccer Kid Review by Chris Engineer.
* NEW! 7800 Rampage Review by Brian Rittmeyer.
* NEW! Cool Site of the Week.
* NEW! Dear Fruitman.

Also, the Lynx book's SAMPLE.PDF has been updated again. You should
check it out!

P.S. We're always looking for good Atari ST articles!

--
Greg

=-=-=-

1619. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 22:37:20 UTC
From: bindon@madasafish.com
Message-ID: <tks9l039u1g171@corp.supernews.com>
Source record: 43891

On 11 Jul 2001 22:07:36 , Edward S. Baiz Jr. wrote:
>On 11 Jul 2001 21:31:49 , "Jon Gibbins" wrote:
>>Hi, I've owned an Atari ST for years now, so am hugely literate with the
>>machine, but I have only just now decided to try and get on the net with
>>it... Can anyone recommend any good packages to enable me to do so ?
>>Any help would be appreciated :)
>>
>
>I would get Newsie, Popwatch, STiK2, Cab 1.5 (version 2.8 is better but
>is commercial), aFTP. The packages are at the sites below:
>
>http://www.netset.com/~baldrick/stik2.html

.... and not forgetting HSMODEM v7 for Magic/TOS users.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1620. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 22:37:23 UTC
From: bindon@madasafish.com
Message-ID: <tks9l32h667q73@corp.supernews.com>
Source record: 43892

On 12 Jul 2001 12:28:34 , kaitxo@cix.compulink.co.uk wrote:

Hi

>I've got a Falcon and would like to transfer files on its hard drive as
>painlessly as possible to my PC.
>
>I seem to remember ages ago about a program called Ghost Link. Is that
>still around - or any other (simple - apart from the floppy route)
>suggestions. It would be a one-off transfer, not something that I'd need
>to do regularly. Suggestions, pointers to URLs would be very welcome.

AFAIK the last version of Ghostlink still only let you access the PCs
drive from the Falcon and not the other way around. However thinking
about it you could access the PC drive and dump the files from the Falcon
onto it. However (again!) it may have problems if your drive in the PC is
FAT32 or even just being a large partition. I would go for an old
terminal aproach with a null modem cable with speeds around 6-12k/sec.
I'd use Connect on the Falcon and either Hyperterminal (yuk!) or Qmodem
(nice!). If these files are large you can use the parallel port to link
the two but prebuilt cables are sometimes expensive. I think the software
for this is called PARCP or something.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1621. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 23:02:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ila9envc1@plutonium.compulink.co.uk>
Source record: 43893
Body handling: HTML body converted to readable text

In message <926a9946.0107101608.482c3828@posting.google.com>, ekaljuma@mtsac.edu said:

>xlator@cix.compulink.co.uk wrote in message
news:<9i030i$ah7$1@plutonium.compulink.co.uk>...
>> A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>> normally with a hi rez monitor. He needed to give a demo on a TV
>> via SCART, but luckily came to me first to try it out. I found
>> that while his setup worked fine on hi rez, when I tried it on the
>> TV in both med and low rez CAB started to load but stuck during
>> the small 'Loading xxx' dialog each time. Only after using the
>> Sebra hi-rez emulator did it work properly. (He is using GDOS 1.1
>> and some PD fonts, but I think that's irrelevant.)
>>
>It would help if you knew the page that didn't work, but I suspect
>either a problem with GDOS or a setting off. I know CAB 1.5 works in
>medium resolution via TOS 1.62.

It was a page he had written in HTML, but I don't think that
matters because CAB never got as far as initialising - as I said
it hung with its small 'Loading xxx' (modules etc.) dialog. He is
using GDOS 1.1 with suitable fonts. The system worked fine on a
high-rez monitor and also when using Sebra to emulate hi rez on
the TV. But I agree, it /should/ have worked in med and lo rez
too. I don't know whether the combination with TOS 1.02 could be
the problem? And what do you mean by 'setting of'?

>> Another thing: His HTM file didn't display properly for some
>> reason. The first para was in small type despite an
header.
>> The problem seemed to be due to having after the header a command
>> . This format seems to be standard HTML. When
>> I split the angle brackets as it worked
>> fine. Any ideas?
>>
>This is why I suspect GDOS. CAB would be looking for a font a couple
>of sizes larger than standard.

The header and all further paras were OK. It was just the first
para after the header that was in small font.
>
>Your last problem is strange as "" isn't standard
>HTML, as far as I know.

Yes, I thought that was the case. However, it worked (though the
background colour was white - but then it would be in high rez)!

Regards, /Peter/

1622. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-12 23:42:26 UTC
From: davidbutteryANTISPAM@yahoo.co.uk
Message-ID: <Xns90DD77E5F336davidbutteryyahoouk@130.133.1.4>
Source record: 43894
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote on 12 Jul 2001:

<snip>
>Build in programming language? (please choose anything but
> Basic!)
<snip>

Two points.

Firstly, what's so bad about Basic? It's entirely possible to write structured programs in any decent dialect (BBC Basic being a case in point), and the mere posession of a GOTO statement is not in itself the mark of the devil.

Secondly, why does there have to be only one built in language? Look at the BBC Micro - 4 ROM sockets (expandable to 16), allowing you to have several languages resident at once, switchable by software commands (eg *BASIC or *PASCAL).

[1] Yes, I do own one, and it's great.

--
David. (GPLRank handicap -6.57; Monsters of GPL +271.79)
The GPL Scrapyard: http://scrapyard.9ug.com
"After all, a mere thousand yards - such a harmless little knoll, really" - Raymond Mays on Shelsley Walsh.

1623. Photos from NAS2001!

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 00:57:01 UTC
From: kock@kockens.pp.se
Message-ID: <3b4e4744.22673164@nntpserver.swip.net>
Source record: 43895

```
The first pictures from NAS2001 is now published on:
http://home1.swipnet.se/~w-12411/sakskane/

\ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
\ kock@kockens.pp.se - info@kockenswebdesign.com
\ www.kockenswebdesign.com - come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365
```

1624. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 02:13:46 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9934517D%news@youmustbejoking.demon.cu.invalid>
Source record: 43796
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bill Hoggett may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>> this type of thing, you should be looking at the $20-35 level)

> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
> the stuff used in PDA's, but do you want to have a desktop or a PDA.

Oh, I don't know... I'm using a nice ARM-based desktop box here...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Is your newsreader well behaved? <URL:http://www.newsreaders.com/gnksa/>

"ABSOLUTELY BRILLIANT!"

1625. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 03:23:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com>
Source record: 43797
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>

It would probably look very much like the e--Machines system I just
bought my daughter to take to college with her.

600Mhz Celeron
32 MB RAM
8Mb SVGA Video integrated on motherboard
Soundblaster compatible integrated on motherboard
10 GB Hard Drive
16x DVD
Keyboard
Mouse

Cost? $269

(OK, I got a deal because these were "returned" systems from a company
that canceled a contract. They had to be sold as :"ref urbs" because
they weren't "new". Big deal.)

Oh, and I added a 10/100 card for $14 and 256MB RAM for $55

She probably could have gotten by without the RAM, but why?

The price is in the $300 ball park and it's a system she'll be
familiar with and can make instant use of. The software it runs will
be compatible with most people she runs into in college. It has a
software base that no new computer could challenge for decades.

>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)

And looking at incompatibilities? Let's choose something no one else
runs at present just to be different? Something with no software
base? Something that will have to run an emulator (and slow it down)
in order to have any programs to run?

>As OS? (Linux is a dead giveaway, but there also other OS's out there)

Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.

>Build in programming language? (please choose anything but Basic!)

Why not? BASIC is userfriendly. It uses natural language. It was
designed to be easily usable.by anyone.

Why choose something that will only discourage users from learning it?

>Amount of memory? (RAM and ROM)

RAM is cheap. More is better. Decide on the actual amount at the
last minute depending on the final cost of the unit. Put in as much as
you can to bring the cost up to your final limit.

ROM is nice, but restrictive. Atari was hobbled by the difficulty of
releasing bug fixes to its TOS operating system because the OS was in
ROM. (Well, that was one of the reasons.) But it was VERY nice to
have the system boot in seconds.

>Graphic and Sound?

Yes, definitely.

>Network capabilities? (internet capable)

Of course.

>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

Why? When you can buy a system like I described above. Who is going
to buy a stripped down box? Will it have a cassette interface?

>Video (TV? or Monitor?)

Using a TV will restrict the output to 40 columns. Nice if you're
currently using a VIC-20, but who is going to do anything but play
8-bit games on a TV?

>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>

Well, I've already got mine. (I'm designing roller coaster tracks
on it right now. I'll probably take that off before it goes off to
college with my daughter though.)

BobR

1626. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 03:24:22 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13d5c3b3f340461c989681@news-server.nc.rr.com>
Source record: 43798
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>, thomas@-nospam-worldonline.nl says...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

hmmm... I think "Next Generation" and "$300 Home computer" are diabolically opposed.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

AMD Duron 700MHz, 24 bucks. Powerhungry? who cares, I have a wall socket.

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Optional, included OS's are evil.

> Build in programming language? (please choose anything but Basic!)

"Next Generation" and "built - in" are diabolically opposed, why plan for obsolescence? (and what's wrong with Basic?)

> Amount of memory? (RAM and ROM)

256MB PC133CAS2, a whopping $50. To hell with ROM, ROM only seals the fate of the shortsighted. Anything "Next Generation" should have no ROM, hell, even the BIOS is going the way of the dodo.

> Graphic and Sound?

um, yes. ;)

> Network capabilities? (internet capable)

yes.

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

It's cheaper if they're NOT extra's.

> Video (TV? or Monitor?)

Grown men don't find sitting indian style on the floor in front of the family TV acceptable. Monitor, please.

> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account

Why $300? If I want "Next Generation", I'm ready to pay for it. I'd rather pay $3G for a useable PC than waste $300 on something crippled to "cut corners" that doesn't do what I want. Money is /hardly/ an entry barrier these days.

> Let's see what sort of systems people come up with.

While interesting, the "Next Generation" PC will hardly be revolutionary because of its hardware or its cost. Both those barriers are /hardly/ barriers any more. The area society would most benefit is computer science research, Operating Systems and User Interface design are what will make something "Next Generation", not cheap hardware or retail price.

1627. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 04:15:02 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3B4E75C6.9524E9E6@pp.inet.fi>
Source record: 43799
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" wrote:
>
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

It should be small and cost-effecient. $300 is WAY too much. let's say
$150 is quite affordable. Also it should be able to emulate numerous of
those old home machines and the emulation be changed in software.
Nowadays it is possible to make chips by programming them.

> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Build in programming language? (please choose anything but Basic!)
> Amount of memory? (RAM and ROM)
> Graphic and Sound?
> Network capabilities? (internet capable)
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
> Video (TV? or Monitor?)

Cpu would be Western Desing Center 65816 and a z280 or a z380. Both
would share the same memory, and there would be 16 megabytes of ram
memory and bankable one megabyte of video memory (so that it can be
mapped to either cpu's memory area). Also they could run their code
simultaneously so that when the machine is emulating a 65xx machine, the
z380 emulates the old chips in those systems while the 65816 runs the
code. Also, when a z80 machine is emulated, the 65816 takes care of
chipemulation. Also some of the memory would be relocatable in software
so that the old chips, roms and so on can be easily emulated. The clock
speed of both cpus should also be changable in software.

The programming language would be c++ or c or assembler. Also basic
would be considerable. Only needed rom would be the code starter roms
for both cpu's and a boot rom. The rest could be loaded from an ordinary
ide hard disk drive. A dvd-rom would also be a good there; it can store
much information and can possibly be used to watch dvd. Also if it is
made bootable it would be fine.

As a graphic solution a svga driver chip would be superior. As a sound
chip a creative sb16 chip would be fine. It has fm and 16 bit stereo
dsp. A ne2k compatible rtl8019 would be fine for networks.

>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may
> presume that a million units would be manufactured so take volume discounts
> for components into account
>
> Let's see what sort of systems people come up with.

--
*Pekka "Pihti" Takala *pekka.takala@pp.inet.fi
*asm sw developer *home: +358-6-8311341
*cellular: +358-40-5670465

1628. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 05:32:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2254.594T2200T3926153optimus@canit.se>
Source record: 43819

RobM skrev:

> You have every right to state your opinion. Do you sound a little
>negative, Yes. But I feel you are being honest about what you believe.
>Besides.. good debates are heathy!

>I know a GOOD browser is very hard to create with the Atari platform. But
>after being in the Atari community for so long (2600/8-bit days) and seeing
>what HAS been done over the years.. I think something can be done. True..
>what some people are looking for might only be able on an 030 or better
>system.

One note: Amiga browsers are very fast and definitely nicer than CAB. They're
not as feature-rich in the HTML field as Netscape or M$IE (though much nicer
to work with), but good enough for just about every use. Striking a deal with
an Amiga developer seems much easier than coercing Opera to make a port.

>You asked "why haven't they already started?"
>Someone did.. His name is Robert Goldsmith(?) It is named Highwire.
>The Highwire code has good promise, which is already displaying html pages.
>(except Tables, images and frames?). and it is fast. True.. ALOT needs to
>be done with the code. Unfortunetly, Robert had to stop working on the code
>due to his studies. But He has released the code into the open source, I
>don't recall the license he released it under.

Except tables, images and frames? All right, what's left? Rendering
unjustified text at different sizes? Impressive.

>What if some of the open source code was used/ported? In the Unix/Linux
>world they have a few decent browsers that are small and open source. I'm
>hoping something can be done from that end. I know.. why haven't they
>tried.. have they had any real incentive? If a team could get to split a few
>thousand (ok, possible) dollars.. wouldn't that be somewhat of an incentive?

Are there really any decent ones? Small ones? Ones which are actually more
competent than CAB and not considerably heavier?

>To others in the group.. what are your feeling on porting an open souce
>browser to the Atari? and before someone says it.. Netscape/Mozilla are
>OUT! They are HUGE! The source code is 31.3 MEGS!

Too bad there aren't any decent o/s browsers out there.

--
En ligne avec Thor 2.6a.

MUSIK G�R MAN AV PLAST OCH KISEL!
TR�D ANV�NDER MAN TILL M�BLER!

1629. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 05:35:45 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107122231540.13583-100000@shell.pacifier.com>
Source record: 43800
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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1630. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 06:50:18 UTC
From: LordDaha <look@signature.com>
Message-ID: <9im5nt$1dk4$1@rivage.news.be.easynet.net>
Source record: 43801
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bob Retelle" <bobr1@provide.net> wrote in message
news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>

???

Weird. I think you should check out a recent Linux distribution.

--

LordDaha
(email : (*) at easynet dot be, where (*) is lorddaha)

1631. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 07:01:01 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4E9CAD.85ACC34E@seimet.de>
Source record: 43802

Dennis Vermeire wrote:

> BTW: The poll forgot to ask on which stack(s) the browser should run and
> even more important why... this is food for another very long thread ;-)

Did the poll ask the users whether they would be willing to wait for one
or two years for any results? I got the impression that a lot of users
think that projects like this yield results in a few days or weeks. Even
if there was sufficient commercial demand (i. e. users willing to pay
money), would those promising to pay money still pay after one or two
years?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1632. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 07:02:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4E9D20.6B3B72E@seimet.de>
Source record: 43803

```
Martin \"Nightowl\" Byttebier wrote:
>
> on Thu 12-07-2001 13:33 Dennis Vermeire wrote:
>
> >
> >BTW: The poll forgot to ask on which stack(s) the browser should run and
> >even more important why... this is food for another very long thread ;-)
>
> Definitely not on Iconnect. This is not a standard at all.

This is correct but I think most users don't know at all what the term
"stack" means. So they would not be able to give a meaningful answer.

--
-----------------------------------------------------------------
Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de
```

1633. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 07:07:41 UTC
From: pausch@saaf.se
Message-ID: <9im6nt$nm5$1@merope.saaf.se>
Source record: 43805
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9ikva3ple1@nereid.worldonline.nl>,
T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

First of all, it would be two different systems:

A "userfriendly machine for general use" could very well be a closed
machine, like e.g. the early Macintosh models. The user just wants to
use such a machine, without caring about the inner workings of it,
much like you e.g. watch TV without bothering to understand how the
TV set actually works.

A machine "for hobbyists" would be different: it would be open, well
documented, expandable, etc -- more along the line of the Apple II or
the PC's. This machine is for people who want to poke around in it.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

1634. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 07:17:23 UTC
From: Marc Walters <marc@classworks.com.au>
Message-ID: <3b4e9f7b@news.hunterlink.net.au>
Source record: 43804
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

(with apologies for the huge cut and past of one of my previous posts)
CMD made an attempt with GUS - 3 x 65816 at 20Mhz, SCPU 128 architecture and some other neat ideas. The arrival of cheap PCs killed the project. The problem with cheap PCs is that their first-time owners tend to treat it as an appliance, and paying expensive bills to get problems fixed, or to purchase entirely unnecessary application software for more than the initial purchase price of the box.

One of my favourite "toys" was an old Dick Smith (Funway?) Electronics Learning Kit. It was a board with springs (to join the hookup wire), components, and project sheets. Simple, fun, and educational. Especially since there was no need for that ten-year old to to wield a dangerous soldering iron and play with mains electricity. Which leads nicely into...

If the C64 was going to be ressurected in a modern form, it would have to be something entirely different from a PC, and aimed at an entirely different market. A "learning" or "hobby" computer. Like "Mecchano" and IIRC "Lego Robotics".

Something that was:

a) Relatively inexpensive
b) Programmable
c) Childproof and newcomputerowner-proof
d) Expandable

What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real O/S that sits over the C64 BASIC/KERNAL package and provides a protected environment for a new BASIC or PASCAL with strong visual and audio support. A component system, similar to Borland's "Delphi" would be really nice.

The O/S would be scaleable -
* A "Childrens' Mode" which allows a subset of the programming languages and lots of presets for stuff like printer output, menu-driven educational titles, etc (in ROM?). Perhaps a point-and-click programming language with built-in music to make "games" similar to the old Commodore "babysitter" titles ala "Pinball Construction Set".
* A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which allows access to the guts of the machine, and 64-mode, etc. A redesigned "hobby-port", basically the User port with build-in relays and perhaps a bay for a 9-volt battery to power plug-in (out of the box) hardware projects.

In all, a machine that the user can get a real feeling of being in control - no worry about viruses or crashes or constant version updates and patches. Something parents will buy for the kids as a toy but may (hopefully) discover than by plugging some extra stuff into it, can do basic tasks like wordprocessing and may not be quite the toy they thought it was.

Marc Walters
marc@objectconnections.com

1635. Re: Wanted: Atari Control panel program

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 07:30:33 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9im81c$81j$1@pegasus.csx.cam.ac.uk>
Source record: 43807

Geert van der Meer wrote in message <_do37.214758$6b.7726821@Flipper>...
>
>Hi,
>
>I've got my hands on an old Atari ST 1024STf (I would like to use it for
>Midi) with TOS 1.2 I believe.
>However, no systemdisk supplied. I'm looking for a copy of the original
>Atari CPANEL.ACC program. Can anyone of you guys help me out ? Please mail
>me !
>
>Thanks, Geert

Personally I would use XControl instead it's much nicer and will run under
TOS 1.2, at least it does on my 520 STfm.

Stephen Moss

1636. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 08:58:12 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EKy37.8779$qR5.986431@news01.chello.no>
Source record: 43806
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that would rule. But, RISC processors are maybe to expensive ?

1637. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 09:25:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995096372-63918AEicMi@cwcom.net>
Source record: 43764

From: kaitxo@cix.compulink.co.uk
Date: 12 Jul 2001 12:28:34 GMT

>I've got a Falcon and would like to transfer files on its hard drive as
>painlessly as possible to my PC.
>
>I seem to remember ages ago about a program called Ghost Link. Is that
>still around - or any other (simple - apart from the floppy route)

Use Petr Stehlik's PARCP with a modified 25 to 25 pin cable - buy one from a computer fair, but look for one where you can open one of the plugs so that you can swop two wires over.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1638. [MiNT & MagiC] questions

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 10:16:52 UTC
From: Matt <matt_yza@nospam_canada.com>
Message-ID: <2001713-83645-693395@foorum.com>
Source record: 43808

Hi,

A few questions for MiNT...

1. I've got a new SCSI 1Gb drive for my MegaSTE, to avoid loosing space, I want to format about 500 Mb (32 Mb partitions) for TOS and the rest with an extended format like ext2fs for Mint... So is it possible and with which utility can I format the last 500 Mb into ext2fs ? (or better format minix ?)

2. Does anybody have a english version of the Gemini 1.a (free desktop like Jinnee) ?

3. When I have re-installed MagiC 6.1, have got the message at reboot : 'MagiC ist nicht personaliziert...' why ???
Maybe my install disks are corrupted... if someone can send me his install disks.
..

Thanx

Matt

Note : remove nospam_ from my email address for personal email

---
User of http://www.foorum.com/. The best tools for usenet searching.

1639. FA: eBay, games and educational software

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 11:03:18 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B4ED577.887308F7@suscom.net>
Source record: 43809

I have the following titles up for auction

> All information is current as of Jul-12-01 01:28:54 PDT
> Please visit eBay for the latest information.
>

> 1253779360: ST:"THE PAWN", and "The GUILD of THEIVES"
> Current bid: $2.00
> Auction ends on: Jul-15-01 16:23:59 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1253779360
>
> 1253499635: ST:First Shapes, First Letters and Words
> Bidding starts at: $2.00
> Auction ends on: Jul-14-01 17:22:39 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1253499635
>
> 1253259823: MEMORY MASTER and MY LETTERS AND NUMBERS
> Bidding starts at: $2.00
> Auction ends on: Jul-13-01 17:36:20 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1253259823
>

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

1640. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 11:48:25 UTC
From: Hans Summers <HansSummers@HotMail.Com>
Message-ID: <9imndd$jqjfa$1@ID-61331.news.dfncis.de>
Source record: 43810
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

>
> Let's see what sort of systems people come up with.
>

An internet project already exists for a "Next Generation" CPC computer, which will use an eZ80 processor (Z80 compatible), run old CPC software, be open, have a new operating system etc. See web page at http://cpcng.free.fr/ or mailing list archives at http://groups.yahoo.com/group/CPCNG (a bit quiet recently).

Hans Summers

1641. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 12:04:48 UTC
From: Steve Tattersall <steven_nospam_tattersall@excite.com>
Message-ID: <995026282.529935@morpheus.camb.scee.sony.co.uk>
Source record: 43811

I downloaded parcp recently too (just search google for parcp, it's right up there at the top of the list), but it looks like it can't handle Windows NT or Win2K yet (since it can't access the ports directly).

So if you have these operating systems, you might be in trouble. I suspect this is also the case with Ghostlink, I have a copy but haven't tested it yet.

I was intending to try out compilation of tos/mint apps on a PC using a cross-gcc then squirt the executable down a cable (a bit like console game development!), but it looks like I'm going to be disappointed unless I install something like Linux...

--
tat
SCE Playstation Studios, Cambridge

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tks9l32h667q73@corp.supernews.com...
> On 12 Jul 2001 12:28:34 , kaitxo@cix.compulink.co.uk wrote:
>
> Hi
>
> >I've got a Falcon and would like to transfer files on its hard drive as
> >painlessly as possible to my PC.
> >
> >I seem to remember ages ago about a program called Ghost Link. Is that
> >still around - or any other (simple - apart from the floppy route)
> >suggestions. It would be a one-off transfer, not something that I'd need
> >to do regularly. Suggestions, pointers to URLs would be very welcome.
>
> AFAIK the last version of Ghostlink still only let you access the PCs
> drive from the Falcon and not the other way around. However thinking
> about it you could access the PC drive and dump the files from the Falcon
> onto it. However (again!) it may have problems if your drive in the PC is
> FAT32 or even just being a large partition. I would go for an old
> terminal aproach with a null modem cable with speeds around 6-12k/sec.
> I'd use Connect on the Falcon and either Hyperterminal (yuk!) or Qmodem
> (nice!). If these files are large you can use the parallel port to link
> the two but prebuilt cables are sometimes expensive. I think the software
> for this is called PARCP or something.
> Lyndon Amsdon
> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy

> Website: http://www.lyndonamsdon.co.uk
>
>

1642. atari st software for sale at e-bay

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 12:17:27 UTC
From: Brooklyn Man <pmarcell@erols.com>
Message-ID: <0v3ukt8konohoregcnptuhd0ekj0qacd6r@4ax.com>
Source record: 43812

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1252526764

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1253311552

1643. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 12:58:01 UTC
From: ljp7@york.ac.uk
Message-ID: <9imr8p$2kg$2@pump1.york.ac.uk>
Source record: 43813
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm T.J.T van Kooten <thomas@-nospam-worldonline.nl> wrote:
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)
A PowerQUICC 862 (I'm not sure I've got the number right)
> As OS? (Linux is a dead giveaway, but there also other OS's out there)
go for linbux, it's easiest.
> Build in programming language? (please choose anything but Basic!)
why bother, just stash gcc on it's HDD
> Amount of memory? (RAM and ROM)
dunno, the stuff's dirt cheap, prolly somewhere around 32MB.
> Graphic and Sound?
Half inch a cheapo PCI SVGA chip and stick an AC97 codec on one of the PowerQUICCs serial ports.
> Network capabilities? (internet capable)
Make use of another PowerQUICC serial port.
> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)
SCSI and USB. I would *not* make an HDD an extra. They're cheap enough anyway, for a small one.
> Video (TV? or Monitor?)
Both standards, but supply neither.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

1644. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 12:59:48 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrc4$2kg$3@pump1.york.ac.uk>
Source record: 43814
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?

No, they're cheaper these days.

What with them being a lot smaller, efficient, cheaper to produce, etc.
--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

1645. FS: Phoenix database

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 13:05:59 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <XmC37.8792$qR5.988865@news01.chello.no>
Source record: 43821

Version 5 (the latest?) in German version. Make me an offer. VISA card only.
--
mvh P&#65533;l Monstad, PM data
www.pm-data.no
www.pm-data.no/skole

1646. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 13:06:23 UTC
From: ljp7@york.ac.uk
Message-ID: <9imrof$7s4$1@pump1.york.ac.uk>
Source record: 43818
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.cbm Darren Salt <news@youmustbejoking.demon.cu.invalid> wrote:
> I demand that Bill Hoggett may or may not have written...
>> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
>> <thomas@-nospam-worldonline.nl> wrote:
> [snip]
>>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
>>> this type of thing, you should be looking at the $20-35 level)
>> Very cheap and weak Intel or AMD CPU's then. The alternative is to go with
>> the stuff used in PDA's, but do you want to have a desktop or a PDA.
> Oh, I don't know... I'm using a nice ARM-based desktop box here...

And I'm surround by two MIPS boxes (One is admittedly a PSone, the other is
significantly cooler - an SGI Indy), one SPARC box (SPARCstation IPX) and one
SuperSPARC box (SPARCserver 10).

These might not be be spanking new architectures, but they're superior in
every way (expect sheer clock speed) than any Intel/clone box I've seen.

--
(lisp) - http://www-users.york.ac.uk/~ljp7
A man walks into a bar and asks for an entendre.
"Single or double?" "Double."
He gave him one.

1647. Re: TT 030 Linux

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 13:27:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1217.594T1450T8675351optimus@canit.se>
Source record: 43820

Ralph Lowinski skrev:

>Uwe Seimet wrote:
>[...]
>> I was more thinking about Workdplus requiring libraries like Motif,
>> which I thik have not been ported to GEM. Unix programs that just rely
>> on the X toolkit are an exception to the rule.

>No, there is exception since none of the X libs (including toolkits) are
>ported to GEM. Frank has already compiled Lesstif for MiNT, even if
>it's
>untested yet. There is no necessarity to port these to GEM, only to
>MiNT.
>But there is a problem: due to the lack of real shared libraries in
>MiNT
>all binaries become memory monsters, e.g. xlogo is nearly 1 Mbyte.

That sounds like an awfully stupid design decision, why not implement shared libraries when they are so useful?

--
En ligne avec Thor 2.6a.

JavaScript has been developed to show scrolling messages on your pages. It should have been named ScrollerScript, but as it came out more or less the same time when the hype on a programming language called Java (poor man's SmallTalk raped by C++ which is expected to solve all problems of the world, including traffic, pollution and AIDS) started, it's creators decided to use the term ``Java'' in it's name, too.
-- README for the HTML preprocessor "hsc"

1648. [News] Icon Extract 1.1

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 14:32:47 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3B4F068F.32568DB9@club-internet.fr>
Source record: 43822

Hello,
(excuse me for my english)

Thank you to all of your help to improve the program Icon Extract.
In spite of my professional work importing at the moment, here is one
therefore
new version 1.1 that corrects several bugs and integrate some news.

The program now functions perfectly on the following computers :
- Falcon of basis TOS 4.02 16 Mhz 14 Mo of ST Ram.
- Falcon with CT2 B TOS 4.04 14 Mo of ST Ram + 32 Mo of TT Ram + 68882.

- Milan 040
- TT
- PC with Magic PC 6.10.
- Imac with Magic Mac 6.10.

Advisable minimum machine: Falcon + 68882

At present, make your tests in fashion 2, 4, 16 and 256 colors.

The fashions True Color (15, 16, 24 and 32 bits) are to proscribe for
the
problems of palette and allowances memoir.

Cordially
Good downloading to all and good vacations.
F.LAFABRIE
lafabrie@club-internet.fr
http://www.club-internet.fr/perso/lafabrie /

Corrected bugs:
1 - correction of the crash on Falcon of basis and TT at the time of the
launching of the program (screen and keyboard frozen). It was about the
test of the window in first plan that made crash the system.
2 - suppress of call vst_load_font () for the display of texts of the
Userdefs objects in 3D. This one was useless.
3 - suppress of all calls to v_curradress () that was useless and that
made in certain case crasher the system
4 - the monochrome icons are henceforth correctly displayed what that
either the resolution.
5 - icons in 16 colors are displayed correctly in fashion 256 color.
6 - at the time of a new treatment of icons, the selector of file, open
up automatically in the last consulted index.
7 - more of crash at the time of the writing of the 10 RSC file (ex:
ICO32-010.RSC).
8 - at the time of the safeguard of the RSC files, there is a test for

to know the available space on the concerned reader. If the one is not not sufficient, the selector of file appears to choose another back-up path.
9 - in the case of an icon in 2 and 256 colors, the icon in 16 colors who will be created and will be protected will be it from the one in 256 colors and no in monochrome.
10 - test of the version of the XGEM interfacing (> 0.70) for the display of the associated icon.
11 - impossibility to activate the button DIRECTORY by the key ENTER at the time of a research on a file.
12 - in the case where an icon only exists in monochrome and in 256 color, the icon in 16 colors that will be calculated will be it from the one in 8 bit and no more the one in 1 bit.

ICL routine ICO to (version 1.1)
- modification of the buffers size (maximum 2000 icons by file ICL).
- modification of the routine to accept some ICLS files " corrupted ". This problem appeared with the OSX.ICL file (more than 11 Mo) where the ICO headlines didn't correspond with structures dated. The SIGNS.ICL file (given in the archive of the LBC) is also he treated correctly.

News:
1 - support of icons in 72, 96 and 128 pixels.
2 - support of icons in 24 bits (transfer in 256 colors by recalculation of the palette).
3 - choice of the icon to preserve at the time of the presence of the same icon in 8 and 24 bits.
4 - two methods of recalcul of the palette 256 colors for icons in 8 and 24 bits:
- method 1: approximate calculation (fast).
- method 2: precise calculation (slower).
5 - safeguard of several files of configuration (.CFG extension).
6 - automatic reading to the launching of the program of the EXTRACT.CFG file of this one is present.
7 - recast of the routine of preparation of the writing of the RSC files.
8 - names of icons of the RSCS files are named of EXTRACT 001 to EXTRACT 099 instead of ICO EXTRACT or CUR EXTRACT.
9 - possibility to stop the treatment in progress on icons of one index by the ESC key. A dialog box will show off at the end of the icon in treatment to either confirm no this stop.
10 - the routine for the treatment of the ANIS files integrates the henceforth same test of presence of an index to the same name that the ANI file to treat.

1649. Re: [MiNT & MagiC] questions

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 15:20:38 UTC
From: ebaiz@skyenet.net
Message-ID: <alE37.13246$xU.2013@newsfeed.slurp.net>
Source record: 43824

On 13 Jul 2001 10:16:52 , Matt wrote:
>Hi,
>
>A few questions for MiNT...
>
>1. I've got a new SCSI 1Gb drive for my MegaSTE, to avoid loosing space, I want
>to format about 500 Mb (32 Mb partitions) for TOS and the rest with an extended
>format like ext2fs for Mint... So is it possible and with which utility can I
>format the last 500 Mb into ext2fs ? (or better format minix ?)

Yes, I believe that is possible. I am doing almost the same thing, but
I am using a separate drive for Mint/MintNet.

>2. Does anybody have a english version of the Gemini 1.a (free desktop like
>Jinnee) ?

Never heard of it, but it sounds nice. I have and use Jinnee and it is
a great desktop for Magic. I also have Thing and it is great for Mint.

>3. When I have re-installed MagiC 6.1, have got the message at reboot : 'MagiC
>ist nicht personaliziert...' why ???
>Maybe my install disks are corrupted... if someone can send me his install disks.

At the beginning of the installation you are asked some questions where
you fill in your name ect. That may be the problem.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1650. Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 15:20:40 UTC
From: ebaiz@skyenet.net
Message-ID: <clE37.13249$xU.2013@newsfeed.slurp.net>
Source record: 43825

Hello All,

Well I am finally going to install MintNet on my Hades, I have all the files and am ready to go. I want to especially load in the X Server that will allow me to run X Window appications right on the GDEM desktop. The computer needs to be in the 256 color mode for this. The problem is that when I try to boot up in the 256 color mode, Thing gives me a BUS error along with Twilight, Edith, and Gemjing. I can boot up in all the other color modes (mono, 32k, 64k, 24bit, 32bit). Anyone know as to why this happening?

I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and Thing was on it. I am not sure it that makes me a registered user or not.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1651. Another Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 15:20:41 UTC
From: ebaiz@skyenet.net
Message-ID: <dlE37.13251$xU.2013@newsfeed.slurp.net>
Source record: 43823

Hello,

I notice that when I run some programs under Thing (Qdialer) the colors on the dialer are messed up. Is there a special color pallete I need to have?

How are people adjusting the window colors under Thing?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1652. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 16:39:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995047094-102223AEicMi@gmx.net>
Source record: 43826

From: Uwe Seimet <us@seimet.de>
Date: Fri, 13 Jul 2001 09:01:01 +0200

Hi Uwe,

>Did the poll ask the users whether they would be willing to wait for one
>or two years for any results?
I've no idea... I don't believe in this project so I didn't participate in
the poll.

>I got the impression that a lot of users think that projects like this yield
>results in a few days or weeks.
I agree, and i also think that a project like this isn't possible anymore,
CAB was the result of teamwork, Alexander Claus provided the framework and a
group of talented programmers turned it into what it is today. The latest
attempt to produce a "better" browser then CAB was Adamas Pro, we know how
that project ended...

Not a single month passes by without another crazy project being announced
here, i'm always amazed seeing people fall for it. I'm already curious to see
what project august will bring us :-/

This reminds me of the XTOS project early this year, we were both one of the
few people here that called is nonsense, it's july now, the *BIG* month, the
month is would be released, have you seen the computer for sale yet?

>Even if there was sufficient commercial demand (i. e. users willing to pay
>money),
Where would these users come from? considering that people are jumping of
this platform by bunches, how many users will be left in 2003? I can't see
people who are discontent with CAB holding on for another two years...

>would those promising to pay money still pay after one or two years?
Of course not... one would need to ask the money upfront, but then he embarks
on a trip which would implicate legal boobytraps...
Example: three years ago I signed up for a CT-TT from Rudolphe Czuba, I never
got a mail from him in which he tells me that the project was vapourware, if
a miracle happens and it would appear next week, he can shove it up his ***,
i'm not interested in it anymore and would certainly not pay for it, even
though i signed in for one...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /

/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1653. Re: [MiNT & MagiC] questions

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 17:30:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4F301C.48E55D3E@seimet.de>
Source record: 43827

Matt wrote:

> 1. I've got a new SCSI 1Gb drive for my MegaSTE, to avoid loosing space, I want
> to format about 500 Mb (32 Mb partitions) for TOS and the rest with an extended
> format like ext2fs for Mint... So is it possible and with which utility can I
> format the last 500 Mb into ext2fs ? (or better format minix ?)

Yes, this is possible. The ext2fs partition can be prepared with the
ext2fs tools available for MiNT.
BUT: If I remember correctly ext2fs is not supported or at least not
tested for the MC68000. This is because the MC68000 lacks certain bit
manipulations that are very useful for implementing ext2fs efficiently.
Frank Naumann should probably comment on this. I think the README
included in the ext2fs distribution also says so.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1654. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 17:34:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4F311D.17B4830D@seimet.de>
Source record: 43828

Dennis Vermeire wrote:

> Not a single month passes by without another crazy project being announced
> here, i'm always amazed seeing people fall for it. I'm already curious to see
> what project august will bring us :-/
>
> This reminds me of the XTOS project early this year, we were both one of the
> few people here that called is nonsense, it's july now, the *BIG* month, the
> month is would be released, have you seen the computer for sale yet?

No, of course not :-). I have only read a few days ago that the
processor they wanted to use will not be available until Q2 of 2002. In
other words: If they ever want to finish the project as planned, they
will have to postpone it for at least a year. This project is definitely
dead.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1655. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 18:12:48 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107131347140.99-100000@Hades060>
Source record: 43746

On Fri, 13 Jul 2001, Uwe Seimet wrote:

> Did the poll ask the users whether they would be willing to wait for one
> or two years for any results? I got the impression that a lot of users
> think that projects like this yield results in a few days or weeks. Even
> if there was sufficient commercial demand (i. e. users willing to pay
> money), would those promising to pay money still pay after one or two
> years?

This thread is getting out of control I think. It was a mere poll
and nothing more, nothing less, no intention was implied that it
may become more. Now we have people making assumptions about
what others know, what others might not know, what might be done
with such money and so on. A select few would rather make assumptions
and turn them into aurguments. It's these people that knock
this group down a notch. If you don't like something, then mess it up
for the rest, that seems to be more important than doing anything
positive or simply ignoring stuff you are not into.

You can laugh at announced projects, however I managed to get one
actually done. You may not care one bit about GFA, but I do.
You probably have no clue that the goal of my contest has been
something many have tried for literally years and never got
done or managed to do. Lack of documention, company refusing to
help, and such problems. Anyone into GFA knows how important my
stupid contest was. Maybe it don't apply well to a browser,
but consider if you will it took over 10 years to get this dam
lst2gfa.ttp tool made. To this day (as of last week) the company
ignores my mails, and I even offered to flat out purchase
the full rights to GFA-Basic. Go figure...

I had people contacting me from all over, someone even sent me
source code to such a project that failed back in late 1996.

Anyway I think the assumptions need to stop, assuming everyone is
an idiot isn't helping matters. Eveyone knows CAB didn't get to
it's currently level over night. :-P

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1656. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 18:17:34 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>
Source record: 43747
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
said:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
>>
>> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
>>
>> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
>
>Weird. I think you should check out a recent Linux distribution.

I've been using and sysadminning Linux for the past few years, and
none of the distributions I've tried have been sufficiently
idiot-proof to put in a consumer device*. However, that doesn't mean
that one couldn't be created.

Now that I've been using it for a couple of weeks, this 'ere Debian
box behaves perfectly. I can and do use it as an appliance sometimes,
and at other times - well, there's all the other goodies there so I
can hack away.

I turn it on, and, after a minute or so, I'm at a graphical login. I
log in and I have a desktop, with common applications already on the
desktop and less-common applications in a small drop-down menu. The
Gnome panel across the top has a clock, a battery meter, and a
shutdown button, (and cos I'm somewhat more of a 'power user' than
what we're targetting, it has virtual desktops, task lists, etc as
well). It all 'just works'. And because the important config files
are protected, dumb users can't just break it. I have to explicitly
make myself root to break it.

* - nor is Windows. How many consumer devices do you have to go
through umpteen arcane menus and options to do something trivial? Not
even my VCR is as badly designed as Windows.

--
David Cantrell | http://www.cantrell.org.uk/david

1657. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 18:21:53 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <5%G37.7074$Vs4.66433@zonnet-reader-1>
Source record: 43831

On 13 Jul 2001 15:20:40 , Edward S. Baiz Jr. wrote:
>Hello All,
>
>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>Thing was on it. I am not sure it that makes me a registered user or not.
I THINGk you are. The unregistered version will show "Shareware" in
ugly letters all across your desktop and doesn't remember window
positions. If your version does not have this, why should you pay
more?
>
>Edward S. Baiz Jr.

1658. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 18:24:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ined7$55u$1@plutonium.compulink.co.uk>
Source record: 43832

On 30 Jun 2001 17:01:34 , Hallvard Tangeraas wrote:
> Thanks for the comments everybody.
>
> So it looks like there's no universal ACC or CPX module which will
> do this with any harddisk driver?
> I'm particularly interested in CPX modules as you don't have to
> worry about the limitation of 6 (I think) ACCessories.

If you use Magic there's a HDPark facility by pressing Ctrl-J

rgds
H

1659. MiNT fnramfs 0.7

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 18:34:41 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <5bH37.7075$Vs4.66433@zonnet-reader-1>
Source record: 43833

I'm trying MiNT 1.15.10b and have the fnramfs.xfs installed. When booting I see the following message (among many others):

"Sorry, fnramfs not installed, Dcntl(FS_MOUNT) failed"

The strange thing is, that this ramdisk IS installed, and works perfectly. Can anyone explain this?

M.Tarenskeen
(Atari Falcon030, 14MB ram, MiNT 1.15.10b, THiNG 1.27, XaAES 0.94 etc.)

1660. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 19:25:07 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4F4B13.643CC4DF@seimet.de>
Source record: 43834

Harry Sideras wrote:
>
> On 30 Jun 2001 17:01:34 , Hallvard Tangeraas wrote:
> > Thanks for the comments everybody.
> >
> > So it looks like there's no universal ACC or CPX module which will
> > do this with any harddisk driver?
> > I'm particularly interested in CPX modules as you don't have to
> > worry about the limitation of 6 (I think) ACCessories.
>
> If you use Magic there's a HDPark facility by pressing Ctrl-J

This is not a feature of MagiC but of some desktops and it only works
with hard disk drivers that support the XHDI protocol, i. e. with HuSHI,
CBHD or HDDRIVER and for IDE drives I'm not even sure that all of these
drives work. (HDDRIVER does as long as the IDE drive supports IDE power
management.)
In other words, the desktop uses/requires the same mechanism like the
ACC I already mentioned.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1661. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 19:28:55 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net>
Source record: 43835
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001, T.J.T van Kooten wrote:

|For the sake of argument let's suppose you could design a next generation
|$300 homecomputer. The goal is to make a userfriendly machine for general
|use and for hobbyists. How would such a system look?

A box with a whole bunch of ports that all looked like 'phone jacks'
and was intelligent enough to tell the user (with a speech synthesizer)
what was available at each port. If you needed to pass through more
data than usual, just use more phone jacks. Yep, phone jacks all
over the place. Just about *anybody* can figure out how to plug jacks
in. But it is very human to plug the wrong things in to the wrong
sockets, so use the speech synthesis to tell him what's wrong. Oh,
and the audio ins and outs would be through phone jacks, too.

And when it powers up properly, and is sufficiently initialized, says
something like "Computer Okay."

1662. Re: MiNT fnramfs 0.7

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 19:45:13 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b4f5d9a3b43e41@pandora.be>
Source record: 43836

on Fri 13-07-2001 18:34 Martin Tarenskeen wrote:

>I'm trying MiNT 1.15.10b and have the fnramfs.xfs installed. When
>booting I see the following message (among many others):

The ram disk is implemented in the kernel. You don't need fnramfs.xfs
anymore.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1663. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 19:45:13 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b4f5d9a3b43e40@pandora.be>
Source record: 43837

on Fri 13-07-2001 15:20 Edward S. Baiz Jr. wrote:

>Hello All,
>
>Well I am finally going to install MintNet on my Hades, I have all the
>files and am ready to go. I want to especially load in the X Server
>that will allow me to run X Window appications right on the GDEM
>desktop. The computer needs to be in the 256 color mode for this. The
>problem is that when I try to boot up in the 256 color mode, Thing
>gives me a BUS error along with Twilight, Edith, and Gemjing. I can boot up
>in all the other color modes (mono, 32k, 64k, 24bit, 32bit). Anyone
>know as to why this happening?

I don't have any idea why this happens. I always use 256 color with
N_AES (2.0.0) and Thing 1.27.

>
>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>Thing was on it. I am not sure it that makes me a registered user or not.

AFAIK you're a registrated user for NThing but not for Thing.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1664. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 19:49:42 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010713124315.26976B-100000@compass.oregonvos.net>
Source record: 43838
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001, Matthew Montchalin wrote:
|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
|
||For the sake of argument let's suppose you could design a next
||generation $300 homecomputer.

Well, I'd like to have the stripped down version priced at $150.

||The goal is to make a userfriendly machine for general use and
||for hobbyists. How would such a system look?
|
|A box with a whole bunch of ports that all looked like 'phone jacks'
|and was intelligent enough to tell the user (with a speech synthesizer)
|what was available at each port. If you needed to pass through more
|data than usual, just use more phone jacks. Yep, phone jacks all
|over the place. Just about *anybody* can figure out how to plug
|jacks in. But it is very human to plug the wrong things in to the
|wrong sockets, so use the speech synthesis to tell him what's wrong.

And what's right. You see, that's part of the initialization
procedure. For instance, if the Box ends up saying "Waiting for
Port 1 Jack" the user knows that something is up right there.

|Oh, and the audio ins and outs would be through phone jacks, too.

Yep, phone jacks all over the place.

|And when it powers up properly, and is sufficiently initialized,
|says something like "Computer Okay."

As for speech recognition, or maybe just whistle recognition, that's
a whole 'nother ball o' wax. The manufacturer would be shooting
himself in the foot if he requires the user to input data (er, ah,
select games or applications) by whistling.

1665. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 20:04:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107131941160.202-100000@localhost>
Source record: 43829

On Sat, 14 Jul 2001, Dennis Vermeire wrote:

First of all, ill explain my views: anyone which call any other OS/Stuff as he like, "crap" is bad and narowminded person. Im MiNT fan i like Unices, especialy CLI/AES combination and not particular Magic fan (2 hdd wipeouts cant make u happy) but i always admit Magic is good, especialy on low spec machines, and ull NEVER hear me talking bout crap and other simiar things if i dont use some particular product...

> It doesn't, just like it doesn't with STiK or STiNG.... if i need to
> visit an SSL secured site i'll use a PC or Mac, condering most of these
> sites use JavaScript they aren't accessible with CAB anyway...
> I can't recall the last time I needed SSL, i can seem to do without...

Well u see, SSL Lynx (crapy cli app) does very good job on banking accouns, ebay payment pages etc.. My point was, how can be IConnect so superior but dont offer SSL, real local network, etherent cards supportm NFS.. to mention some? Again, i dot say its crap or bad, but dont think its something unseen...

> >Nad why not instaling MiNT and runing UNIX *CRAP* and GEM *CRAP* at
> >same time?
> I was commenting about MagiC possibly running Unix crap, i never mentioned
> MiNT, and i'm not going to either.... this discussion has been been held a
> thousand times before....

Yes it was, and u seem not to learn anything.. There are different ways to do some tasks.. Some ppl use one way, some other.

> Lets put it this way: if someone wants to run applications the way you
> suggest, he can install MiNT and go ahead. There's absolutely no need to
> waist valuable time trying to achieve the same thing under MagiC. I can't
> imagine many MagiC users waiting for this to happen either.

I can, and i know few.. Its not strange and odd for me that ppl like Magic, and also wish some stuff from MiNT, and just to remind u, new version of Magic announced, DOES have improved MiNT compatibility..

> Just give me *one* example of a ported Unix program that runs on a 68030
> with acceptable speed, offers more features then its GEM counterpart and
> is programmed with the Atari protocols in mind... AV, DHST, BubbleGEM,
> xFSL, GEMScript, iconify etc... i call anything less second best.

I sure cant do that.. Why would Unix apps bare in mind specific Atari protocols? But believe me, i can name u a lot of Unix programs, which cooperate with GEM/TOS nicely, GEM apps can use their resources, but u can not do same on GEM only at all.. Take NFS (network file system) for

example: on same desk i have windows from Falcon and remote (TT) can
click, drag, drag n drop, whatewer between them, i can drag file from
Falcons path, on TT's QED, edit file and save it.. Can run mp music on
Falcon, simply by dragging it from TT's window to player.. Thats just ONE
example how Unix can improve GEM.. Again, there is a LOT of things in Unix
domain, Magic (or GEM only) cant even do.

> Why on earth would I need to run IFusion?
> *Most* of the STIK/STiNG clients are inferior to the IConnect clients,
> prove me wrong if you like... IMO except for Okami there is nothing out
> there that even comes close. Like I said: why settle for second best?

Realy? Atack FTP is great app, so is Atari IRC, both are free, what
about those nice internet games from Mario? And again, there is NO
absolute best app, someone like one, other ppl different app..

> It should be clear by now that the developers of commercial software are
> running away from this platform like crazy, who can blame them? what kind
> of idiot is going to waist valuable time on a platform where 750 copies
> sold is a huge success? Support free software by all means but don't come
> complaining when there's no commercial alternative available anymore, even
> now, occasionally someone pops up here wanting to know how to set up the
> demo version of CAB with STIK/STiNG, people aren't even prepared to pay for
> CAB anymore... this platform has really gone to the dogs!

So why are u here then? I dont think this platform needs persons like u
giving such commentars... Im happy to be "idiot" who waist time on this
"gone to the dogs" platform

Janez

P.S. About CLI monster:

If u think CLI in Unix is same as go back to 800XL and typing comands,
thats your call and shows that u have "predefined fixed mind". CLI is way
from that, is way ahead of GUI for lotsa tasks. It has apps not worse,
often beter as GUI/GEM apps. Ill again give an example: Ncfp. Nice ftp
app, with aliases, fast name completion (like cli via tab key) etc, and my
personal best: when i download/upload files in CLI, or render in POVRay, i
can do what i like in AES. Change resolution, play games, music, do 90% of
crashes (xcept very fatal ones) etc.. that does NOT influence whats goinf
on in virtual consoles...

1666. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 20:15:32 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107132005320.202-100000@localhost>
Source record: 43830

> >That would be too lame, especially that you can install linux or netbsd on
> >your atari1040 STE.
> Yes, it certainly would be lame, mind you... i would *love* to see your MiNT
> and MinTNet setup run on a 1040STE.... that would be *really* cool.

I have modified MiNT setup running on mega ST4 and yes it work, i have
2.2mb ram free, and yes its in network, and yes i can acces net via cable.
No i cant run CAB nicely.

> Since you are obviously obsessed by command lines: IMO these are monsters
> from way back in the seventies and don't belong in this century anymore. One
> of the reasons I bought an Atari was because of GEM, if you and your bunch
> want to spend your time porting stuff then at least go through the trouble
> of adding a decent user interface. You may think that a command line is a
> gods gift, but i'm convinced that the majority of the people here think
> different...

Please explain what "u and your bunch" means... I mean i understand
sharing views and ideas, defending them, this looks like calling names. U
as Magic lower on one side and, we bunch, who use other idiotic oses on
other?

> BTW: If i feel the need to type commands i'll dust off the Atari 800...

Yeah, u realy know CLI.. and its advantages...

> Let's do a test using a very simple example:
> How many people here use ZIP.TTP ?
> How many people here use it in conjuction with a GEM-shell and why?

I use it. However the Unix version, because standard STZIP craps with
minixfs and ext2fs. The shell aint aware of NFS (well no prb for
u) etc.. It is a messy shell, u could tooke better example. But to ask u a
question: how smart u must be to type < unzip filename >

Janez

1667. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 20:55:46 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B774AE77.1718A%nameerf@flash.net>
Source record: 43841

in article 995047094-102223AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 7/13/01 8:39 AM:

> From: Uwe Seimet <us@seimet.de>
> Date: Fri, 13 Jul 2001 09:01:01 +0200
>
> Hi Uwe,
>
>> Did the poll ask the users whether they would be willing to wait for one
>> or two years for any results?
> I've no idea... I don't believe in this project so I didn't participate in
> the poll.

Why don't you believe in Atari users trying to get much needed software
development going? Yeah, it's a huge, ambitious project. Yeah, it in all
probability might fail. So what? It's at least a push in the right
direction. Would you rather see this kind of hopeful attitude stop, and any
kind of positive developments with it? I hate pessimism! It only tends to
make people jump ship faster.

>> I got the impression that a lot of users think that projects like this yield
>> results in a few days or weeks.
> I agree, and i also think that a project like this isn't possible anymore,
> CAB was the result of teamwork, Alexander Claus provided the framework and a
> group of talented programmers turned it into what it is today. The latest
> attempt to produce a "better" browser then CAB was Adamas Pro, we know how
> that project ended...

It ended? I never heard this. I haven't seen much of it recently, but that's
nothing new for Atari software. We're always seeing big spurts in
development, then nothing for a while. At least it's an attempt, and should
be applauded. If it is actually stopped, has anyone concidered contacting
them about releasing the source code so others can continue their work?

> Not a single month passes by without another crazy project being announced
> here, i'm always amazed seeing people fall for it. I'm already curious to see
> what project august will bring us :-/

I sure hope this is not the attitude most people here take. So what if a lot
of things don't turn out. At least there are people willing to brainstorm
and envision things for this platform. Do you want absolutely nothing to be
made anymore for the Atari? I would rather see a lot of people dreaming up
things that might not ever happen, than have absolutely nothing happen and
the final nail driven into the Atari coffin.

> This reminds me of the XTOS project early this year, we were both one of the
> few people here that called is nonsense, it's july now, the *BIG* month, the
> month is would be released, have you seen the computer for sale yet?

I read that the CPU manufacturer has postponed development, which is why
nothing has progressed the way they had hoped. They are concidering other
CPU options to speed production along. Besides, when did Atari itself ever
come out with anything on time? And they were a relatively big company
compared to these people.

>> Even if there was sufficient commercial demand (i. e. users willing to pay
>> money),
> Where would these users come from? considering that people are jumping of
> this platform by bunches, how many users will be left in 2003? I can't see
> people who are discontent with CAB holding on for another two years...

I'm very discontent with CAB, but I'm not giving up on my Falcon even though
I bought a Mac to temporarily fill this browser gap, and I'm personally
hoping for something to come of this. So I just hope people don't adopt your
fatalist attitude and give up even quicker than you say they are now.

>> would those promising to pay money still pay after one or two years?
> Of course not... one would need to ask the money upfront, but then he embarks
> on a trip which would implicate legal boobytraps...

I've been waiting a few years for the Tempest, and I would pay for it if it
ever came out and I had the money on hand at the time.

> Example: three years ago I signed up for a CT-TT from Rudolphe Czuba, I never
> got a mail from him in which he tells me that the project was vapourware, if
> a miracle happens and it would appear next week, he can shove it up his ***,
> i'm not interested in it anymore and would certainly not pay for it, even
> though i signed in for one...

That's your choice. Just because things take longer than expected doesn't
necessarily mean they won't happen. Even if 10% of what's announced ever
happens on this platform, I would be satisfied. Of course, if nothing is
ever announced, then we'll have 100% of it released, I guess! ;)

> Cheers from Belgium

Not very cheery, though, huh?

Mike Freeman
nameerf@flash.net

1668. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 21:33:27 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inog6mbq1@nereid.worldonline.nl>
Source record: 43839
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Marc Walters <marc@classworks.com.au> wrote in message > One of my favourite "toys" was an old Dick Smith (Funway?) Electronics
> Learning Kit. It was a board with springs (to join the hookup wire),
> components, and project sheets. Simple, fun, and educational.
> Especially since there was no need for that ten-year old to to wield a
> dangerous soldering iron and play with mains electricity. Which leads
> nicely into...

Interesting, I had a similar kit with a board, springs, components and project sheets. You could upgrade the entire board to a full experimental control system complete with well written manuals (even for a kid) how to build and design assorted circuits. Cool stuff. :-)
You could find them in some of the larger electronics stores but I haven't seen one in years (sigh). I don't remember the name but it came from a german company, the boxes they came in were orange with electronics and schematics on them.

>
> If the C64 was going to be ressurected in a modern form, it would have
> to be something entirely different from a PC, and aimed at an entirely
> different market. A "learning" or "hobby" computer. Like "Mecchano"
> and IIRC "Lego Robotics".
>
> Something that was:
>
> a) Relatively inexpensive
> b) Programmable
> c) Childproof and newcomputerowner-proof
> d) Expandable
>
So it should be aimed as an educational toy/tool. Seeing the cut throat PC business this would be a sensible approach.

> What I'm thinking of is a SCPU-driven 64 in a PC mini tower, with real
> O/S that sits over the C64 BASIC/KERNAL package and provides a
> protected environment for a new BASIC or PASCAL with strong visual and
> audio support. A component system, similar to Borland's "Delphi" would
> be really nice.
>
Having used Pascal myself I would have to agree on using a system like Delphi. Although my heart these days is with Python. But that's a script language (I wish i had this as a kid, so clear and well structured!)

> The O/S would be scaleable -
> * A "Childrens' Mode" which allows a subset of the programming
> languages and lots of presets for stuff like printer output,
> menu-driven educational titles, etc (in ROM?). Perhaps a
> point-and-click programming language with built-in music to make
> "games" similar to the old Commodore "babysitter" titles ala "Pinball
> Construction Set".
> * A "Hobby Mode", perhaps using a hard-to-get-at hardware switch which
> allows access to the guts of the machine, and 64-mode, etc. A
> redesigned "hobby-port", basically the User port with build-in relays
> and perhaps a bay for a 9-volt battery to power plug-in (out of the
> box) hardware projects.
>
Truly a tinkering machine. For young and old ;-)

> In all, a machine that the user can get a real feeling of being in
> control - no worry about viruses or crashes or constant version
> updates and patches. Something parents will buy for the kids as a toy
> but may (hopefully) discover than by plugging some extra stuff into
> it, can do basic tasks like wordprocessing and may not be quite the
> toy they thought it was.
>
> Marc Walters
> marc@objectconnections.com
>
>
At least it would be a better investment than the newest game console on the
block. What parent could resist?

Cheers,

Thomas van Kooten

1669. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 21:44:57 UTC
From: bindon@madasafish.com
Message-ID: <tkuqupo21m8ef3@corp.supernews.com>
Source record: 43842

On 13 Jul 2001 23:33:27 , "T.J.T van Kooten" wrote:

Hi

>Interesting, I had a similar kit with a board, springs, components and
>project sheets. You could upgrade the entire board to a full experimental
>control system complete with well written manuals (even for a kid) how to
>build and design assorted circuits. Cool stuff. :-)
>You could find them in some of the larger electronics stores but I haven't
>seen one in years (sigh). I don't remember the name but it came from a
>german company, the boxes they came in were orange with electronics and
>schematics on them.

These are indeed great and still made. Maplin in the UK has a few sets
upto a 200 circuit edition IIRC.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1670. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 21:46:09 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inp80$n0e$1@nereid.worldonline.nl>
Source record: 43840
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a dead giveaway, but there also other OS's out there)

> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
The reason is that Basic will being a good language for beginners isn't the best language to learn the art of programming (structure, modules etc..) . I'm not up to date up to date on recent Basic dialects but I believe the same problem still applies. Once you get to the higher programming languages this becomes evident and you have to 'unlearn' before you can start again.

Don't get me wrong. Basic was a good beginners language but these days I think Python is far more suited for newbies and novices.

> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV
> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals

> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
I forgot to mention that you would have to include labor and manufacturing costs and the basic essentials (special casing (not just a standard box), cooling, cables etc...). These things eat into margins.

Cheers,

Thomas van Kooten

1671. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 22:06:48 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqen$ns0$1@nereid.worldonline.nl>
Source record: 43843
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett <bill_hoggett@lineone.net> wrote in message
news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
>
> You need to make your mind up. Either it's a toy - and at $300 retail
> that's all you can aim for - or it's a computer for "general use and
> for hobbyists".

Educational computer toy/tool then, that's a better sales argument than most
consoles offer these days.

>
> >Amount of memory? (RAM and ROM)
>
> Depends on the OS. No ROMs, they stink.

But where does it load it's programs from then? No problem with a HD or we
could download everything thru the network interface...?

"Do I hear the word 'terminal' ?"

>
> >Graphic and Sound?
>
> There are plenty of cheap chipsets.
>
> >Network capabilities? (internet capable)
>
> Built-in 10/100 BaseT. Essential.
>
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
>
> Don't be daft. There's no point making CDROMs and HD's "extras".
> What, you think people are willing to go back to swapping floppies?
>
If it has a network interface you could use an external server for storage.
No need for floppy's, CD/DVD's then. You could register for this service at

the time of purchase. Maybe they could also include some open source solution for people who want to run their own server at home.

> >Video (TV? or Monitor?)
>
> Again, are you after a computer or a toy?
>
> >Remember that the RETAIL price should be $300, so think in wholesale prices.
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume discounts
> >for components into account
> >
> >Let's see what sort of systems people come up with.
>
> What's the point? This is market research for the '80s. Nowadays
> people aren't satisfied with a cheap jack of all trades that doesn't
> do anything very well. They want a cheap games machine, they buy a
> console. They want a cheap general purpose computer, they get one.
> They want something cheap that does everything well, they get into a
> time capsule and go back to 1985.
>
That's simply projecting the current situation into the future (and the past for that matter).

As for a cheap games machine. Remember it ain't the cheap hardware that evaporates your bankaccount, it's the software. If we're good honest corporate citizens ;-)

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.
>
As seen from the current standpoint, I'm asking people to step from the straight and narrow to see if another perspective is possible.

Cheers,

Thomas van Kooten

1672. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 22:11:43 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4F721F.61E0751D@seimet.de>
Source record: 43845

Michael and Nicole Freeman wrote:

> It ended? I never heard this. I haven't seen much of it recently, but that's

It ended long ago. If you don't believe it, ask the author. I did.

> I read that the CPU manufacturer has postponed development, which is why
> nothing has progressed the way they had hoped. They are concidering other
> CPU options to speed production along. Besides, when did Atari itself ever
> come out with anything on time? And they were a relatively big company
> compared to these people.

They WERE. Using Atari as an example is not helpful for your case, on
the contrary. After an initial impressive success hey made so many
mistakes that they failed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1673. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 22:15:36 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9inqv6$o62$1@nereid.worldonline.nl>
Source record: 43844
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:EKy37.8779$qR5.986431@news01.chello.no...
> If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
> would rule. But, RISC processors are maybe to expensive ?
>
What you're referring is an 'Uber-Console' given processor power, dedicated chips and proper emulators you could do that. But I'm afraid the $300 barrier would be broken if you include recent formats. For such a system to be legal (software piracy) a HD storage wouldn't be advisable. Instead it would have to support the various CD-formats, cartridge slots etc...straight out of the box.

It's possible i suppose but the price would be far above $300.

Cheers,

Thomas

1674. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 22:43:05 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B774D59A.42F%bengy@mac.com>
Source record: 43748

On 7/13/01 4:11 PM, in article 3B4F721F.61E0751D@seimet.de, "Uwe Seimet"
<us@seimet.de> wrote:

> Michael and Nicole Freeman wrote:
>
>> It ended? I never heard this. I haven't seen much of it recently, but that's
>
> It ended long ago. If you don't believe it, ask the author. I did.

Hmm, I guess the information on the Draconis Forum is wrong then. Someone
posted a message saying that the developer(s) told them that Draconis 2.0
should be out this summer.. In Fact, in July.:
http://forum.webmart.de/wmforum.cfm?id=180259
Bengy

1675. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 22:59:10 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107131852270.80-100000@Hades060>
Source record: 43754

On Fri, 13 Jul 2001, RobM wrote:

> > This thread is getting out of control I think. It was a mere poll
> > and nothing more, nothing less, no intention was implied that it
> > may become more.
>
> So true Lonny..
>
> Guys.. it was a simple poll. Nothing else was said. Stop the bashing.
>
> It really makes me sick how some people are so negative in this group...

I don't know about others, can only speak for myself but judging
by Uwe's posts over the past few months, dev on HD Driver could
stop at any moment. What a poor outlook, I won't sink any more money
into HD Driver, instead I'll put it towards a WebTV box.
Something I can really use!

I never have been one to dl from those free sites, but why
sink more money into such a DEAD platform? Thanks Uwe for
opening my eyes...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1676. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 23:06:03 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9inusr$7tn$1@news6.svr.pol.co.uk>
Source record: 43749

On 11 Jul 2001 09:31:06 , Derryck Croker wrote:
>Hi Peter,
>
>>DC>And try running Steffen Engle's "scsidrv.prg" before running the
>>DC>scanner driver.
>>I suppose booting with HDDRIVER will do the same, won't it?
>
>Ought to, sure, but I've found that scsidrv.prg to be very helpful on my
>system at times! For example, I have to run it before Gemar even if HDDriver
>has seen the streamer at bootup. I suppose it's a manifestation of my CT2
>card.

Hi All

Hopefully I have the problem(s) sorted now!?! The version I downloaded from Derryck's site was v1.05 Dealer only - translated into English. This does not have half the options that later versions have it seems! Thanks to Lyndon I have now got v2.11 (from 28/6/99) - this recognises the scanner straight away no messing!

The only problem I get is that when I try to scan another image after the initial one, I get a message "Scanner not ready", I have tried Resetting the scanner and re-scanning the SCSI bus (with HDDRUTIL) but to no avail. I just quit GTLook and restart it again, this could become tiresome if I was going to scan lots of individual photographs. Has anyone any suggestions?

I intend daisychaining the scanner with my other new purchase (a Yamaha CDRW 16x10x40) presumably I can still do this? I thought I read somewhere that a scanner and a CDROM drive cannot both be "live" on a chain. Presumably so long as I have terminated the last one it shouldn't matter? The CDRW is ID6, GT9500 is ID5 and the Falcon CT2B is ID7 - which one needs to be terminated?

Any help would be appreciated!

Thanks again

Neil :-))

1677. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 23:13:24 UTC
From: "T.J.T van Kooten" <thomas@-nospam-worldonline.nl>
Message-ID: <9iovh3$kd1$1@nereid.worldonline.nl>
Source record: 43765
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
I've tested various distro's and for the moment Suse 7.2 comes close to your ideal. The graphical setup interface is top notch. You do need a decent system to run it though, but there are plenty of other distro's for lower end systems out there. The SuSE 7.2 evaluation can be completely run from CD-ROM with some settings and some memory swap space (not necassary if you +170MB RAM) stored on your HD. This distro really is plug and play. It can detect most of the components (sound, network, video, modem etc..) and set them up correctly. If your card isn't detected automatically you just select it from the list. (I had to select my old SB16 ISA card this way) and just fill in the settings for FM, MIDI, IRQ that sort of thing.

In the end you get a perfect configured Linux system thats idiot proof. No hassle, no danger of messing up your HD. Just boot the CD for a test run. Try downloading a version to see for yourself from www.suse.com

I've been experimenting with Linux for two years now and SuSE 7.2 (and Mandrake?) is the best idiot proof version I've seen. Anyone reading should try it, it's that good.

Cheers,

Thomas

1678. PC Word format for Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2001-07-13 23:16:25 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b4f8149$0$24130@news.zetnet.co.uk>
Source record: 43750

Hi All!

(Faithful Atari TT[*] user: MagiC6, NVDI5 etc etc.)

This is a request for suggestions I might send to someone who sends out Word-something docs to a number of colleagues who may or may not have a PC or a compatible WP app.

I use Papyrus8, which usually has no difficulty with PC Word docs. Tonight however, I received a doc that could only be opened as ASCII "for lack of (as Papyrus noted) sufficient parameters": it equated to 120 pages but was only TWO pages in result, after deleting the rest, which contained sheer guff, gunge and other cr*p.

Even then, it didn't make sense, so I binned it utterly and will have to request hardcopy instead, as I already have done before.
She-who-must-be-listened-to doesn't agree, of course.

Charles.

* TT: yes, friends, my Hades has sickened and died. It doesn't even know it has a drive A. Paint drying is faster than its memory check.

1679. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 00:57:33 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A99B103F5%news@youmustbejoking.demon.cu.invalid>
Source record: 43751
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
[snip]
>> Build in programming language? (please choose anything but Basic!)

> Why not? BASIC is userfriendly. It uses natural language. It was
> designed to be easily usable.by anyone.

BBC BASIC's *very* nice...

[snip]
>> Video (TV? or Monitor?)

> Using a TV will restrict the output to 40 columns. [...]

BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
a PAL TV.

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| Down with the Mackems!

initialise: v. Carve your initials on a floppy disk.

1680. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 02:15:02 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tkva0ufpsbbd89@corp.supernews.com>
Source record: 43752

> This thread is getting out of control I think. It was a mere poll
> and nothing more, nothing less, no intention was implied that it
> may become more.

So true Lonny..

Guys.. it was a simple poll. Nothing else was said. Stop the bashing.

It really makes me sick how some people are so negative in this group...

Rob
webmaster@atari-users.net
http://www.atari-users.net

1681. Re: Atari SC1224 Monitor Availabe

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 02:42:14 UTC
From: Erik Closson <sqwirl@atarist.com>
Message-ID: <akO37.533$zY2.7905226@news2.news.adelphia.net>
Source record: 43753

How much are you asking
sqwirl@minusworld.com

<music@kreed.com> wrote in message
news:ZYw27.944$4K4.2681869332@news.onr.com...
> Contact me I have an Atari SC1224 Color Monitor Available!!! Works Great
> will ship anywhere in the U.S..
>
> atari@kreed.com
>
>

1682. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 04:44:16 UTC
From: sinclap@nospam.net
Message-ID: <130720012343305152%sinclap@nospam.net>
Source record: 43755

In article <Usenet.fqakhgpc@localhost>, gokmase <fale@cybercrap.no>
wrote:

> <sinclap@nospam.net> wrote:
>
> > >
> > > I think most people frequenting this forum are fed up with your
> > > crap. Enough said.
> >
> > And what crap is that?
>
> Your postings, which you obviously write to piss everybody else off.
> Doing a good job on that one, I might add. Happy now?

How have I alleged to piss off people you claimed?

sinclap!
somewere in mpls

1683. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 04:47:16 UTC
From: sinclap@nospam.net
Message-ID: <130720012346306006%sinclap@nospam.net>
Source record: 43756

In article <9i8eg5rnl1@news.comnet.co.nz>, G Swaine
<g.swaine@the.gluepot.com> wrote:

> "RobM" <rmahlert@charter.net> wrote ...
> > Time for a new poll.. any suggestions for the question?
>
> How long can sinclap go saying only good things about Atari
> computers/users?

When there no longer cutting edge and versatile...After all these years
the FUJI is still cutting edge that destroys the 1990 competition
products and still does..

Amazing...

sinclap!
somewere in mpls

1684. Re: Atari-Users.Net Poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 04:51:22 UTC
From: sinclap@nospam.net
Message-ID: <130720012350360811%sinclap@nospam.net>
Source record: 43757

In article <120720011318354656%moc.slore@ybmurbrevlis.com>, JnyVee
<moc.slore@ybmurbrevlis.com> wrote:

> In article <tjfqd5m9fii313@corp.supernews.com>, "RobM"
> <rmahlert@charter.net> wrote:
>
> > Time for a new poll.. any suggestions for the question?
> >
> > Rob
> > webmaster@atari-users.net
> > http://www.atari-users.net
>
> who's using an ATARI to make money.

I bet the computer folks employed by the Toronto Olympic Organization
in their failed effort to China who may have used less cutting edge 8
bit products in their successful pursuit.

sinclap!
somewere in mn

1685. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 06:52:43 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4FEC3B.D8073373@seimet.de>
Source record: 43758

Lonny Pursell wrote:

> This thread is getting out of control I think. It was a mere poll

I think you're right ;-).

> Anyway I think the assumptions need to stop, assuming everyone is
> an idiot isn't helping matters. Eveyone knows CAB didn't get to
> it's currently level over night. :-P

From some postings it became obvious that some users do think software
appears over night.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1686. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 06:54:01 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4FEC89.B671D383@seimet.de>
Source record: 43759

Bengy wrote:

> Hmm, I guess the information on the Draconis Forum is wrong then. Someone
> posted a message saying that the developer(s) told them that Draconis 2.0
> should be out this summer.. In Fact, in July.:
> http://forum.webmart.de/wmforum.cfm?id=180259

I was refering to CAB, not about Draconis. Looks as if either I or
somebody else confused something.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1687. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 06:56:02 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4FED02.76F40484@seimet.de>
Source record: 43760

Lonny Pursell wrote:

> I never have been one to dl from those free sites, but why
> sink more money into such a DEAD platform? Thanks Uwe for
> opening my eyes...

This would be exactly the wrong thing to do and you know that.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1688. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 07:01:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4FEE41.147B312A@seimet.de>
Source record: 43761

RobM wrote:
>
> > This thread is getting out of control I think. It was a mere poll
> > and nothing more, nothing less, no intention was implied that it
> > may become more.
>
> So true Lonny..
>
> Guys.. it was a simple poll. Nothing else was said. Stop the bashing.
>
> It really makes me sick how some people are so negative in this group...

Maybe some are just realistic. Others are simply too naive, with the
result of being disappointed again and again as soon as another project
they believed in (even if it was not realistic) finally dies. It is
requires that the users do not simply believe any claim about a new
project but also analyse whether it makes sense at all.
In my opinion efforts are wasted on certain projects that most likely
cannot succeed, whereas other projects that have a better chance to
succeed are not continued anymore.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1689. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 07:02:49 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7754AB8.456%bengy@mac.com>
Source record: 43762

On 7/14/01 12:54 AM, in article 3B4FEC89.B671D383@seimet.de, "Uwe Seimet" <us@seimet.de> wrote:

Hi Uwe,

> Bengy wrote:
>> should be out this summer.. In Fact, in July.:
>> http://forum.webmart.de/wmforum.cfm?id=180259

> I was refering to CAB, not about Draconis. Looks as if either I or
> somebody else confused something.

Yep, it appears so :) It started with:

>The latest
>attempt to produce a "better" browser then CAB was Adamas Pro, we know how
> that project ended...

The ambiguous use of "ended" led to:

>>It ended? I never heard this. I haven't seen much of it recently, but that's
>>nothing new for Atari software.

Which led to you replying:

>>>It ended long ago. If you don't believe it, ask the author. I did.

And that brings me up to my post. Quite humorous, isn't it?

Bengy

1690. Re: HELP Info needed ROMBO's VIDI-ST/Chrome

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 07:08:21 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B4FEFBA.19FE2D4B@home.com>
Source record: 43763

Is there an NTSC version of the vidi-st software? I have two of the video capture boxes and the original disks for both but the filenames seem to indicate pal versions despite an NTSC marking on the label. When I try to use either one the picture rolls (loss of vertical hold) and the picture is shifted to the left which would indicate the vertical and horlzongal sync pulses aren't being handled properly.

Sage wrote:

> What is the latest version of the Vidi ST software???
>
> On Mon, 9 Jul 2001, David Hester wrote:
>
> > I have the software on disk and I would be willing to let you have it,
> > providing you don't hear anything from Rombo.
> >
> >
> >

1691. I Found the Mystery Game

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 08:47:10 UTC
From: Kevin Saturna <saturna@efn.org>
Message-ID: <9ip0ue$jp9$1@news.efn.org>
Source record: 43767

To anyone who remembers me a week or two trying to find a particular ST game.. I found it.

Thanks to all who tried to help out, but I only found it through lots of trial and error.

The mystery game turned out to be.. "Motor Massacre".

Thanks,
---Kevin

--
** ** ** ** ** ** T ** O ** P ** I ** S ** R ** E ** A ** L ** ** ** ** ** **

1692. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 08:50:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b50157e17442f2@pandora.be>
Source record: 43766
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/zip23_02.zip (148.111 bytes)

ftp://chapelie.rma.ac.be/atari/archivers/zippat04.zip (5.082 bytes)
(This patch is for the Atari port of "zip 2.0". This archiver is well
accepted because it supports long filenames (unlike the old ST-ZIP).

**game**
ftp://chapelie.rma.ac.be/atari/game/pdamaze.zip (147.481 bytes)
(PDAMaze is a simple litle maze game using pre rendered graphics
for speed.)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/midifp30.zip (404.296 bytes)
(The MIDI File Printer prints a new easy-to-read musical notation.
It expects standard MIDI files as input and prints via GDOS/NVDI.)

ftp://chapelie.rma.ac.be/atari/midi/midihc20.zip (156.351 bytes)
(The MIDI Enhancer allows you to play microtonal music on
conventional synthesizers supporting the MIDI poly mode
(multi mode) and on GS compatible MIDI instruments.)

**mint**
ftp://chapelie.rma.ac.be/atari/mint/net/rtl8012x.zip (3.326 bytes)
(This is the driver for pocket adapters using the RTL8012 chip from
RealTek. It can be used with the ROM to parallel port interface,
now developed by Elmar Hilgart.)

**multitasking**
ftp://chapelie.rma.ac.be/atari/multitasking/MagiC/mgpatch0.zip (4.455 bytes)
(patch for MGVIEW)
```

network
ftp://chapelie.rma.ac.be/atari/network/other/magic-net/drac_emu.zip (14.615 bytes)
(draconis-to-MagiCNet gateway)

ftp://chapelie.rma.ac.be/atari/network/other/magic-net/gluestik.zip (18.269 bytes)
(GlueSTiK - STiK to MagiCNet gateway)

ftp://chapelie.rma.ac.be/atari/network/other/magic-net/magxnet.zip (230.759 bytes)
(MiNT-net port for MagiC)

ftp://chapelie.rma.ac.be/atari/network/other/magic-net/smb_cnt.zip (101.052 bytes)
(SAMBA client for MagiCNet
This is the port of SMB client, the client that gives access to
SMB compatible (NetBIOS) servers such as several Unix systems,
Linux, windows(95/98/2k) and win-NT. Drives, folders, files and
printers 'exported' by the server can be accessed by the client.)

ftp://chapelie.rma.ac.be/atari/network/other/bnets303.zip (37.729 bytes)
(BNET networks for MagiCNet (MiNT-net server only)

ftp://chapelie.rma.ac.be/atari/network/servers/ftp_serv-109.zip (43.234 bytes)
(FTP Server is a program that lets users to connect to a
central computer (called the server) and share files.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps-252.lzh (190.280 bytes)
(abcm2ps is a program which converts music tunes
from ABC format to PostScript.)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1693. Re: Installing TOS 2.06 in a 1040 STE/4

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 09:28:25 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3B5010B7.FC3FE978@gmx.de>
Source record: 43768

Steve Sweet schrieb:
>
> Hi Hallvard
>
> >> I will try your instructions this weekend. Hope I have an STE with
> >> jumpers, not resistors.. hehe.
>
> >I think you have to desolder them like I did unfortunately :-(
> >Meaning that you have to disassemble your STe in order to get to the
> >rear side of the circuit board to desolder, then resolder in the
> >correct positions. Ugh!!!! :-(((
>
> Its really easy to do this from the top of the board, heat the device
> and pull in gently free, or desolder with braid.
> If they are resistors its ok to replace them with links if they are
> damaged during the process (unlikely though).

That's waht I did now, soldering from the top of the board. I even only desoldered one side of the resistor (Pin3), bent it over to Pin1, and soldered it there as the resistors are supposedly zero-ohm.

And it actually works fine, my 1040STE has now 2.06!! The desktop is already cluttered with icons and uses the same keyboard shortcuts I use in BeOS...sweet :-))

Thanks to ya all!

Ove

1694. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 10:01:38 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3B50187F.C86EECE6@gmx.de>
Source record: 43769

Steve Sweet schrieb:
>
> Hi starlord
>
> >There was always troubles with those drives being hooked into Ataris.
>
> What complete crap!!.
>
> I had a Quantam for years in my MegaSTE
>

I can only second that as I am using two Quantum SCSI drives with a 1040STE and a MegaSTE without problems. I have an ICD "The Link" Adapter, think it's the Link II.

One of the Quamtums is model 270LPS and taken from an Apple Mac computer. It is terminated with the built-in resistors. If I remember right, the only thing I had to change was to jumper the drive so it will auto-spin-up instead of waiting for a signal from the hostadapter. Also the parity mode worths to be checked. You can still find all the tech support info (like jumper settings) for these old drives on Quantums website!

Other than the harddrive, which ICD driver software version are you using, Don? I have 6.08 here and it seems to work fine (although I believe there is a newer version on ICD's website).

IMO you shouldn't give up on the drive, Don.
There must be a setting to get it to use.

Ove

1695. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 10:30:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995183824-57484AEicMi@cwcom.net>
Source record: 43707

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 13 Jul 2001 23:06:03 GMT

>Hopefully I have the problem(s) sorted now!?! The version I downloaded
>from Derryck's site was v1.05 Dealer only - translated into English. This
>does not have half the options that later versions have it seems! Thanks

OK, I don't have a clue about this driver as it was provided by Bob King.
Thanks for the feedback.

>I intend daisychaining the scanner with my other new purchase (a Yamaha
>CDRW 16x10x40) presumably I can still do this? I thought I read somewhere
>that a scanner and a CDROM drive cannot both be "live" on a chain.

That's not true. Use the usual rules about different IDs for each device,
and only terminate the last (physical!) device in the chain. I don't know if
your CDRW is specifically supported by any of the CD writer software, but
that's not the issue as far as your question goes.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1696. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 11:33:49 UTC
From: spike1@freenet.co.uk
Message-ID: <tmapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 43777
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
> The reason is that Basic will being a good language for beginners isn't the
> best language to learn the art of programming (structure, modules etc..) .
> I'm not up to date up to date on recent Basic dialects but I believe the
> same problem still applies.

No, it doesn't... As mentioned previously, BBC BASIC had procedure and function definition... QL SUPERBASIC went one further and the procedures/functions actually defined new keywords... It also had Repeat loops and such. It was quite possible to dispense with GOTO altogether. (And this was in 1983)

Hell, even C has GOTO... It's just that its use is frowned upon to the point of flogging.
:)
--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

1697. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 11:37:40 UTC
From: spike1@freenet.co.uk
Message-ID: <4uapi9.s7m.ln@ridcully.freenet.co.uk>
Source record: 43776
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> Depends on the OS. No ROMs, they stink.

> But where does it load it's programs from then? No problem with a HD or we
> could download everything thru the network interface...?

> "Do I hear the word 'terminal' ?"

Besides that, a computer without a ROM is just a dead hunk of silicon.
Fine, the CPU will work, the memory will work, but without a little peice of
code in ROM to tell it what to do at power on, where does it get the
instructions to deal with the network or hard drive?

Does this person think the hard drive just automatically squirts data into
the CPU without any instructions from the CPU whatsoever?

--

spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

1698. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:01:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995032794-50491AEicMi@gmx.net>
Source record: 43816

From: Frederic Fouche <g213778@coazter.myip.org>
Date: Thu, 12 Jul 2001 18:17:39 GMT

Hi Frederic,

>You are correct, magic should NOT have any command line, and ANY ttp.
>We'll make sure that next version can not run any of those.
Fine, this will be a blessing. Have you asked yourself the question how
many MagiC users are waiting on this kind of nonsense to start with?
BTW: where have I mentioned the words "command line" or "TTP" ?

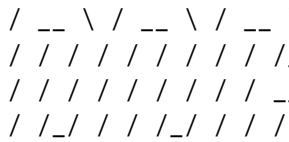
>That would be too lame, especially that you can install linux or netbsd on
>your atari1040 STE.
Yes, it certainly would be lame, mind you... i would *love* to see your MiNT
and MinTNet setup run on a 1040STE.... that would be *really* cool.

>Correct again, command line should ONLY be available on MiNT and linux,
>but NOT MagiC,
Since you are obviously obsessed by command lines: IMO these are monsters
from way back in the seventies and don't belong in this century anymore. One
of the reasons I bought an Atari was because of GEM, if you and your bunch
want to spend your time porting stuff then at least go through the trouble
of adding a decent user interface. You may think that a command line is a
gods gift, but i'm convinced that the majority of the people here think
different...
BTW: If i feel the need to type commands i'll dust off the Atari 800...

>I hope Dennis that ash/Andreas are listening to you, so they'll make sure
>no one can run any command line, as it is totally against the whole
>purpose of the GEM.
They don't have to, ASH listens to their customers and know what they like
and dislike. That's the secret of staying in business. Does your bunch ever
listen to the users or have you lost touch with the real world completely?

Let's do a test using a very simple example:
How many people here use ZIP.TTP ?
How many people here use it in conjuction with a GEM-shell and why?

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1699. [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:26:27 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9ipdo4$62r$1@front3.grolier.fr>
Source record: 43770

Hello !

I'm searching the complete version of AHDI 3.00 (I don't find it on Funet,
Umich, etc ...)

Please, is anyone can say me where is it possible to get it ?

Thank in advance ...

--
Paul CAILLET.
paulcaillet@altern.org

1700. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:44:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995032790-49811AEicMi@gmx.net>
Source record: 43815

From: SWE/YesCREW <jvalant@m42.cx>
Date: Thu, 12 Jul 2001 20:43:26 +0000

>Tell me, how SSL runs with Icconect?
It doesn't, just like it doesn't with STiK or STiNG.... if i need to
visit an SSL secured site i'll use a PC or Mac, condering most of these
sites use JavaScript they aren't accessible with CAB anyway...
I can't recall the last time I needed SSL, i can seem to do without...

>Nad why not instaling MiNT and runing UNIX *CRAP* and GEM *CRAP* at
>same time?
I was commenting about MagiC possibly running Unix crap, i never mentioned
MiNT, and i'm not going to either.... this discussion has been been held a
thousand times before....
Lets put it this way: if someone wants to run applications the way you
suggest, he can install MiNT and go ahead. There's absolutely no need to
waist valuable time trying to achieve the same thing under MagiC. I can't
imagine many MagiC users waiting for this to happen either.

>And why wouldnt GEM *CRAP* use UNIX *CRAP* resources? Why settle for
>second best?
Just give me *one* example of a ported Unix program that runs on a 68030
with acceptable speed, offers more features then its GEM counterpart and
is programmed with the Atari protocols in mind... AV, DHST, BubbleGEM,
xFSL, GEMScript, iconify etc... i call anything less second best.

>Please give me a break! Iconnect? U must BUY Ifusion to run FREE Stik
>APPs..
Why on earth would I need to run IFusion?
Most of the STIK/STiNG clients are inferior to the IConnect clients,
prove me wrong if you like... IMO except for Okami there is nothing out
there that even comes close. Like I said: why settle for second best?

To stay on topic:
It should be clear by now that the developers of commercial software are
running away from this platform like crazy, who can blame them? what kind
of idiot is going to waist valuable time on a platform where 750 copies
sold is a huge success? Support free software by all means but don't come
complaining when there's no commercial alternative available anymore, even
now, occasionally someone pops up here wanting to know how to set up the
demo version of CAB with STIK/STiNG, people aren't even prepared to pay for
CAB anymore... this platform has really gone to the dogs!

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1701. Re: MiNT fnramfs 0.7

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:44:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ipes4$9pr$1@snipp.uninett.no>
Source record: 43771

"Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be> wrote:

>>I'm trying MiNT 1.15.10b and have the fnramfs.xfs installed. When
>>booting I see the following message (among many others):

> The ram disk is implemented in the kernel. You don't need fnramfs.xfs
> anymore.

In fact, fnramfs.xfs will crash MiNT during boot on my Falcon/AB under
1.15.10 or newer. So not only do you not need it, you *must* remove it as
it seems to cause some sort of conflict that might affect the stability of
your system.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

1702. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:47:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995032796-51115AEicMi@gmx.net>
Source record: 43817

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Thu, 12 Jul 2001 16:39:54 GMT

Hi Martin,

>>BTW: The poll forgot to ask on which stack(s) the browser should run and
>>even more important why... this is food for another very long thread ;-)
>
>Definitely not on Iconnect. This is not a standard at all.
OK, that's one opinion... but I recall that MiNTNET clients need their own appropriate OS and stack as well, so they can't be considered as a standard either...

Here's food for another very long thread ;-)
Before that new super duper browser is developed, shouldn't a new stack be developed first? one that is capable of running under MagiC and MinTNET is easy to install and geared towards the future ie. is capable of handling basic standard protocols like SLIP, PAP, CHAP, POPoEthernet, static and dynamic DHCP, ISDN, ADSL... etc
Once that stack is finished, we're ready to discuss the clients which obviously need to be written for it, but then that's food once again for another very long thread.

I think it's going to be a very long and hot summer in CSAST:-)

Cheers from Belgium
Dennis
--


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```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1703. Re: [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 12:49:51 UTC
From: bindon@madasafish.com
Message-ID: <tl0fvfdk5tkn66@corp.supernews.com>
Source record: 43772

On 14 Jul 2001 14:26:27 , "Paul CAILLET" wrote:

Hi

>I'm searching the complete version of AHDI 3.00 (I don't find it on Funet,
>Umich, etc ...)

Are you sure you want v3? It got to something like version 6.1.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1704. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 13:03:38 UTC
From: pm@zetnet.net
Message-ID: <slrn9l09hv.85o.pm@manlap.zetnet.co.uk>
Source record: 43773
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com>,
David Cantrell wrote:

> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.

[snip]

> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.

VCR implemented as embedded Linux system = Tivo.

--
Paul Martin <pm@zetnet.net>

1705. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 13:13:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995120054-57979AEicMi@gmx.net>
Source record: 43774

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Fri, 13 Jul 2001 20:55:46 GMT

Hi Mike,

>Why don't you believe in Atari users trying to get much needed software
>development going?
Let's just say that i'm the realistic type...

>Yeah, it's a huge, ambitious project. Yeah, it in all probability might
>fail. So what? It's at least a push in the right direction.
I can't see how a project failing is a push in the right direction, the only push is that people will be left with a nasty taste in their mouth and leave this platform even faster...

>Would you rather see this kind of hopeful attitude stop, and any kind of
>positive developments with it? I hate pessimism! It only tends to make
>people jump ship faster.
Of course not, if a project is announced which I think has a realistic chance to make it, i'll give it my full support. Pessimism doesn't have anything to to with this. IMO that proposed new browser will never happen, if it ever appears I'll be the first one to admitt i was wrong. I do have the right to have a opinion? sorry if it goes against the general mainstream

>>The latest attempt to produce a "better" browser then CAB was Adamas Pro,
>>we know how hat project ended...
>
>It ended? I never heard this. I haven't seen much of it recently, but
>that's nothing new for Atari software
Well then the problem is solved.... go and support Adamas Pro. Don't count on me though... and before you say i'm showing a negative attitude chew on this: i've bought and supported Draconis from day one, after several updates and lots of promises it still doesn't deliver what was promised. I'm fed up putting money in projects like these!! the author even had the cheek to blow all the problems of his bug ridden masterpiece from the table and blame it on the user. Bugs that can be repeated are commented as "this is not a bug but a feature...". Adamas Pro has been tested by 100 betatesters, I wonder who these people are and what exactly they've been testing...
And yes, I know you can surf the net with Adamas, the reason I bought it was because of the JavaScript module... it doesn' work at all, it never has and it'll be a miracle if it ever does... again that's my personal opinion and if it will ever work, so much the better for the Atari community. I'll be the first one to applaude, but until then i call it a "dead horse".

>>Not a single month passes by without another crazy project being announced
>>here, i'm always amazed seeing people fall for it. I'm already curious to

>>see what project august will bring us :-/
>
>I sure hope this is not the attitude most people here take. So what if a
>lot of things don't turn out. At least there are people willing to
>brainstorm and envision things for this platform.
These people are dreamers.... the Milan, Hades, Romport ethernet adapter, several graphic cards and a zillion other things were never discussed in the open. Developers don't need brainstorming from users and certainly not their vision. All that's required is people go and buy the products. Unfortunately that doesn't happen... everyone agreed that the Milan and Hades are great machines and continued the Atari tradition. Both these computers are still for sale, nobody wants them... because they are waiting on vapourware to vaporize... that's the result of the attitude you don't like. In the mean time we're demanding applications which could probably run on the Hades and Milan...

>Do you want absolutely nothing to be made anymore for the Atari? I would
>rather see a lot of people dreaming up things that might not ever happen,
>than have absolutely nothing happen and the final nail driven into the
>Atari coffin.
People dreaming up things for other dreamers... and you want me to support this?
The people that actually produced things for the Atari aren't dreamers at all, they tend to be very realistic people with a vision and business sense. If there's a market, they'll produce it, dreamers tend to dream on, that's not the kind of customers they have in mind.

>>This reminds me of the XTOS project early this year, we were both one of
>>the few people here that called is nonsense, it's july now, the *BIG*
>>month, the month is would be released, have you seen the computer for sale
>>yet?
>
>I read that the CPU manufacturer has postponed development, which is why
>nothing has progressed the way they had hoped.
Someone announced a computer running on a CPU that doesn't even exists, me and some other people here with a realistic view said the proposed project is pure nonsense and we get buckets full of shit poured over our heads for being negative... these kind of annoucements make people jump ship, they give people false hope.

>Besides, when did Atari itself ever come out with anything on time? And
>they were a relatively big company compared to these people.
The MegaST and 1040STE were right on time. The MegaSTE even came as a total surprise. Atari made a lot of mistakes, but they never announced a computer with a non-existing CPU.

>I'm very discontent with CAB, but I'm not giving up on my Falcon even
>though I bought a Mac to temporarily fill this browser gap,
Personally I'm very happy using CAB, it does everything it promises to do unlike Adamas Pro who promise things which aren't even implemented. CAB is perfectly suited for the Atari platform. Implement more features and you

need a faster computer...
The same applies for that proposed new browser, if you want a speedy browser with lots of features then forget running it on vintage Atari's. You'll probably reply now telling me that by the time the browser is ready, we're all going to have a Tempest or CT-60 installed? two more vapourware projects that have been discussed here....

>If it is actually stopped, has anyone concidered contacting them about
>releasing the source code so others can continue their work?
Here we go again... who are these "others"? who are these talented people which obviously are hiding under a rock? take a deep breath and take a good look around.. the programmers *capable* of such a venture are gone and they will not come back.

>> Cheers from Belgium
>
>Not very cheery, though, huh?
on the contrary...
I'm happy with what I've got. I *know* the limitations of my computer and don't dream about impossible things. I've come to the stage were I don't expect anything anymore, if something does fall out of the woodwork then I'm pleasantly surprised i.e the soon to be released MagiC 6.2...

Cheers (once again) from Belgium
Dennis
--

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/ / / / / / / / / ____/
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1706. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 14:09:32 UTC
From: mdoering@mucl.de
Message-ID: <3b50519f.5734806@news.cis.dfn.de>
Source record: 43775

On Sun, 08 Jul 2001 05:59:19 GMT, Merlancia Industries
<LotR@merlancia.com> wrote:

>We are interested in making Atari TOS available on our Torro multimedia
>system series that will be debuting this fall, and we would need to
>negotiate with the actual owners of the operating system.

You talk about the compiled TOS-Images, right? For use in emulators,
not the source of TOS, right?

Some source of GEMDOS from the LISAs OS are GPLed and available on my
site at:

http://www.mucl.de/~mdoering/atari/en/

I'm in the process to rebuild GEMDOS (at first without GEM) from these
sources for to use it on the STonX emulator.

Martin Doering

1707. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 14:57:23 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107141045010.84-100000@Hades060>
Source record: 43786

On Sat, 14 Jul 2001, Uwe Seimet wrote:

> This would be exactly the wrong thing to do and you know that.

Yes it's wrong, but I'm only refering to HD Driver.
You got my initial money for version 7 something but I
won't sink no more $ into it. It is your outlook that I am specifically
unhappy with, especially from someone trying to sell a product.
Frankly I don't know why you bother.
Don't like my way of thinking? Fine we are even on that.. life goes on.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1708. ICD Link 2 SCSI Host Adapter For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 15:36:45 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0107140736.4bedbfca@posting.google.com>
Source record: 43778

I'm selling my ICD Link 2 SCSI Host Adapter for the Atari ST. I have
it listed on ebay: http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255355056

ttyl,
Aleks

1709. Re: [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 15:53:01 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9ipprc$9gj$1@front3.grolier.fr>
Source record: 43779

Hello Lyndon Amsdon !

> Are you sure you want v3? It got to something like version 6.1.
> Lyndon Amsdon

Yes, I'm really sure ...
It's for an old ATARI 1040 STF with a SH205 (20 Mo) hard disk ...

I've got AHDI 5.00 and 6.1, and don't works very well with these old stuff
:-)

Thank you for your answer :-)

--
Paul.
paulcaillet@altern.org

1710. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 16:25:36 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107141211430.104-100000@Hades060>
Source record: 43789

On Sat, 14 Jul 2001, Dennis Vermeire wrote:

> All that's required is people go and buy the products. Unfortunately
> that doesn't happen... everyone agreed that the Milan and Hades are great
> machines and continued the Atari tradition. Both these computers are still
> for sale, nobody wants them... because they are waiting on vapourware to
> vaporize... that's the result of the attitude you don't like. In the mean
> time we're demanding applications which could probably run on the Hades and
> Milan...

If the Hades had a lower price tag everybody and their brother would
have one. I don't get the "specific apps" for these machines arguement.
It's a price issue, always has been. You hit the right price and it
would not matter what apps are out there it would sell. A hades makes
CAB fly, I've no speed complaints with CAB. Maybe a browser with
proper Javascript would run better on a Hades, but I've seen it
done on a 030 Amiga. If that slow thing can do it there is no
reason why an 030 Atari can't. Could someone please tell me
what these specific apps for Hades and Milan are that never appear?

Don't reply with games... a cheap ST or PlayStation is a better
option there.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1711. FS, UK. Falcon Mk X

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 16:28:11 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <xs_37.165$IH4.4695@NewsReader>
Source record: 43780

On behalf of a customer I have a full Falcon Mk X Cubase Audio Falcon
package for sale.
List.
C-Lab Falcon Mk X, 2 gig internal, 1 gig external SCSI.
Cubase Audio Falcon software.
17" Digital monitor.
Soundpool F A 8 expander.
Steinberg SMP 2 SMPTE, midi expander.
Falcon Digital Interface.
Cubase Audio Clock module.

This is a full working package, my customer will not split it unless most or
all of the items are sold.
Email sensible offers in the next 14 days for some or all of it.

Barrie at Keychange Music.

1712. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 16:36:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107141836.a54112@su2.maus.de>
Source record: 43794

Hi Neil,

NC>Thanks to Lyndon I have now got v2.11 (from 28/6/99) - this recognises
NC>the scanner straight away no messing!
congratulations! For I find it hard to look for mistakes if a
modern scanner is concerned...

NC>The only problem I get is that when I try to scan another image after
NC>the initial one, I get a message "Scanner not ready",
I suppose you did wait until the scanner returned into its 'home
position'? I may stop my whole system if I'm not patient...

NC>I intend daisychaining the scanner with my other new purchase (a
NC>Yamaha CDRW 16x10x40) presumably I can still do this?
So did I after I bought my Yamaha CDRW 8424.

NC>I thought I read somewhere that a scanner and a CDROM drive cannot
NC>both be "live" on a chain.
Usually, here both are switched off. No problem at all, besides I have
to reset the SCSI bus due to the effects Derryck described earlier
this thread.

NC>The CDRW is ID6, GT9500 is ID5 and the Falcon CT2B is ID7 - which one
NC>needs to be terminated?
The first and the last SCSI device. For me it's: Internal disk yes, TT
no, three external no, the scanner as the last yes.

You see: Even the scanner being switched off, but being terminated,
the chain runs perfectly. And at least one device _must_ supply
TermPower to the bus.

Und TTschï¿½
ps

1713. Re: [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 16:36:37 UTC
From: bindon@madasafish.com
Message-ID: <tl0t8ln2npkn54@corp.supernews.com>
Source record: 43781

On 14 Jul 2001 17:53:01 , "Paul CAILLET" wrote:

Hi

>> Are you sure you want v3? It got to something like version 6.1.
>> Lyndon Amsdon
>
>Yes, I'm really sure ...
>It's for an old ATARI 1040 STF with a SH205 (20 Mo) hard disk ...
>
>I've got AHDI 5.00 and 6.1, and don't works very well with these old stuff
>:-)
>
>Thank you for your answer :-)

Well, I guess the only ppl to have this is some of the Atari old timers!
I supprised though that the newer versions aren't backward compatible with
v3.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1714. Re: ICD Host adapter problem?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 16:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200107141839.a54113@su2.maus.de>
Source record: 43793

SC>There was always troubles with those drives being hooked into Ataris.
No, I've been running Quantum drives for years. ST and TT.

1715. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 17:33:07 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <suv0ltkpfl0ulrmtt6r56o1clhdmgakv4b@4ax.com>
Source record: 43782
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> wrote:

>
>Ralf Quint <Ralf_Quint@hot_mail.com> wrote in message > >As OS? (Linux is a
>> >Build in programming language? (please choose anything but Basic!)
>> What's wrong with BASIC? It's easy to be "build in", as it is an
>> interpreter and there are a lot of BASIC variations out there that
>> would stand any comparison for ease of use and performance....
>> Or you you suggest something more academic like Smalltalk, Lisp or
>> Java???
>The reason is that Basic will being a good language for beginners isn't the
>best language to learn the art of programming (structure, modules etc..) .
>I'm not up to date up to date on recent Basic dialects but I believe the
>same problem still applies. Once you get to the higher programming languages
>this becomes evident and you have to 'unlearn' before you can start again.
>
>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.
>
Well, than you have never used a real good BASIC interpreter/compiler.
A lot of "old" Business BASIC versions are not much different than
more modern HLL. And even the BASIC used in machines like
Amstrad/Scneider or the good old BBC were a different ball game too.
Not to mention HP "Rocky Mountain BASIC" for technical apps....
Don't just think the crappy C64 basic or stuff like this... ;-)))
>
>
>> If you buy a million pieces of ANY component, you get FAR below the
>> usual retail prices. a quick look on pricewatch reveals
>> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
>> Memory: 128MB PC133 $9
>> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
>> case w/ p/s $25 (ATX desktop)
>>
>> Ok, that is a pretty mix, bu assuming large quantities as you
>> mentioned, this is less than $100 for the major parts. Add a few $10
>> for network and sound and smaller stuff, no problem...
>>
>I forgot to mention that you would have to include labor and manufacturing
ok, but i also mentioned that in quantities you get probably prices
```

below what i mentioned from a general wholesales web site above.
>costs and the basic essentials (special casing (not just a standard box),
>cooling, cables etc...). These things eat into margins.
Well, not much cables in a modern computer, ok add another $2 and
maybe $5 for keyboard and mouse. As for materials to build it, you are
still way below $100.

There will be additional overhead, like labor, shipping and
advertising, for which i would assume even more money than the actual
labor to build it.

But the biggest catch would be to get the start with several million $
financed first, without knowing IF such a product would actually
sell...
Well, i don't have that much money to gamble with, and if i would, i
would rather lay somewhere the the tropical sun than writeing these
lines ;-)))

Ralf

1716. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 17:34:11 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <jj01lt8pu67ln9h0ma1014moqjc3s53fb6@4ax.com>
Source record: 43783
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 08:58:12 GMT, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>If I could get it to run DC, Saturn, Atari 8-bit, Jaguar and Lynx, that
>would rule. But, RISC processors are maybe to expensive ?
>
Take a look at MAME, i think this can do all that AFAIK< i haven't
used it myself so far...

1717. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 17:35:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ipvssbjm1@plutonium.compulink.co.uk>
Source record: 43785

On 12 Jul 2001 23:02:06 , xlator@cix.compulink.co.uk wrote:
> ekaljuma@mtsac.edu said:
>> xlator@cix.compulink.co.uk wrote:
>>> A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>>> normally with a hi rez monitor. He needed to give a demo on a TV
>>> via SCART, but luckily came to me first to try it out. I found
>>> that while his setup worked fine on hi rez, when I tried it on
>>> the TV in both med and low rez CAB started to load but stuck
>>> during the small 'Loading xxx' dialog each time. Only after using
>>> the Sebra hi-rez emulator did it work properly. (He is using GDOS
>>> 1.1 and some PD fonts, but I think that's irrelevant).

That may not be irrelevant.

>> It would help if you knew the page that didn't work, but I suspect
>> either a problem with GDOS or a setting off. I know CAB 1.5 works
>> in medium resolution via TOS 1.62.
> It was a page he had written in HTML, but I don't think that
> matters because CAB never got as far as initialising - as I said
> it hung with its small 'Loading xxx' (modules etc.) dialog. He is
> using GDOS 1.1 with suitable fonts. The system worked fine on a
> high-rez monitor and also when using Sebra to emulate hi rez on
> the TV. But I agree, it /should/ have worked in med and lo rez
> too. I don't know whether the combination with TOS 1.02 could be
> the problem? And what do you mean by 'setting of'?

I won't comment on the TOS issue because I don't know, but are you
really sure that GDOS is set up properly? CAB uses the fonts it is
pointed to in the OPTIONS\FONTS menu. The fonts used in GDOS are
different for medium and high res (a different width to height ratio).
The font names for each will be named differently in ASSIGN.SYS if
they aren't the system font. Check if the font names in CAB match
those set in ASSIGN.SYS and also check that they actually exist in the
GEMSYS directory specified in ASSIGN.SYS.

Note also, you won't necessarily have the same font sizes in Medium
res as you do in High res. This may be the reason for differing
appearances when displayed in CAB.

rgds
H

1718. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 17:35:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ipvstbjm2@plutonium.compulink.co.uk>
Source record: 43784

"Andrew Harvey" <kaitxo@cix.compulink.co.uk> wrote:
> I've got a Falcon and would like to transfer files on its hard
> drive as painlessly as possible to my PC.
>
> I seem to remember ages ago about a program called Ghost Link. Is
> that still around - or any other (simple - apart from the floppy
> route) suggestions. It would be a one-off transfer, not something
> that I'd need to do regularly.
> Suggestions, pointers to URLs would be very welcome.

Hi Andrew,
The easiest way to do this on CiX is to upload the files from the
Falcon to your personal CiX file area and download them back down on
your PC. Unless the files are unreasonably large, or the Falcon isn't
online any more, this would be the most painless way ISTM B^)

rgds
H

1719. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 18:54:55 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A13CFF2%news@youmustbejoking.demon.cu.invalid>
Source record: 43788
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that spike1@freenet.co.uk may or may not have written...

> T.J.T van Kooten <thomas@-nospam-worldonline.nl> did eloquently scribble:
>> The reason is that Basic will being a good language for beginners isn't
>> the best language to learn the art of programming (structure, modules
>> etc..) . I'm not up to date up to date on recent Basic dialects but I
>> believe the same problem still applies.

> No, it doesn't... As mentioned previously, BBC BASIC had procedure and
> function definition...

s/had/has/

See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC BASIC V.

[snip]
> Hell, even C has GOTO... It's just that its use is frowned upon to the
> point of flogging. :)

It may be considered harmful, but it's sometimes very useful...

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Risc PC, Spec+3, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ | Toon Army
| I don't ask for much, just untold riches...

A man wrapped up in himself makes a very small package.

1720. Re: [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 19:14:40 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9iq5ls$1d3$1@front8.grolier.fr>
Source record: 43787

Hello Lyndon Amsdon !

> Well, I guess the only ppl to have this is some of the Atari old timers!
> I supprised though that the newer versions aren't backward compatible with
> v3.

Yes, I was too, but it's the reality ...

Somebody give me the 3.01 and 3.02 AHDI version on fr.comp.sys.atari ...

It's OK for me now :-))

Thank you a lot ...

--
Paul.
paulcaillet@altern.org

1721. Re: GT9500 Scanner not initialising?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 19:21:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995211836-60683AEicMi@gmx.net>
Source record: 43718

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 13 Jul 2001 23:06:03 GMT

Hi Neil,

>I intend daisychaining the scanner with my other new purchase (a Yamaha
>CDRW 16x10x40) presumably I can still do this?
Yes, I have a matching setup here (Yamaha 8824 & Epson 1240).

>thought I read somewhere that a scanner and a CDROM drive cannot both be
>"live" on a chain.
Don't believe a word of it....

>The CDRW is ID6, GT9500 is ID5 and the Falcon CT2B is ID7 - which one
>needs to be terminated?
In the above setup, you should terminate the CDRW.
May I suggest to switch the ID's around? I used to have a Epson 9500 and
noticed that it likes to be the last one in the chain, the Epson 1240 also
like to be the last one in the chain... don't ask me why, I don't have a
clue...

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1722. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 20:37:33 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9iqaid$l2j$1@plutonium.compulink.co.uk>
Source record: 43790

In message <995032794-50491AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>How many people here use ZIP.TTP ?

Directly: Very very seldom, only when 2-in-1 calling ZIPJR.TTP fails.

>How many people here use it in conjuction with a GEM-shell and why?

2-in-1 is most useful and flexible - takes all the hard work out
of passing parameters. In addition it offers the choice of most
of the common unpaackers, not just ZIP.

There are times when a command line is not too bad - in Suji, for
instance, you can use it to restrict the search to certain drives
or directories, though you can also do that in the following GEM
dialog after 'folding out' the bottom half. The command line is
faster and easier for drive-only selection, while I use the
dialog/fileselector for deeper nested paths.

Regards, /Peter/

1723. Re: Another Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 21:43:04 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B50BC47.9A4FEDBC@chello.nl>
Source record: 43791

"Edward S. Baiz Jr." wrote:
>
> Hello,
>
> I notice that when I run some programs under Thing (Qdialer) the colors
> on the dialer are messed up. Is there a special color pallete I need to
> have?
>
> How are people adjusting the window colors under Thing?
>

It might be a colour cpx.

I remember when I got my TT a few weeks that I unintentionally made fore and background colour the same. I thought I ruined the TT. (10 years ago :-)

After rebooting without HD I was able to conclude that the colour cpx set the palette when it is activated at start up.

So I refreshed the cpx from the installation disc and that cured it.

Thing should work fine with the default palette.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

1724. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-14 23:56:04 UTC
From: ap721@chebucto.ns.ca.nospam
Message-ID: <9iqm6ksuc1@News.Dal.Ca>
Source record: 43792
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Actually I think it may already have been done. A group of scientists in
India have developed the prototype for a $300 computer for the masses.
Although recently a separate story proposed for India modern playstation 2
or Xbox as the basis for such a computer.
I think the current Shift magazine mentions the cheap computer prototype.
No idea what its features are.
John Elliott

1725. FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 00:45:33 UTC
From: Gill Bates <myarse@myarse.co.uk>
Message-ID: <G%547.1512$bU3.23574@news1-hme0>
Source record: 43696

just wondering how many on here are owed Magazines or refunds from
http://www.cix.co.uk/~stclub/

stclub@cix.co.uk who have taken subs a while ago and not delivered the
goods

1726. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 00:45:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995211840-61307AEicMi@gmx.net>
Source record: 43719

From: SWE/YesCREW <jvalant@m42.cx>
Date: Fri, 13 Jul 2001 20:04:54 +0000

Hi Janez,

First of all, please read my reply again. For some reason you seem to think
I'm having a bash at MiNT users...

>>*Most* of the STIK/STiNG clients are inferior to the IConnect clients,
>>prove me wrong if you like... IMO except for Okami there is nothing out
>>there that even comes close. Like I said: why settle for second best?
>Realy? Atack FTP is great app, so is Atari IRC, both are free, what
>about those nice internet games from Mario? And again, there is NO
>absolute best app, someone like one, other ppl different app..
I didn't say that they these apps aren't nice or are rubbish. I said they
were inferior to the IConnect clients...
The two named programs can't compete feature wise with Fiffi and Chatter,
you may argue that you don't need all the features... fine. The IConnect
clients all have the same look and feel, are optimised to work together and
use the MagiC AES to it's full potential and in addition they are also
GemScript clients... and yes they are commercial, so what?
More and more I get the impression that in this newsgroup liking commercial
software isn't appreciated...

>> I can't recall the last time I needed SSL, i can seem to do without...
>
>Well u see, SSL Lynx (crapy cli app) does very good job on banking
>accouns, ebay payment pages etc.. My point was, how can be IConnect so
>superior but dont offer SSL, real local network, etherent cards supportm
>NFS.. to mention some? Again, i dot say its crap or bad, but dont think
>its something unseen...
I know what your point is...
SSL has got nothing to do with IConnect, it's an overlay for CAB. I don't
know the exact details but Sven Kopacz once wrote me that adding SSL to the
original CAB.OVL couldn't be done because the encryption is protected by US
law and may not be exported and implemented without permission and obtaining
that permission would take years... ASH should be crazy to release such an
overlay... (which makes me wonder about the legal status of the MinTnet SSL)
The concept of IConnect is to offer an easy and reliable dialup connection
on stand-alone computers, nothing more nothing less. Time and time again the
argument is used that IConnect can't handle local network etc... it doesn't
have to, since it hasn't been programmed for that purpose. Is this really so
difficult to grasp? BTW: are you 100% sure that IConnect isn't capable of
adressing local networks ? Sven once tossed a few suggestions my way about
editing the files in the ETC folder.... all that's needed is a driver to

adress the ethernet card and before you know it....

>> Just give me *one* example of a ported Unix program that runs on a 68030
>> with acceptable speed, offers more features then its GEM counterpart and
>> is programmed with the Atari protocols in mind... AV, DHST, BubbleGEM,
>> xFSL, GEMScript, iconify etc... i call anything less second best.
>
>I sure cant do that.. Why would Unix apps bare in mind specific Atari
>protocols?
Because they run on a Atari damn it... it took years before the mainstream
programmers agreed upon and implemented the above mentioned protocols. These
ported Unix apps teleport us back to the late eighties, Sorry Janez, but
I've been spoilt in the mean time...

>>Lets put it this way: if someone wants to run applications the way you
>>suggest, he can install MiNT and go ahead. There's absolutely no need to
>>waist valuable time trying to achieve the same thing under MagiC. I can't
>>imagine many MagiC users waiting for this to happen either.
>
>I can, and i know few.. Its not strange and odd for me that ppl like
>Magic, and also wish some stuff from MiNT, and just to remind u, new
>version of Magic announced, DOES have improved MiNT compatibility..
>
You didn't get my point... everything you're talking about can be achieved
under MiNT, so what's the problem?
I can switch between TOS, MagiC and MiNT whenever I like. If I need to run
an application that needs MiNT then I boot up MiNT. I really can't see one
reason why someone would need to waist his/her precious time porting that
application so it could be run under MagiC.
Every new version of MagiC contained a lot of adaptations to make it more
compatible with MiNT... if the MiNT developers would have gone through the
same trouble we might have had at this point in time two more compatible and
better OS's... the improved MiNT compatibility is at GEMDOS level, so don't
get your hopes up to high...

>> BTW: If i feel the need to type commands i'll dust off the Atari 800...
>Yeah, u realy know CLI.. and its advantages...
OK, it wasn't a good example...
Let's say I don't wanna start typing and memorising meaningless commands all
over again, just for the sake of it.

>> How many people here use ZIP.TTP ?
>> How many people here use it in conjuction with a GEM-shell and why?
>
>I use it. However the Unix version, because standard STZIP craps with
>minixfs and ext2fs. The shell aint aware of NFS (well no prb for
>u) etc.. It is a messy shell, u could tooke better example. But to ask u a
>question: how smart u must be to type < unzip filename >
I know I could have used a better example, but I specifically took this one
because nearly everyone here uses it...
True...one doesn't have to be very smart to type <unzip filename>, but where

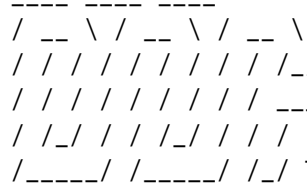
will the unpacked archive end up? Suppose it contains 100 files and a couple of folders... what if I only need three files which are nested in folders three levels down from that archive? One doesn't need to have a master degree but let me assure you that a couple of mouse clicks to achieve the same thing is *much easier*.
Does the word "user friendly" means anything to you? someone new to this platform will be able to use the shell within a few minutes... one of the reasons the Atari became a huge success was because its user friendly GUI and applications, TTP's are the opposite of user friendly...
Sometimes I wonder if the people that port these programs come from the same planet... they obviously must love this platform to go through all that trouble, is it really that difficult to add a GEM based shell? it doesn't need to be anything flashy, just functional. Some docs in STG or UDO format compiled as a HYP file would also be a great help...

>Please explain what "u and your bunch" means... I mean i understand
>sharing views and ideas, defending them, this looks like calling names. U
>as Magic lower on one side and, we bunch, who use other idiotic oses on
>other?
Explanation: I have no idea who Frederic Fouche is, he replied to me "we'll make sure that the next version can not run on any of those"... so I assume he's a member of a programmers team...
And please don't turn this into a OS-War... I didn't mention MiNT in any way, neither did I compare MiNT users with idiots. Why are you so sensitive about this? can't you accept the simple fact that for someone using his computer as a stand-alone unit network capabilities are of no use?

>Im happy to be "idiot" who waist time on this "gone to the dogs" platform
I wasn't aware you were a commercial developer, you wouldn't be interested I suppose to develop that new browser? :-/

>>now, occasionally someone pops up here wanting to know how to set up the
>>demo version of CAB with STIK/STiNG, people aren't even prepared to pay
>>for CAB anymore... this platform has really gone to the dogs!
>So why are u here then? I dont think this platform needs persons like u
>giving such commentars...
Thanks for your opinion... I'm sorry now that I didn't react a couple of weeks ago to your "commentars" about the proposed new clones. A group of people here "despise" ASH so much that they even *steal* their software, if you honestly feel my comments are out of order fine, I'll just put a sock in it and shut up.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1727. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 00:49:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995211846-62611AEicMi@gmx.net>
Source record: 43720

From: Lonny Pursell <syntax.error@line.22>
Date: Fri, 13 Jul 2001 18:59:10 -0400

Hi Lonny,

>I don't know about others, can only speak for myself but judging
>by Uwe's posts over the past few months, dev on HD Driver could
>stop at any moment. What a poor outlook, I won't sink any more money
>into HD Driver, instead I'll put it towards a WebTV box.
>Something I can really use!
What brought this on?
I've probably misunderstood your reaction, but it seems to me this truly
is a blow below the belt.... what on earth has the future development of
HDDriver got to do with this thread?
Why isn't Uwe allowed to air his opinion? if everyone here would react
like you do then we force Uwe to stop posting here. It seems to me that
this is a subtle way of blackmail: shut up or... :-/

>I never have been one to dl from those free sites, but why sink more
>money into such a DEAD platform? Thanks Uwe for opening my eyes...
I've got the impression that a certain group here don't want to sink
money into software, but want everything to be free. I've just finished
writing a long posting in which I have to defend myself for liking
commercial software!!!
Well, go and dl from the free sites, turn and push the knive in a little
deeper...

Cheers from Belgium
Dennis

1728. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 00:58:59 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <1lq1ltk1c06spe25djtuc7gmqib26qll1j@4ax.com>
Source record: 43795
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>
>See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of BBC
>BASIC V.
>
Can't go there, "Remote Server unknown"..., too bad
```

1729. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 01:34:20 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9A386123%news@youmustbejoking.demon.cu.invalid>
Source record: 43697
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Ralf Quint may or may not have written...

> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> wrote:
>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>> BBC BASIC V.

> Can't go there, "Remote Server unknown"..., too bad

Hmm. No matter; it pointed to
<URL:http://www.argonet.co.uk/users/dave_daniels/>
which *does* exist.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| This space reserved for future expansion

Some people have a way with words, and some people, er, thingy.

1730. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 02:49:45 UTC
From: Ralf Quint <Ralf_Quint@hot_mail.com>
Message-ID: <0512lt4mm7ob1juqi5hvb52hsgb6mfqu47@4ax.com>
Source record: 43698
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 02:34:20 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:

>I demand that Ralf Quint may or may not have written...
>
>> On Sat, 14 Jul 2001 19:54:55 +0100, Darren Salt
>> <news@youmustbejoking.demon.cu.invalid> wrote:
>>> See <URL:http://www.brandy.iconbar.com/> for a free reimplementation of
>>> BBC BASIC V.
>
>> Can't go there, "Remote Server unknown"..., too bad
>
>Hmm. No matter; it pointed to
> <URL:http://www.argonet.co.uk/users/dave_daniels/>
>which *does* exist.
Thanks, this links works, i'm just checking it out...

take care,

Ralf

1731. FA: Atari STacy Laptop 4mb RAM 130mb HD, MIDI Software pre-installed

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 04:34:09 UTC
From: michel@chromaticon.com
Message-ID: <3b531984.10918268@news.telusplanet.net>
Source record: 43699
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,maus.sys.atari.hardware,rec.audio.pro, maus.sys.atari.hardware

FA: Atari STacy Laptop 4mb RAM 130mb HD, MIDI Software pre-installed

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255558306

A classic Atari computer: has been upgraded to 4mb of RAM and has a 130mb internal SCSI hard drive. Keyboard mylar was recently replaced with OEM part from Best Electronics.

Amazing tool for MIDI production! Scroll down to take a look at all the midi software that comes with this stacy. This STacy has *NEVER* crashed in the 6 years that I've owned it, and the MIDI timing is proven to be more solid than 99.9% of PC's. This is thanks to the custom built in midi hardware:

Case has a few scratches and a couple of chips but everything works perfectly. Cosmetically 6.5/10, 100% functional.

The screen still lights up (as you can see from the pictures). It's missing a couple of plastic covers but this doesn't affect operation.

BONUS!! Power supply has been mounted internally so that you don't need to lug around an external adapter. This STacy now takes regular PC power cord which is included here.

(I really don't want to part with it but alas, I'm saving up to buy some new studio equipment)

Software Included:

Midi Sequencers

-Dr. T's KCS Omega Sequencer 4.0
-Master Tracks Pro 3.6
-Cubase 3.1 (Doesn't need a dongle)
-Hybrid Arts Edit Track Platinum 7.1
-Intelligent Music "M" Interactive Composing System
-Electronic Cow Midi Arpeggiator

Algorithmic Composers

-Electronic Cow Charming Chaos
-Intelligent Music Realtime Algorithmic Sequencing
-The Groove Analogue Sequencer Simulator
-KCS Tiger Cub

Synths and Sample Players/Processors

-Electronic Cow Scribble Additive Synth
-Electronic Cow EC-909 Drum Machine
-Electronic Cow Snippit Granular Synth
-Electronic Cow Squashit Sample Processor
-Electronic Cow Sound Chip Synth

Utilities

-NVDI 5.0
-HDDriver 7.8

Operating Systems

-Magic 6.1

SPECIFICATIONS
CPU: Motorola 68HC000 @ 8Mhz

RAM:
4Mb

ROM:
192Kb

Sound:
Yamaha 3 Voice PSG

Graphics:
320*200*16 (ST-Low) (Need external Monitor for this mode)
640*200*4 (ST-Medium) (Need external Monitor for this mode)
640*400*2 (ST-High)
512 Colour Palette (Need external Monitor for this mode)

Storage:
Internal 3.5" 720Kb FDD
Internal 3.5" 170mb HDD

Ports:
Mouse/Joystick Port
Joystick Port
Serial Port
Printer Port
SCSI Port (Internal HD, Type I SCSI only)
ACSI Port (External HD)
Monitor Port
Cartridge Port
MIDI In/Out

michel

1732. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 05:25:47 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl2abp3ob3m8c1@corp.supernews.com>
Source record: 43700
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
news:9ikva3ple1@nereid.worldonline.nl...
> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?
>
> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
> type of thing, you should be looking at the $20-35 level)

I, not a company or else, can by a 700mhz AMD processor for 24$.
That doesn't seem 'far too expensive' to me. Those processor rocks!

> As OS? (Linux is a dead giveaway, but there also other OS's out there)

Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

> Build in programming language? (please choose anything but Basic!)

Built in? Are you think stuff like in the 70's? Or you really want to put a C++ compiler in rom?!?!?

> Amount of memory? (RAM and ROM)

256meg RAM. 8K EPROM

> Graphic and Sound?

Geforce2

> Network capabilities? (internet capable)

100BT

> Plug in capabilities (remember you're making it as cheap as possible so
> modems, CD-Roms, HD's are all extras)

CDRW

> Video (TV? or Monitor?)

Video as option.

>
>
> Remember that the RETAIL price should be $300, so think in wholesale prices.
> The real costs should below $200 or even below the $150 level. You may

> presume that a million units would be manufactured so take volume discounts
> for components into account

Take a look at the XBox.

>
> Let's see what sort of systems people come up with.

Xbox.

Stephan

1733. FA: Atari SM124 Monochrome Monitor - NO RESERVE

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 05:28:56 UTC
From: michel@chromaticon.com
Message-ID: <3b6425e0.14082935@news.telusplanet.net>
Source record: 43701
Cross-posted to: comp.sys.atari.st,maus.sys.atari.hardware,maus.sys.atari.hardware

FA: Atari SM124 Monochrome Monitor - NO RESERVE

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255614522

Atari SM124 Monochrome Monitor - NO RESERVE
This is an original factory Atari monochrome monitor, manufactured by Goldstar for Atari. Supports the Atari Hi-Res standard of 640 x 400. Great for working on Atari apps like word-processors and midi sequencers.

It has a built in speaker, volume control, brightness control, and contrast control. It's in perfect shape and the screen has no discoloration at all:

The monitor has a standard 3-prong power connector and the power cable is included. The cable to connect to the computer is built-in and is in good condition (no bent pins).

michel

1734. FA: Atari SC1224 Color Monitor - NO RESERVE

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 05:32:01 UTC
From: michel@chromaticon.com
Message-ID: <3b672acb.15342448@news.telusplanet.net>
Source record: 43702
Cross-posted to: comp.sys.atari.st,maus.sys.atari.hardware,maus.sys.atari.hardware

FA: Atari SC1224 Color Monitor - NO RESERVE

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255615214

This is an original factory Atari color monitor, manufactured by
Goldstar for Atari .

(the faded spot in the middle of the screen is due to my digital
camera's inability to match the screen's sync)

It has a built in speaker, volume control, brightness control, and
contrast control. It's in perfect shape and the screen has no
discoloration at all:

The monitor has a standard 3-prong power connector and the power cable
is included. The cable to connect to the computer is built-in and is
in good condition (no bent pins).

michel

1735. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 06:43:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B513BA4.77891EEA@seimet.de>
Source record: 43703

Lonny Pursell wrote:

> Yes it's wrong, but I'm only refering to HD Driver.
> You got my initial money for version 7 something but I
> won't sink no more $ into it. It is your outlook that I am specifically
> unhappy with, especially from someone trying to sell a product.
> Frankly I don't know why you bother.
> Don't like my way of thinking? Fine we are even on that.. life goes on.

So you don't want to hear the truth on how the Atari market looks like.
Instead you prefer to belive in (as Dennis correctly explained) in
vapourware like machines with non-existing processors instead of
software that is obviously still supported. That's digging one's own
grave.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1736. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 06:47:14 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B513C72.EFE3EBA3@seimet.de>
Source record: 43704

Lonny Pursell wrote:

> If the Hades had a lower price tag everybody and their brother would
> have one. I don't get the "specific apps" for these machines arguement.

Have it ever occured to you that the hardware required for the Hades is
simply expensive and that's why the Hades has to be quite expensive too?

> It's a price issue, always has been. You hit the right price and it
> would not matter what apps are out there it would sell. A hades makes
> CAB fly, I've no speed complaints with CAB. Maybe a browser with
> proper Javascript would run better on a Hades, but I've seen it
> done on a 030 Amiga. If that slow thing can do it there is no
> reason why an 030 Atari can't. Could someone please tell me
> what these specific apps for Hades and Milan are that never appear?

So why don't you buy an Amiga then? I'm serious with this question. You
say the Hades is too expensive and the software you want is running on
the Amiga.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1737. Re: [SEARCH] AHDI 3.00

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 06:47:54 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B513C9A.9FA0ECF5@seimet.de>
Source record: 43705

Lyndon Amsdon wrote:

> Well, I guess the only ppl to have this is some of the Atari old timers!
> I supprised though that the newer versions aren't backward compatible with
> v3.

They definitely are backward compatible.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1738. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 08:13:21 UTC
From: publish@welshnet.co.uk
Message-ID: <3b51502d.1521049@news.cis.dfn.de>
Source record: 43708

On Sun, 15 Jul 2001 01:45:33 +0100, "Gill Bates" <myarse@myarse.co.uk>
wrote:

>just wondering how many on here are owed Magazines or refunds from
>http://www.cix.co.uk/~stclub/
>
>stclub@cix.co.uk who have taken subs a while ago and not delivered the
>goods

Well I'm owed three mags.

I contacted Paul Glover about 8 months ago to let him know my new
address and he replied syaing that the second issue of the mag was
almost ready to go!

Since then absolute zilch.

Not a very good situation.

:-(

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

1739. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 09:21:34 UTC
From: blahh@blahh.com
Message-ID: <3b5148ee.3790385@news.madasafish.com>
Source record: 43709
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Personally I'd like to go for £400 to allow for inflation (my a1200 cost me £330 in 94'), but for the sake of arguement I'll stick to the 300.
OS: QNX other than NASA no body seems to have picked it up as a serous concern, so they maybe more acceptive as a partner in the project.
Proccessor: Probebly a Strong ARM or similiar, they seem very light weight and shouldn't cause over heating, either that or a Hitachi proccessor 1 step up from that of the dreamcast should be ok.
Graphics: I'll got out on limb here and say the ati128 as it is happy in both TV and monitor setups.
Sound etc: a cheap media proccessor, allows plenty of playing about by hobbyists so should be good enough.
Media/storage: some sort of CDrom and a 4 to 8 gig HD depending on whats cheapist.
Memorey: probebly ddr as its not that much more expensive than standard sdram and I'm not convinced that sdram will be around for much longer. Also allows better perfomance for the graphics and media.
ports: 4 usb, 1 network connection
Ideally you want all this on one mircoatx compatible board in a dvd/vcr style box, this way you can refit it in a tower case if you so wish.
keyboard and mouse.
no tv or monitor, buy your own you cheap skate I had to in 94' why should I give you one now :P

On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote:

>For the sake of argument let's suppose you could design a next generation
>$300 homecomputer. The goal is to make a userfriendly machine for general
>use and for hobbyists. How would such a system look?
>
>CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>type of thing, you should be looking at the $20-35 level)
>As OS? (Linux is a dead giveaway, but there also other OS's out there)
>Build in programming language? (please choose anything but Basic!)
>Amount of memory? (RAM and ROM)
>Graphic and Sound?
>Network capabilities? (internet capable)
>Plug in capabilities (remember you're making it as cheap as possible so
>modems, CD-Roms, HD's are all extras)

>Video (TV? or Monitor?)
>
>
>Remember that the RETAIL price should be $300, so think in wholesale prices.
>The real costs should below $200 or even below the $150 level. You may
>presume that a million units would be manufactured so take volume discounts
>for components into account
>
>Let's see what sort of systems people come up with.
>
>

1740. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 09:28:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107150916020.154-100000@localhost>
Source record: 43706

> So why don't you buy an Amiga then? I'm serious with this question. You
> say the Hades is too expensive and the software you want is running on
> the Amiga.

Lonny did not say that.. He said that its not true noone wants Hades/Milan (he has Hades, we have Milan), he said its not cheap so ppl dont affordit widely, but machines still sells. And about Amiga: he statet that he seen Java working on Amiga 030 (50mhz ACC) as so there is NO reason it couldnt be done on 030/040/060 Ataris.. U on other hand, efectively bash and spit on any attempt of even talking about new projects, or simple poll.. So id rather ask u, why are u still here, on dead platform (your words, not mine). And also as we speak, some preety serious software is developing, big project, also good "accepted" by press (test version)..

Believe me, we know dead well where Atari is today, how alive is, and we dont dream about some ressurection.. But we DO love this platform, and noone cant stop us talking about it.. And u may deny all that, call use idiots, dreamers, explain for any projects how stupid and impossible is to do it.. without dreamers and ppl who arent, as u say for yourself, realistic, most inventions wouldnt be done.. Wright brothers were bashed and calling names, but hey, planes today reach mach3 and fly high and long!

Last world: in 800XL scene, same ppl (say stupid, dreamers, off reality) did preemptive mtasking os, scsi drivers, RAM expansions, accelerators.. Iwe seen such machines, all i can say is, im amazed, i respect those guys a LOT! And as we speak, rumours says HTML parser IS developing for XL.. (and before u start laughing: im sure its better and faster as todays big hit, WAP ;)

Janez

1741. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 09:31:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995266204-34153AEicMi@cwcom.net>
Source record: 43676

From: xlator@cix.compulink.co.uk
Date: 14 Jul 2001 20:37:33 GMT

Hi Peter,

>2-in-1 is most useful and flexible - takes all the hard work out
>of passing parameters. In addition it offers the choice of most
>of the common unpaackers, not just ZIP.

Although 2-in-1 is arguably the easiest (un)packer shell, it won't handle long file names. Look instead at ARCview or the (un)packer Scripter scripts supplied with jinnee. I will say that ARCView is a work that needs completion however, as the last version I downloaded could only add files to a previously existing archive (unpacking is fine).

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1742. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 09:32:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995266208-34673AEicMi@cwcom.net>
Source record: 43677

From: "Gill Bates" <myarse@myarse.co.uk>
Date: Sun, 15 Jul 2001 01:45:33 +0100

>just wondering how many on here are owed Magazines or refunds from
>http://www.cix.co.uk/~stclub/

Yep, me. I paid 15UKP for a sub when the new-look mag was published and got only one issue. I doubt very much if there will be any refunds after all this time though!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1743. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 10:26:26 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.snmihlal@localhost>
Source record: 43710

Uwe Seimet wrote:

> So you don't want to hear the truth on how the Atari market looks
> like. Instead you prefer to belive in (as Dennis correctly explained)
> in vapourware like machines with non-existing processors instead of
> software that is obviously still supported. That's digging one's own
> grave.

It is pretty obvious that having an open mind towards new projects (both hardware and software) is not preventing anyone from supporting existing software, but that is clearly not the issue here. Why is it so damn important to you to discredit projects you don't believe in yourself? Of course there are projects that I too might think has less chances than others, but I leave it up to them to prove me wrong. I won't turn into a prophet of doom...

We all know things are not looking good for the atari platform, that is true and noone is denying that. But is it better to burst all energy into preaching what can't be done and what will fail, instead of supporting the efforts that are made? As for the browser talk, it will be no easy task to fulfill such a project but I wish anyone taking on that mission all the best.

I don't know about others, but I'd rather be a dreamer with some hope left, than putting my efforts into trying to convince people nothing can't be done. As stated before, you are entitled to your opinion, just remember that an opinion is not automatically the truth. Even if it is yours.

/Joakim

1744. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 11:39:56 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107150735090.85-100000@Hades060>
Source record: 43730

On Sun, 15 Jul 2001, Uwe Seimet wrote:

> So you don't want to hear the truth on how the Atari market looks like.
> Instead you prefer to belive in (as Dennis correctly explained) in
> vapourware like machines with non-existing processors instead of
> software that is obviously still supported. That's digging one's own
> grave.

Not at all. I believe his report about Droconis not working
as advertised, he had it in his hand it don't work.
That's a valid complaint. What I don't understand is why people
such as yourself prefer to not move forward at all, it's as if you
prefer to see things fail. I do not believe each and every
thing I hear, if it shows fine, if it don't fine. But why
beat things down before they even get of the ground?
Should a developer look here they will start to think why
bother... I don't see such discussions helping matters at
all.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1745. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 11:44:49 UTC
From: Julian Cassin <ninjaturtle..REMOVETHIS..@optushome.com.au>
Message-ID: <Rmf47.7396$A5.20303@news1.eburwd1.vic.optushome.com.au>
Source record: 43711
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Amiga 1200?

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010713122152.26976A-100000@compass.oregonvos.net...
> On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>
> |For the sake of argument let's suppose you could design a next generation
> |$300 homecomputer. The goal is to make a userfriendly machine for general
> |use and for hobbyists. How would such a system look?
>
> A box with a whole bunch of ports that all looked like 'phone jacks'
> and was intelligent enough to tell the user (with a speech synthesizer)
> what was available at each port. If you needed to pass through more
> data than usual, just use more phone jacks. Yep, phone jacks all
> over the place. Just about *anybody* can figure out how to plug jacks
> in. But it is very human to plug the wrong things in to the wrong
> sockets, so use the speech synthesis to tell him what's wrong. Oh,
> and the audio ins and outs would be through phone jacks, too.
>
> And when it powers up properly, and is sufficiently initialized, says
> something like "Computer Okay."
>

1746. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 11:46:17 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107150740450.85-100000@Hades060>
Source record: 43726

On Sun, 15 Jul 2001, Uwe Seimet wrote:

> Have it ever occured to you that the hardware required for the Hades is
> simply expensive and that's why the Hades has to be quite expensive too?

I don't question why it is expensive, I KNOW IT IS. duh...
I said it's not a software issue that keeps it from selling.

> > It's a price issue, always has been. You hit the right price and it
> > would not matter what apps are out there it would sell. A hades makes
> > CAB fly, I've no speed complaints with CAB. Maybe a browser with
> > proper Javascript would run better on a Hades, but I've seen it
> > done on a 030 Amiga. If that slow thing can do it there is no
> > reason why an 030 Atari can't. Could someone please tell me
> > what these specific apps for Hades and Milan are that never appear?
>
> So why don't you buy an Amiga then? I'm serious with this question. You
> say the Hades is too expensive and the software you want is running on
> the Amiga.

Because every Amiga at the same clock speed is slower, infact
I seen an 060 amiga, utterly not impressed. So to get any
speed you have to fork out over 1200 USD for ppc board, which
has little if any real software, and some serious bus speed
limitaiton. Plus amiga os is butt ugly and I never really
liked it.

Why don't you get one? You are so unhappy...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1747. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 11:52:12 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107150750520.85-100000@Hades060>
Source record: 43727

On Sun, 15 Jul 2001, Dennis Vermeire wrote:

> What brought this on?
> I've probably misunderstood your reaction, but it seems to me this truly
> is a blow below the belt.... what on earth has the future development of
> HDDriver got to do with this thread?
> Why isn't Uwe allowed to air his opinion? if everyone here would react
> like you do then we force Uwe to stop posting here. It seems to me that
> this is a subtle way of blackmail: shut up or... :-/

Bite me. Can't comprehend or follow the thread not my problem.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1748. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:25:13 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl3bjci03pvg5d@corp.supernews.co.uk>
Source record: 43721

<xlator@cix.compulink.co.uk> wrote in message
news:9i030i$ah7$1@plutonium.compulink.co.uk...

> A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
> normally with a hi rez monitor. He needed to give a demo on a TV
> via SCART, but luckily came to me first to try it out. I found
> that while his setup worked fine on hi rez, when I tried it on the
> TV in both med and low rez CAB started to load but stuck during
> the small 'Loading xxx' dialog each time.

I seem to recall that on installation of CAB a suitable resource file is
installed, did you select an appropriate resource file for CAB when you
changed mono/colour?.

>Only after using the Sebra hi-rez emulator did it work properly.

I think this is a clue!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1749. Re: I want to buy an Atari Facon

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:41:45 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl3bjds9bs515e@corp.supernews.co.uk>
Source record: 43722
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

"CO" <et@seti3.com> wrote

> Looking for a good Falcon for a good deal.

There's never been one built!. :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1750. Re: [ANN] History of shareware

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:47:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl3bjf7a3pdf60@corp.supernews.co.uk>
Source record: 43723

"Pascal Ricard" <paricard@free.fr> wrote

> An history of shareware have been written by Europe Shareware,

I must remember to read this, sounds like it could be interesting.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1751. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:53:30 UTC
From: Beyonder <beyonder@vrx.net>
Message-ID: <rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com>
Source record: 43712
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

You people are insane.
for $300 you can get a high end pentium 3 system, loaded.
for $100 more you can get a high end 1.4gig system, loaded.
and these are retail prices! that doesn't include monitor, but who
cares?

get with the times.

B
On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>|
>||For the sake of argument let's suppose you could design a next
>||generation $300 homecomputer.
>
>Well, I'd like to have the stripped down version priced at $150.
>
>||The goal is to make a userfriendly machine for general use and
>||for hobbyists. How would such a system look?
>|
>|A box with a whole bunch of ports that all looked like 'phone jacks'
>|and was intelligent enough to tell the user (with a speech synthesizer)
>|what was available at each port. If you needed to pass through more
>|data than usual, just use more phone jacks. Yep, phone jacks all
>|over the place. Just about *anybody* can figure out how to plug
>|jacks in. But it is very human to plug the wrong things in to the
>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>
>And what's right. You see, that's part of the initialization
>procedure. For instance, if the Box ends up saying "Waiting for
>Port 1 Jack" the user knows that something is up right there.
>
>|Oh, and the audio ins and outs would be through phone jacks, too.
>
>Yep, phone jacks all over the place.
>
>|And when it powers up properly, and is sufficiently initialized,
>|says something like "Computer Okay."
>

>As for speech recognition, or maybe just whistle recognition, that's
>a whole 'nother ball o' wax. The manufacturer would be shooting
>himself in the foot if he requires the user to input data (er, ah,
>select games or applications) by whistling.

1752. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:56:48 UTC
From: william strutts <wrstrutts1@home.com>
Message-ID: <Aih47.13959$JN6.2867413@news1.rdc1.mi.home.com>
Source record: 43713
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B

I don't think so. Maybe for around $600 you could
do that. What world do you come from anyway. The
gigahertz processors cost over $1000 in the store in
a built system. The processor alone would cost a couple
hundred retail.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

1753. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 13:57:17 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl3bjggko5ol61@corp.supernews.co.uk>
Source record: 43724

Hi Gill

"Gill Bates" <myarse@myarse.co.uk> wrote

> just wondering how many on here are owed Magazines or refunds from
http://www.cix.co.uk/~stclub/

> stclub@cix.co.uk who have taken subs a while ago and not delivered the
goods

I've had money 'STOLEN' by this crew, cheque was cashed, no goods or
explanation supplied..

I took the conscience dig that they were in trouble and re-subscribed, after
I'd previously dropped my sub due to its drop in standard and content. I
sent a cheque and received nothing. I know of 2 other persons who've also
suffered 'theft' at the hands of STCLUB but I'll leave it to them to decide
if they step forward.

I had a friend watch a message he forwarded to the purveyor, he confirmed
that it was 'collected', amongst others. (CIX apparently allows monitoring
of delivery of messages). So much for the guarantee.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1754. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 14:01:09 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com>
Source record: 43714
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:

>You people are insane.
>for $300 you can get a high end pentium 3 system, loaded.
>for $100 more you can get a high end 1.4gig system, loaded.
>and these are retail prices! that doesn't include monitor, but who
>cares?
>
>get with the times.

And where exactly can we get prices like that?

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

1755. MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 14:04:31 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9is7tc$7rs$1@uranium.btinternet.com>
Source record: 43716

Just wondered, is it possible to get both the MEGA ST and the MEGAFILE into the same shell ?

This was just an idea that spring to mind as ye olde Megafile is taking up quite a bit of room :)

JonG

1756. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 14:08:49 UTC
From: william strutts <wrstrutts1@nospamhome.com>
Message-ID: <Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com>
Source record: 43715
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
>
> >You people are insane.
> >for $300 you can get a high end pentium 3 system, loaded.
> >for $100 more you can get a high end 1.4gig system, loaded.
> >and these are retail prices! that doesn't include monitor, but who
> >cares?
> >
> >get with the times.
>
> And where exactly can we get prices like that?
>
>
Exactly.

--
--
William R. Strutts - wrstrutts1@home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

1757. Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 14:19:34 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b51a676$0$24131@news.zetnet.co.uk>
Source record: 43717

Hi all!

Can someone point me in the direction of an ftp site or direct download of
the latest Ghostscript?

I've tried the official site at

http://godel.ph.utexas.edu/Members/timg/gs/gs.html

and tried all the links there, but couldn't find it. I've also tried
chapelie to no avail.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1758. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 15:03:12 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9isba0jjc1@front3.grolier.fr>
Source record: 43725

Hello James !

> Can someone point me in the direction of an ftp site or direct download of
> the latest Ghostscript?
>
> I've tried the official site at
>
> http://godel.ph.utexas.edu/Members/timg/gs/gs.html
>
> and tried all the links there, but couldn't find it. I've also tried
> chapelie to no avail.

FTP site of Ghostscript:

ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript
ftp://atari.archive.umich.edu/atari/Gnustuff/Tos/Ghostscript
ftp://src.doc.ic.ac.uk/packages/atari/umich/Gnustuff/Tos/Ghostscript
ftp://info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive/atari/Gnus
tuff/Tos/Ghostscript

Ghostscript 3.12:

gs312b.zoo - The Atari 68000 executable for Ghostscript 3.12 and the minimum
array of support files and fonts required for Ghostscript to work properly.
Everyone who uses Ghostscript needs this archive.

gs312s.zoo - Atari-specific source code for Ghostscript 3.12. You will need
this file if you want to modify and recompile Ghostscript, or if you want to
compile it with different compiler flags or for different machines. You will
also need to obtain the remainder of the source code from a gnu distribution
site. Be aware that it is a major effort to compile Ghostscript on Atari
machines unless you already have an extremely reliable unix-like
(multitasking) setup. In any case, a good deal of time and disk space are
required.

ps_picts.zoo - This is an archive containing some PostScript programs which
can be displayed and printed using Ghostscript.

Older Versions of GS:

Ghostscript 3.12 has not yet been compiled for 68030/68881 machines (at
least that I am aware of). The following older versions may still be found
on Lifshitz:

gs020881.zoo - This contains an executable of GS 2.61 compiled for the 68030
and the 68881 coprocessor, intended for the TT. This executable needs the
support files in the gs261b.zoo archive. It will not run on machines which

do not have a coprocessor.

gs68020.zoo - This is an executable of 2.61 for 68030 machines without coprocessors, namely, most Falcons. It requires the support files in gs261b.zoo.

gs68881.zoo - This executable of 2.61 supports 68000 machines with 68881 coprocessors. This should include upgraded ST, and STE machines. The support files from gs261b.zoo are required to use this program.

gs301bt1.zoo - 68000 beta executable for GS 3.01 along with some ASCII and PostScript help files. The start-up PostScript support files are compiled into this version, so you don't need those. Three fonts (Courier, Times-Roman, and Charter-Italic) are also compiled into the executable.

timetest.txt - Some benchmark tests for Ghostscript 2.61 on various Atari machines.

GemGS:

gemgs13.zoo - Source and executables for a GEM shell for Atari Ghostscript. Many of the features of GemGS have now been incorporated into Ghostscript itself, but some people may still find GemGS useful. Version 1.3 was written for Ghostscript 2.5, which could not yet redirect text I/O to a window. For this reason, GemGS forcibly suppresses most text I/O when "Windows" is selected. If GemGS is used with GS 2.61, the "Windows" option should be turned OFF. Windows will still be used, but GemGS will not attempt to suppress all text I/O. I hope to update GemGS soon.

Utilities:

vr_t_fix.prg - This auto-folder program fixes a bug in GEM system software which causes the vr_trnfm() routine to fail on large images. This bug can bite if you are viewing images on the screen at > 150 dpi. The characteristic result of this bug is a scrambled but somewhat recognizable image.

Good stuff :-)

--
Paul.
paulcaillet@altern.org

1759. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 16:43:14 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51C822.61C15618@seimet.de>
Source record: 43731

SWE/YesCREW wrote:

> Believe me, we know dead well where Atari is today, how alive is, and we
> dont dream about some ressurection.. But we DO love this platform, and
> noone cant stop us talking about it.. And u may deny all that, call use

I did not try to stop anybody from talking. But there are other who
don't like criticism in this group.

> idiots, dreamers, explain for any projects how stupid and impossible is to

I have never called anybody an idiot. You should think more carefully
before writing.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1760. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 16:45:45 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51C8B9.F100CC38@seimet.de>
Source record: 43732

gokmase wrote:

I don't discredit projects. I just say that I don't believe in the
success of certain projects and have given arguments for it.

> I don't know about others, but I'd rather be a dreamer with some hope
> left, than putting my efforts into trying to convince people nothing
> canï¿½t be done. As stated before, you are entitled to your opinion, just
> remember that an opinion is not automatically the truth. Even if it is
> yours.

Of course not. But I never said my opinion was the truth. But the truth
are facts like non-existing processors.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1761. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 16:51:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51CA24.CC66B8F8@seimet.de>
Source record: 43733

Lonny Pursell wrote:

> Not at all. I believe his report about Droconis not working
> as advertised, he had it in his hand it don't work.
> That's a valid complaint. What I don't understand is why people
> such as yourself prefer to not move forward at all, it's as if you

If I wanted not to forward at all there would not be any new versions of my software and I would not support it anymore. It it obvious that the opposite is the case.

> prefer to see things fail. I do not believe each and every

I do not prefer thing to fail but prefer to realistically evaluate a project. And a project where the initiators claim not to announce something before it is available looks not realistic at all after they did exactly the opposite, i. e. making announcements that now appear more than absured with the core of their hardware not being produced at least for one year. Please, think about what it really means to announce a machine without its processor being available for at least a year.

> Should a developer look here they will start to think why
> bother... I don't see such discussions helping matters at
> all.

Those who develop for the Atari know very well how to evaluate the market situation. Haven't you noticed that there are hardly any developers in this group at all?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1762. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 16:56:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51CB34.F6182A86@seimet.de>
Source record: 43734

Lonny Pursell wrote:

> Because every Amiga at the same clock speed is slower, infact
> I seen an 060 amiga, utterly not impressed. So to get any
> speed you have to fork out over 1200 USD for ppc board, which
> has little if any real software, and some serious bus speed
> limitaiton. Plus amiga os is butt ugly and I never really
> liked it.
>
> Why don't you get one? You are so unhappy...

Why should I? It's you who advertized for the Amiga, not me. I'm perfectly happy with my Linux machine. Power without the price is a term that was once true for the Atari. Today the platform that comes closest to it is a Linux box. And if there were improvements of Atari emulations like STonX you could even run Atari software very well and with high speed. Some people prefer waiting for expensive hardware, which will finally not make it to the market, instead of concentrating on improving software projects like STonX.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1763. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 16:59:26 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51CBEE.1F1C9A33@seimet.de>
Source record: 43735

Jon Gibbins wrote:
>
> Just wondered, is it possible to get both the MEGA ST and the MEGAFILE into
> the same shell ?

I don't think so. The Megafile hard disk drives are 5 1/4 inch drives,
which will not fit into the case of the MegaST.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1764. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 17:00:33 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3j288mkhv3be@corp.supernews.com>
Source record: 43736
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I dont think you can build a 1gig p3 system for 300$ even if you play with rebates and get alot of the compnant for near free.
Your best bet is with a 700mhz AMD. <300$ will get you the MB (100BT ethernet, 3d audio, 2d/3d 128bit video, usb, etc, etc..) <70$,
700mhz processor <25$, 10gig HD ~70$, 256meg PC133 <25$, case/250W & keyboard/mouse/speakers ~40$, floppy/CD would be
under 50$. So like 280$ in single quantity shopping online.
Contrary to people beleif its not hard for MS or Sony to build 300$ console and actualy make some money on that initiale sale.

I personaly think a 700mhz duron kick any other processor even half its price. How much for a 14mhz 68020ec?
You are probably better off running UAE on this sub 300$ system then on a basic a1200.

Stephan

"william strutts" <wrstrutts1@nospamhome.com> wrote in message
news:Rth47.13964$JN6.2872773@news1.rdc1.mi.home.com...
> "Woody" <mark.woodmass@nospam.ntlworld.com> wrote in message
> news:0c83ltsv9j9v4l4iohirrpaocmb0dsajji@4ax.com...
> > On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder <beyonder@vrx.net> wrote:
> >
> > >You people are insane.
> > >for $300 you can get a high end pentium 3 system, loaded.
> > >for $100 more you can get a high end 1.4gig system, loaded.
> > >and these are retail prices! that doesn't include monitor, but who
> > >cares?
> > >
> > >get with the times.
> >
> > And where exactly can we get prices like that?
> >
> >
> Exactly.
>
> --
> --
> William R. Strutts - wrstrutts1@home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
>

1765. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 17:08:30 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl3jh6eei0lq04@corp.supernews.com>
Source record: 43737
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The problem is with the apps and general UI system.
Dont know if its still the case, but getting to use an app,
was getting to know the programmer mind under unix for each and every app.
With OSX if you learn how to open a file in one app, great chances more then
that app will use that method.
I overhead people today in a store discovering why they PC with one click cd burning
was not working... they put the original cd in the CDRW and the blank in the DVD player.
Under linux it doesn't take much to have mass user be lost to the point that they need
human assistance. Would you be ready so offer this support to millions ?

Having a user friendly OS is more then having a tweaked kernal on a CD.

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
news:j8eukts68qfrh1lo3flmkgpe1ufpqcanbt@4ax.com...
> On Fri, 13 Jul 2001 08:50:18 +0200, "LordDaha" <look@signature.com>
> said:
>
> >"Bob Retelle" <bobr1@provide.net> wrote in message
> >news:dcpskt8o93grt93kd0qpr9q3mt95oacsqk@4ax.com...
> >>
> >> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >>
> >> Gak. You said "userfriendly" up there. Linux is out. Waayyyy out.
> >
> >Weird. I think you should check out a recent Linux distribution.
>
> I've been using and sysadminning Linux for the past few years, and
> none of the distributions I've tried have been sufficiently
> idiot-proof to put in a consumer device*. However, that doesn't mean
> that one couldn't be created.
>
> Now that I've been using it for a couple of weeks, this 'ere Debian
> box behaves perfectly. I can and do use it as an appliance sometimes,
> and at other times - well, there's all the other goodies there so I
> can hack away.
>
> I turn it on, and, after a minute or so, I'm at a graphical login. I
> log in and I have a desktop, with common applications already on the
> desktop and less-common applications in a small drop-down menu. The
> Gnome panel across the top has a clock, a battery meter, and a
> shutdown button, (and cos I'm somewhat more of a 'power user' than
> what we're targetting, it has virtual desktops, task lists, etc as

> well). It all 'just works'. And because the important config files
> are protected, dumb users can't just break it. I have to explicitly
> make myself root to break it.
>
> * - nor is Windows. How many consumer devices do you have to go
> through umpteen arcane menus and options to do something trivial? Not
> even my VCR is as badly designed as Windows.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

1766. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 17:54:45 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107151334340.84-100000@Hades060>
Source record: 43651

I'm not reading any of this stupid thread anymore. If you cannot
figure out the difference what is an "example" and what is
said as a comparison. You are an idiot. (uwe) You may be good
coder but you also make a VERY good moron. Be happy in
your doom to all things Atari outlook...

Reply all you like I won't read it, be as negative as you like
I won't see it... I still may post from time to time an announcement
here, but that is all. I discovered this forum is geared more
towards anti-progress and people who wish things to just stand
still or go completely to hell.

If someone needs to contact me for anything see my signature.

I NO LONGER READ THIS NEWSGROUP.

I scan my mail via headers, so anyone who mails me wanting
to complain or such don't bother as I will purge the mail
from my server unread...

I also urge anyone who sees such negative posts, to simply
start ignoring them. If you are a developer DO NOT take
anything you see here serious. The polls speak for themselves
regardless of all the negative stuff said about them.

Later... much later!

Also I think MagiC is CRAP! That is why I don't us it and will
never use it. That was for Dennis. lol

And to Martin, (q-funk) do me a favor and sell the remaining TT
and move on... you'll sleep better at night.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

1767. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 17:55:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b51e6da56016e0@pandora.be>
Source record: 43739

on Sun 15-07-2001 18:08 SWE/YesCREW wrote:

>Well i spent 20 mins (with some help) and did chapelie script. By
>typing "chapelie" and nothing more, greed connects, dl
>"new-this-week.txt" file, then paths are extracted and greed dl all news
>from this week.. This is one simple example of CLI power. U type one
>command, and u may go back to AES and do whatewer u want, and in few
>minutes u have all news from FTP site.

Please note that due some severe problems on the server I use
this-week.upl now. Don't worry the problems doesn't affect the
working of the server (yet).

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1768. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 17:56:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b51e6da56016e1@pandora.be>
Source record: 43740

on Sun 15-07-2001 02:45 Dennis Vermeire wrote:

>From: SWE/YesCREW <jvalant@m42.cx>
>Date: Fri, 13 Jul 2001 20:04:54 +0000
>
>Hi Janez,
>
>First of all, please read my reply again. For some reason you seem to think
>I'm having a bash at MiNT users...

Are you sure about this?

>>>*Most* of the STIK/STiNG clients are inferior to the IConnect clients,
>>>prove me wrong if you like... IMO except for Okami there is nothing out
>>>there that even comes close. Like I said: why settle for second best?

ROTFL: ASH mailer can't even quote properly.

>More and more I get the impression that in this newsgroup liking commercial
>software isn't appreciated...

I don't have anything against commercial software, I have spent
(and still spending) quite some money on commercial app *BUT* I
dislike commercial soft which is still on sale although the
vendor perfectly knows that the developement is stopped. I won't
give one EUROcent on apps like MagiC, Chatter, ASH Emailer etc.
The worst is that they even won't release the sources. People
are begging for the release of Cab but no they just don't give a
damn for their former clients.

>need to be anything flashy, just functional. Some docs in STG or UDO format
>compiled as a HYP file would also be a great help...

What's wrong with the man's. I like them.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1769. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:01:10 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b51da66$0$24132@news.zetnet.co.uk>
Source record: 43741

Hi Paul!

>> Can someone point me in the direction of an ftp site or direct download of
>> the latest Ghostscript?
>>
>> I've tried the official site at
>>
>> http://godel.ph.utexas.edu/Members/timg/gs/gs.html
>>
>> and tried all the links there, but couldn't find it. I've also tried
>> chapelie to no avail.
>
>FTP site of Ghostscript:
>
>ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript
>ftp://atari.archive.umich.edu/atari/Gnustuff/Tos/Ghostscript
>ftp://src.doc.ic.ac.uk/packages/atari/umich/Gnustuff/Tos/Ghostscript
>ftp://info2.rus.uni-stuttgart.de:/afs/umich.edu/group/itd/archive/atari/Gnustuff/Tos/Ghos
tscript

As I said above, I've tried ALL these links but they don't work.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1770. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:03:05 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com>
Source record: 43738
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.
>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.
>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.
>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?
>
>Having a user friendly OS is more then having a tweaked kernal on a CD.

This is simply Microsoft inspired FUD from someone who hasn't used a
modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
of this propaganda.

--
Bill Hoggett

1771. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:08:22 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107151718380.181-100000@localhost>
Source record: 43729

On Sun, 15 Jul 2001, Dennis Vermeire wrote:

> I didn't say that they these apps aren't nice or are rubbish. I said they
> were inferior to the IConnect clients...
> The two named programs can't compete feature wise with Fiffi and Chatter,
> you may argue that you don't need all the features... fine. The IConnect
> clients all have the same look and feel, are optimised to work together and
> use the MagiC AES to it's full potential and in addition they are also
> GemScript clients... and yes they are commercial, so what?

Well i wont agree on this.. Airc runs nicely, its builtin AV things are
very nice, with StringServer even more powerfull. Problem is: Airc by
doubleclicking nick and ftp can call ANY specified FTP application, not
like in Magic case ASH only.. And Aftp is in my eyes best FTP client,
especaly cause its VA and drag n drop abilities, like calling defualt
packer if ZIP is clicked, draging files.. Again, bare in mind, those apps
will run with any client, not only with ones from same company and
comercial. I hope u see my point...

> More and more I get the impression that in this newsgroup liking commercial
> software isn't appreciated...

Well software which act like Microsoft is not indeed.. ASH clients
works only with other ASH clients and they are all commercial... Not to
mention that u must pay if u want to run stik/sting apps, which are most
free.. So u buy OS, apps and if thats not enough, go any pay if u want to
use 3rd party appy.. Worse as M$. U dont need to pay, if u want run FREE
PC program.. MiNTnet for example offers FREE stik/sting and Draconis
translators.. Not to mention that iwe seen with my own eyes, that ASH in
CAB 2.x manuals says that only IConnect offers pppd, that not even MiNTnet
have pppd and that Sting/Mintnet ovls are not free, which is clearly damn
lie.. Yes u re right, i dont like such apps and attitude!

> The concept of IConnect is to offer an easy and reliable dialup connection
> on stand-alone computers, nothing more nothing less. Time and time again the
> argument is used that IConnect can't handle local network etc... it doesn't
> have to, since it hasn't been programmed for that purpose. Is this really so
> difficult to grasp? BTW: are you 100% sure that IConnect isn't capable of
> adressing local networks ? Sven once tossed a few suggestions my way about
> editing the files in the ETC folder.... all that's needed is a driver to
> adress the ethernet card and before you know it....

Im not sure, even more, with proper modules is probably easy to
achieve, but without deamons and drivers for NFS, or http/ftp servers etc
aint possible.. And there unix *CRAP* helps a lot. And i just cant stand
that someone say unix is CRAP (well mint fals here) and "why be so stupid

to seetle with 2nd best (to magic)".. Unices can do so much more as
Magic..

> >I sure cant do that.. Why would Unix apps bare in mind specific Atari
> >protocols?
> Because they run on a Atari damn it... it took years before the mainstream
> programmers agreed upon and implemented the above mentioned protocols. These
> ported Unix apps teleport us back to the late eighties, Sorry Janez, but
> I've been spoilt in the mean time...

I like Atari protocols as u do, thats why i love N.AES/Thing combination
a lot. But i will not deny apps which can improve my system (and they run
as addon, u dont need to exit AES) with stuff we can't do, and many of
things i did write were daemons.. with NFS i can drag file from remote TT,
pals Milan (with NFS) located far from me, anywhere i want, so ALL
protocols remains! To clear all, im not defending MiNT as OS here, im
defending unix *CRAP* here, and to show that maybe stuff 2nd to Magic have
their racing horses to show! I wana say that NON Magic system may be VERY
VERY good, if not better.. Sorry, but im willing not to use 2-3 apps (let
say fiffi and chatter) if i may gain things like NFS, and whole word of
Unix possibilites at same time with AES..

> I can switch between TOS, MagiC and MiNT whenever I like. If I need to run
> an application that needs MiNT then I boot up MiNT. I really can't see one
> reason why someone would need to waist his/her precious time porting that
> application so it could be run under MagiC.

Well why change? I bet u would love NFS (i keep to it cause its easy to
explain and offer a lot). U would love it even more, if able to run your
belowed apps (Magic only) as well.. I dont see nothing wrong here.. And
for all those things MiNT net is best TCP/IP stack, its most complete and
apps do NOT require porting! Take MiNT daemon, copy it in proper dir and
enjoy it with Magic.. Why rebooting, have 10 OS-es etc? To balance this,
id love to have "single task mode" in MiNT, and would be glad if easy
solutionm such as MagicNET would exist..

> Every new version of MagiC contained a lot of adaptations to make it more
> compatible with MiNT... if the MiNT developers would have gone through the
> same trouble we might have had at this point in time two more compatible and
> better OS's... the improved MiNT compatibility is at GEMDOS level, so don't
> get your hopes up to high...

Im not, i dont hate Magic or ppl who use it.. Those improvements will
help using MiNTNet handling, and hopfuly UnixFS systems handling, so Magic
users will be able with as little pain possible, to use certain Unix
resources (daemons etc) and expand things.. Why developing own NFS etc,
maybe even making it commercial, if stuff exist, works good?

>
> Let's say I don't wanna start typing and memorising meaningless commands all
> over again, just for the sake of it.

Well i spent 20 mins (with some help) and did chapelie script. By
typing "chapelie" and nothing more, greed connects, dl
"new-this-week.txt" file, then paths are extracted and greed dl all news
from this week.. This is one simple example of CLI power. U type one
command, and u may go back to AES and do whatewer u want, and in few
minutes u have all news from FTP site.

> because nearly everyone here uses it...
> True...one doesn't have to be very smart to type <unzip filename>, but where
> will the unpacked archive end up? Suppose it contains 100 files and a couple
> of folders... what if I only need three files which are nested in folders
> three levels down from that archive? One doesn't need to have a master degree
> but let me assure you that a couple of mouse clicks to achieve the same thing
> is *much easier*.

Yes i agree here. I never claimed cli zip is easier as gui
version. Depacking only, or depacking all files to certain dir is
easy. Depacking certain files to certain paths is lot harder, but u still
can let say depack all in one dir and then copy them..

> Does the word "user friendly" means anything to you? someone new to this
> platform will be able to use the shell within a few minutes... one of the
> reasons the Atari became a huge success was because its user friendly GUI
> and applications, TTP's are the opposite of user friendly...

Yes and no. Im aware what User friendly is, im certain Atari is VERY
user friendly.. Also im aware GUI and all arround it, hoogs CPU. Also CLI
in lotsa cases is user friendly as well (Pine mailer for example).

> Sometimes I wonder if the people that port these programs come from the same
> planet... they obviously must love this platform to go through all that
> trouble, is it really that difficult to add a GEM based shell? it doesn't
> need to be anything flashy, just functional. Some docs in STG or UDO format
> compiled as a HYP file would also be a great help...

It all depends on view.. Personaly i prefer CLI (ttp) in many
cases. Example: "jpegd -N 256 blah.jpg blah.tga" is quickly typed. In some
GUI app that may mean few clicks, menu drags etc.. so not exactly
fast.. On Unix (which u hate and call obsolete) u can pipe data from app
to another.. great and super efficient way, on gui it require starting
more apps, paste/copy betwen etc.. so time consuming.

> Explanation: I have no idea who Frederic Fouche is, he replied to me "we'll
> make sure that the next version can not run on any of those"... so I assume
> he's a member of a programmers team...

Yes, still dont sound preety polite, does it?

> And please don't turn this into a OS-War... I didn't mention MiNT in any
> way, neither did I compare MiNT users with idiots. Why are you so sensitive
> about this? can't you accept the simple fact that for someone using his
> computer as a stand-alone unit network capabilities are of no use?

Im not sensitive about that.. Im sensitive (i admit) about politines,
and i happen to use Unix, which u declared crap, 70's monster...

> >Im happy to be "idiot" who waist time on this "gone to the dogs" platform
> I wasn't aware you were a commercial developer, you wouldn't be interested
> I suppose to develop that new browser? :-/

Im not commercial developer, i did few freeware things... Still i like
wasting time and money on this platforn

> >So why are u here then? I dont think this platform needs persons like u
> >giving such commentars...
> Thanks for your opinion... I'm sorry now that I didn't react a couple of
> weeks ago to your "commentars" about the proposed new clones. A group of
> people here "despise" ASH so much that they even *steal* their software,
> if you honestly feel my comments are out of order fine, I'll just put a
> sock in it and shut up.

Well u trigered it. U praise ASH too much (look comment above). To
backup my view: I was on few Neuss shows, and ASH was there with MAC/PC's
only, running Magic. No ST's at all! Magic's ability to run on lowspec
machines is its biggest advantage if u ask me! Anyoe can run OS on
pentium/PPC! And they also sold MAC games on that show. Combine that with
my previous things, and u will see why im not exatctly ASH fan. U have all
rights to like what u want.. But to call other OS-es/apps crap, ppl " u
and other bunch" and so on makes me piss off. I have own fav apps/OS, i
still dont call other names and im also interested in others..

Janez

1772. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:12:56 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107151810160.181-100000@localhost>
Source record: 43728

> More and more I get the impression that in this newsgroup liking commercial
> software isn't appreciated...

No, thats not true. I bought and still am fair portion of software. I
dont like software which forces me to buy more software.. U misunderstood
my reply.. I have no problem if Magic and its clients are commercial, but
if u have to buy Iconnect/STIK translator, thats nasty. Period.

Janez

1773. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:15:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b51eb9259b0e00@pandora.be>
Source record: 43742

on Sun 15-07-2001 18:01 James Haslam wrote:

>As I said above, I've tried ALL these links but they don't work.

One address: ftp://chapelie.rma.ac.be/atari

/editors/ghostscript:
total 10276
-rw-rw-r-- 1 ftp 1437413 Mar 29 2000 gemgs13-bin.lzh
-rw-rw-r-- 1 ftp 912312 Mar 29 2000 gemgs13-doc.lzh
-rw-r--r-- 1 ftp 12777 Feb 24 11:56 gemgs13-en.lzh
-rw-rw-r-- 1 ftp 684859 Mar 29 2000 gemgs13-fnt1.lzh
-rw-rw-r-- 1 ftp 1184175 Mar 29 2000 gemgs13-fnt2.lzh
-rw-r--r-- 1 ftp 13552 Feb 24 11:56 gemgs13-fr.lzh
-rw-rw-r-- 1 ftp 923 Mar 29 2000 gemgs13-ger.txt
-rw-rw-r-- 1 ftp 923 Apr 3 2000 gemgs13-ger.upd.txt
-rw-rw-r-- 1 ftp 560097 Mar 29 2000 gemgs13-lib.lzh
-rw-rw-r-- 1 ftp 65936 Mar 29 2000 gemgs13-src.lzh
-rw-rw-r-- 1 ftp 3928 Apr 3 2000 gemgs13-upd.lzh

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1774. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 18:19:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b51ec7a5a66690@pandora.be>
Source record: 43743

on Sun 15-07-2001 18:15 Martin "Nightowl" Byttebier wrote:

>on Sun 15-07-2001 18:01 James Haslam wrote:
>
>
>>As I said above, I've tried ALL these links but they don't work.
>
>One address: ftp://chapelie.rma.ac.be/atari

And on http://www.tu-harburg.de/~alumnifc/gemgs/

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1775. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 19:06:05 UTC
From: bmeyer@cs.monash.edu.au
Message-ID: <9ispiturk1@wombat.cs.monash.edu.au>
Source record: 43674
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

spike1@freenet.co.uk writes:

>Besides that, a computer without a ROM is just a dead hunk of silicon.
>Fine, the CPU will work, the memory will work, but without a little peice of
>code in ROM to tell it what to do at power on, where does it get the
>instructions to deal with the network or hard drive?

>Does this person think the hard drive just automatically squirts data into
>the CPU without any instructions from the CPU whatsoever?

The scary part is that this would be trivial to do these days. If the
self-initialization procedure of the Busmaster-DMA IDE controller
simply included a "read one block from the disk into memory location
0" phase, you wouldn't really need any ROM. Just keep the CPU reset
line active until the IDE controller is done. Not that I'd want such a
system --- I don't like the idea of catastrophic hard drive failure in
the first place, but this would give a whole new meaning to the term....

Bernie

--
It is easier to make war than to make peace
Georges Clemenceau
French Prime Minister 1906-09
Verdun, 20 July 1919

1776. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 20:04:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com>
Source record: 43744
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
<wrstrutts1@home.com> wrote:

>"Beyonder" <beyonder@vrx.net> wrote in message
>news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>>
>> B
>
>I don't think so. Maybe for around $600 you could
>do that. What world do you come from anyway. The
>gigahertz processors cost over $1000 in the store in
>a built system. The processor alone would cost a couple
>hundred retail.
>
>--

Umm... go to www.pricewatch.com and click on "Processors - PC"

AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.

Complete 1Ghz Athlon SYSTEMs are selling for as low as $350

(Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
2 USB, 120W Spk,KB/MS)

Like he said... it's the times...

BobR

1777. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 20:17:12 UTC
From: Claud Bottom <nocknock@notinn.com>
Message-ID: <l_m47.1719$bU3.25181@news1-hme0>
Source record: 43745

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:tl3bjggko5ol61@corp.supernews.co.uk...
> Hi Gill
>
> "Gill Bates" <myarse@myarse.co.uk> wrote
>
> > just wondering how many on here are owed Magazines or refunds from
> http://www.cix.co.uk/~stclub/
>
> > stclub@cix.co.uk who have taken subs a while ago and not delivered the
> goods
>
> I've had money 'STOLEN' by this crew, cheque was cashed, no goods or
> explanation supplied..

looks like they are Theives then!!, beware other users

1778. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 20:39:36 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net>
Source record: 43646
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

|You people are insane.
|for $300 you can get a high end pentium 3 system, loaded.

Loaded with crap. What we want, is something we can actually
use (program in 6502, and that means providing for a multiplicity
of 6502 systems in parallel, if we have to).

|for $100 more you can get a high end 1.4gig system, loaded.
|and these are retail prices! that doesn't include monitor,
|but who cares?

Who in their right mind wants to use a PC?

|get with the times.

I like the olden 'daze' a lot more.

1779. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 20:58:12 UTC
From: Woody <mark.woodmass@nospam.ntlworld.com>
Message-ID: <kg04ltgfa19dpm4sf2sik86rq7hiqrce9m@4ax.com>
Source record: 43647
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 13:39:36 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>|You people are insane.
>|for $300 you can get a high end pentium 3 system, loaded.
>
>Loaded with crap. What we want, is something we can actually
>use (program in 6502, and that means providing for a multiplicity
>of 6502 systems in parallel, if we have to).

Nah, eZ80 Webserver chip ;-)

>|for $100 more you can get a high end 1.4gig system, loaded.
>|and these are retail prices! that doesn't include monitor,
>|but who cares?
>
>Who in their right mind wants to use a PC?

Me, although I do see your point.

>|get with the times.
>
>I like the olden 'daze' a lot more.

Agreed.
Of course in another 20 years time emulating a Windows crash might be
fun :)

--
Get yourself a new Speccy emulator.
It's free and it works - at least on my machine!
http://www.geocities.com/specemu/index.html

1780. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:17:18 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <hv14ltsrah9tamqbj39sdira896vfkmn0q@4ax.com>
Source record: 43654
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:46:09 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Don't get me wrong. Basic was a good beginners language but these days I
>think Python is far more suited for newbies and novices.

Until those newbies start wondering why their programs don't work, and
it turns out to be because they typed the wrong number of spaces, or
confused a tab for some spaces or vice versa.

Python is a rather nice language, but requires a newbie-unfriendly
editor like emacs to keep the programmer sane.

How about Ruby?

--
David Cantrell | http://www.cantrell.org.uk/david

1781. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:17:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tl424hfvnqeted@corp.supernews.com>
Source record: 43648
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >The problem is with the apps and general UI system.
> >Dont know if its still the case, but getting to use an app,
> >was getting to know the programmer mind under unix for each and every app.
> >With OSX if you learn how to open a file in one app, great chances more then
> >that app will use that method.
> >I overhead people today in a store discovering why they PC with one click cd burning
> >was not working... they put the original cd in the CDRW and the blank in the DVD player.
> >Under linux it doesn't take much to have mass user be lost to the point that they need
> >human assistance. Would you be ready so offer this support to millions ?
> >
> >Having a user friendly OS is more then having a tweaked kernal on a CD.
>
> This is simply Microsoft inspired FUD from someone who hasn't used a
> modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> of this propaganda.

Good DVD support? Easy to interface with 1394/DV products? Good set of USB drivers
for scanners/digital imaging? ... Easy to setup internet sharing? SSE/3dnow! Optmized
codecs?
Easy to use 'packet cd' support? How about Video IO, easy to setup & use?

If you tell me this stuff is handled better by the SuSE distribution then Windows XP I will
probably switch my home OS to linux. But other wise I wont take an afternoon to downgrade
my home OS.

If I cant use, or need to download beta driver/recompile the OS, etc... for any of my
peripherial
because the OS dont offer services/drivers I do see a problem using it for a mainstream
home OS.
Do you think linux is not on everyone computer because of marketing only?!?!?

Stephan

1782. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:25:04 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <1b24ltc03kpp9gj2phho0ahbohghuipspl@4ax.com>
Source record: 43653
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 00:06:48 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>
>Bill Hoggett <bill_hoggett@lineone.net> wrote in message
>news:ra7sktkiuhanst9qrmth22ld7tg0dk2ldi@4ax.com...
>
>> You need to make your mind up. Either it's a toy - and at $300 retail
>> that's all you can aim for - or it's a computer for "general use and
>> for hobbyists".
>
>Educational computer toy/tool then, that's a better sales argument than most
>consoles offer these days.

It is? Compare and contrast the sales of those silly 'my first
computer' things, PC/Mac-based educational software, and even a
poor-selling console like the Dreamcast.

--
David Cantrell | http://www.cantrell.org.uk/david

1783. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:30:10 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b520b62$0$24128@news.zetnet.co.uk>
Source record: 43649

Hi Martin!

>>As I said above, I've tried ALL these links but they don't work.

>One address: ftp://chapelie.rma.ac.be/atari/editors/ghostscript:

Why is it in Editors? This doesn't make sense. It's not an editor! No
wonder I couldn't find it.

BTW is there an index? I wasn't sure where to find that either! D'OH! :)

Thanks mate, I'll grab it now! (I've a PDF file I want to read!) :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

1784. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:42:42 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dk24ltkt2sbdg7p82itvg73aph3aftjers@4ax.com>
Source record: 43657
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:13:24 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>David Cantrell <usenet-20010705@barnyard.co.uk> wrote in message >
>> I've been using and sysadminning Linux for the past few years, and
>> none of the distributions I've tried have been sufficiently
>> idiot-proof to put in a consumer device*. However, that doesn't mean
>> that one couldn't be created.
>>
>I've tested various distro's and for the moment Suse 7.2 comes close to your
>ideal.

Hmmm ... I don't think that any of these groups are the right place
for advocating any particular Linux distribution over another. Some
of them are, of course, the right place to maintain that the Amstrad
roXX0rs and anyone who says otherwise is an inferior lifeform :-)

However, I'll come out from under my bridge, take a nibble from your
snack, and say that I don't think SuSE is suitable because of its
woeful package management and questionable security.

The package management is fine for the sort of people using Linux
nowadays, but is inadequate for use in an appliance. In this regard,
I feel Debian comes closest - but is even less appliance-like than
SuSE in many other areas.

[replies to the above three paragraphs will be cheerfully ignored, as
I ain't interested in advocacy]

No distribution (yet) comes close to pleasing me wrt security*. In
this sort of device, the biggest enemy is not an outside hacker
(although they still need to be kept out) but the owner. He must be
prevented from breaking his toy whilst still retaining the ability to
use most of its functionality, including the ability to install
software. The fact that this would break his ability to upgrade the
system isn't that much of a problem. A boot-time option to either
come up normally or to do an upgrade from the net would be sufficient.
I have some fairly detailed ideas for how such a distribution could be
put together, but I doubt most people here are interested in such
arcana :-)

* - not even in terms of securing it as an ordinary Unix workstation,
let alone as an appliance.

--
David Cantrell | http://www.cantrell.org.uk/david

1785. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:55:01 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <Vio47.14877$JN6.3143447@news1.rdc1.mi.home.com>
Source record: 43650
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"Bob Retelle" <bobr1@provide.net> wrote in message
news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
> <wrstrutts1@home.com> wrote:
>
> >"Beyonder" <beyonder@vrx.net> wrote in message
> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> >> You people are insane.
> >> for $300 you can get a high end pentium 3 system, loaded.
> >> for $100 more you can get a high end 1.4gig system, loaded.
> >> and these are retail prices! that doesn't include monitor, but who
> >> cares?
> >>
> >> get with the times.
> >>
> >> B
> >>
> >I don't think so. Maybe for around $600 you could
> >do that. What world do you come from anyway. The
> >gigahertz processors cost over $1000 in the store in
> >a built system. The processor alone would cost a couple
> >hundred retail.
> >
> >--
>
> Umm... go to www.pricewatch.com and click on "Processors - PC"
>
> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>
> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>
> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
> 2 USB, 120W Spk,KB/MS)
>
>
> Like he said... it's the times...
>

He said Pentium III processor not Athlon AMD processors!!

--
--
```

William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1786. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 21:59:21 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <c044lt0nmh5vnnc2dh7hva7uej9gejndke@4ax.com>
Source record: 43655
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
<tthai@mindspring.com> said:

[please don't top-quote]

>The problem is with the apps and general UI system.
>Dont know if its still the case, but getting to use an app,
>was getting to know the programmer mind under unix for each and every app.

Sad but true. One of the great strengths of X is that it does one job
- providing the ability to network graphical applications - and does
it well. Its great weakness is that it does nothing more than that
one job, and hence the proliferation of widget sets, window managers
and desktop environments leading to infinite variety and infinite
confusion.

>With OSX if you learn how to open a file in one app, great chances more then
>that app will use that method.

Pity that OS X is such utter pants in all sorts of other ways :-)

>I overhead people today in a store discovering why they PC with one click cd burning
>was not working... they put the original cd in the CDRW and the blank in the DVD player.

<sigh> it just ain't possible to design human stupidity out of the
system.

>Under linux it doesn't take much to have mass user be lost to the point that they need
>human assistance. Would you be ready so offer this support to millions ?

Me personally? No. I am insufficiently tolerant of idiots to do
luser-support, and there is nothing to motivate me to create such a
distribution right now. But if someone wanted to make a go at it, I
could be persuaded to work on creating and maintaining the product.
Provided he had a good business plan which would keep me in
pay-cheques for a few years.

>Having a user friendly OS is more then having a tweaked kernal on a CD.

Which is why I talked about an entire distribution, not just a kernel.
An appliance distribution is not going to look anything like a
traditional Linux distro. Sure, the end result may be a nice Gnome
desktop just like you can have with other distros, but the underlying
system will be very different.

--
David Cantrell | http://www.cantrell.org.uk/david

1787. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:06:15 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <ps44ltsfa5po6rvaul4r4oloid50f7a2ic@4ax.com>
Source record: 43656
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>I demand that Bob Retelle may or may not have written...
>
>> Using a TV will restrict the output to 40 columns. [...]
>
>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome. Very useable on
>a PAL TV.

But possibly not usable on NTSC, the inferior standard used in less
enlightened areas :-)

--
David Cantrell | http://www.cantrell.org.uk/david

1788. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:08:57 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>
Source record: 43658
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
<thomas@-nospam-worldonline.nl> said:

>Having used Pascal myself I would have to agree on using a system like
>Delphi. Although my heart these days is with Python. But that's a script
>language (I wish i had this as a kid, so clear and well structured!)

I don't know why people insist on calling languages like python and
perl 'script' languages. Just because some people use them as that
does not mean that that is all they can do. I have written some
rather large applications in perl, and colleagues have done the same
in python. They are fully-fledged programming languages.

--
David Cantrell | http://www.cantrell.org.uk/david

1789. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:17:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9it4pp$43g$1@plutonium.compulink.co.uk>
Source record: 43652

In message <9ipvssbjm1@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>That may not be irrelevant.

Harry, please re-read what I said. CAB wouldn't initialise except in high rez but locked up with the first(?) 'Loading xxx' module dialog. I don't think GDOS has been called yet at that time.

>I won't comment on the TOS issue because I don't know, but are you
>really sure that GDOS is set up properly? CAB uses the fonts it is
>pointed to in the OPTIONS\FONTS menu. The fonts used in GDOS are
>different for medium and high res (a different width to height ratio).

I am not sure as I no longer have the disk. But again, surely if the fonts weren't there for a given resolution then CAB would use the system fonts.

>Note also, you won't necessarily have the same font sizes in Medium
>res as you do in High res. This may be the reason for differing
>appearances when displayed in CAB.

I realise that, thanks. As I said - you couldn't run his CAB setup in medium or low rez at all. His GDOS and fonts came from an ST Club disk with STDCAT on. The 'differing appearance' I mentioned affected just the first para after the header in high rez, though it had the same font size tags as all other paras, which were OK.

Regards, /Peter/

1790. Vortex Hard drives....

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:35:59 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tl47evghtfq137@corp.supernews.co.uk>
Source record: 43662

Hi,
is anyone familiar with the old Vortex external hard drives. I have a
40MB version which has packed up.Can a standard SCSI mechanism replace it?

Chris Thorley.

1791. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:42:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0q64lt0fd5phvss62d2dkn90gar5d4j7rp@4ax.com>
Source record: 43660
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001 21:55:01 GMT, "william strutts"
<wrstrutts1@nospam.home.com> wrote:

>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:spt3ltgg021stj8tg6hcc2c0s2nvgf04ga@4ax.com...
>> On Sun, 15 Jul 2001 13:56:48 GMT, "william strutts"
>> <wrstrutts1@home.com> wrote:
>>
>> >"Beyonder" <beyonder@vrx.net> wrote in message
>> >news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
>> >> You people are insane.
>> >> for $300 you can get a high end pentium 3 system, loaded.
>> >> for $100 more you can get a high end 1.4gig system, loaded.
>> >> and these are retail prices! that doesn't include monitor, but who
>> >> cares?
>> >>
>> >> get with the times.
>> >>
>> >> B
>> >
>> >I don't think so. Maybe for around $600 you could
>> >do that. What world do you come from anyway. The
>> >gigahertz processors cost over $1000 in the store in
>> >a built system. The processor alone would cost a couple
>> >hundred retail.
>> >
>> >--
>>
>> Umm... go to www.pricewatch.com and click on "Processors - PC"
>>
>> AMD 1Ghz Athlon CPU with 266 FSB are selling for as low as $81.
>>
>> Complete 1Ghz Athlon SYSTEMs are selling for as low as $350
>>
>> (Mid Twr, 20HD, 128 Mem, 50XCD, Floppy, Snd, 8MVideo, 56KModem,
>> 2 USB, 120W Spk,KB/MS)
>>
>>
>> Like he said... it's the times...
>>
>
```

>He said Pentium III processor not Athlon AMD processors!!
>
>--

OK, Pentium III 1Ghz is $172.

A complete 1Ghz Pentium III SYSTEM is $418, same specs as above.

A far cry from $600, or "over $1000".

Again, it's the times.

BobR

1792. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:42:55 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <tl46suslk60ke3@corp.supernews.co.uk>
Source record: 43659

```
"> > just wondering how many on here are owed Magazines or refunds from
> > stclub@cix.co.uk who have taken subs a while ago and not delivered the
> goods
>
> I've had money 'STOLEN' by this crew, cheque was cashed, no goods or
> explanation supplied..
>
> I took the conscience dig that they were in trouble and re-subscribed,
after
> I'd previously dropped my sub due to its drop in standard and content. I
> sent a cheque and received nothing. I know of 2 other persons who've also
> suffered 'theft' at the hands of STCLUB but I'll leave it to them to
decide
> if they step forward.

I did exactly the same. I felt that they deserved some support from the
Atari community but I received one mag and not another peep. Down to
experience (again) I suppose.

Chris Thorley.
```

1793. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 22:47:07 UTC
From: bindon@madasafish.com
Message-ID: <tl47bb451onp4b@corp.supernews.com>
Source record: 43661

On 15 Jul 2001 21:30:10 , James Haslam wrote:

Hi JazHaz!

>>One address: ftp://chapelie.rma.ac.be/atari/editors/ghostscript:
>
>Why is it in Editors? This doesn't make sense. It's not an editor! No
>wonder I couldn't find it.

I found it first time! I was going to say editors but I thought that
maybe you were looking for a newer version than that on chapelie.

>BTW is there an index? I wasn't sure where to find that either! D'OH! :)

I didn't see one, would be useful as there are quite a few pieces to pick
up.

>Thanks mate, I'll grab it now! (I've a PDF file I want to read!) :)

Put the kettle on..... :)

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1794. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 23:16:54 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b523192494d0a0@free.fr>
Source record: 43663

Hello,

in article <995211840-61307AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Sun 15-07-2001 02:45 (+0200):

> .../... I don't
> know the exact details but Sven Kopacz once wrote me that adding SSL to the
> original CAB.OVL couldn't be done because the encryption is protected by US
> law and may not be exported and implemented without permission and obtaining
> that permission would take years...

I think (and may be wrong) that Sven may be wrong here: the use of SSL
may have some restrictions _in the USA_ but AFAIK the code is free and
freely usable elsewhere.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

1795. Re: I want to buy an Atari Facon

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 23:20:51 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <9it8au$5pq$1@merki.connect.com.au>
Source record: 43664
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:tl3bjds9bs515e@corp.supernews.co.uk...
>
> "CO" <et@seti3.com> wrote
>
> > Looking for a good Falcon for a good deal.
>
> There's never been one built!. :-)

Thats not very nice Steve. I have 2 Falcons (1 with CT2), and 2 MegaSTe's
and the Megas are in worse shape than the Falcons. Will fix soon tho, been
saying that for weeks;-).

Mark

1796. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 23:47:35 UTC
From: ebaiz@skyenet.net
Message-ID: <rYp47.4306$P%2.9454@newsfeed.slurp.net>
Source record: 43665

On 13 Jul 2001 18:59:10 , Lonny Pursell wrote:

>I never have been one to dl from those free sites, but why
>sink more money into such a DEAD platform? Thanks Uwe for
>opening my eyes...

No platform is dead as long as 1 person is using the computer in question. We Atarians owe much thanks to people like Lonny, Uwe and Odd. But even it they all called it quits, I would still use my machine. The day I change platforms is the day my Atari computers go dead and I have not place to send it to to get fixed.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

1797. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 23:47:37 UTC
From: ebaiz@skyenet.net
Message-ID: <tYp47.4307$P%2.9454@newsfeed.slurp.net>
Source record: 43666

On 13 Jul 2001 18:21:53 , Martin Tarenskeen wrote:
>On 13 Jul 2001 15:20:40 , Edward S. Baiz Jr. wrote:
>>Hello All,
>>
>>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>>Thing was on it. I am not sure it that makes me a registered user or not.
>I THINGk you are. The unregistered version will show "Shareware" in
>ugly letters all across your desktop and doesn't remember window
>positions. If your version does not have this, why should you pay
>more?

Then maybe I should ask the author also. Anyone have his website
address??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1798. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-15 23:47:39 UTC
From: ebaiz@skyenet.net
Message-ID: <vYp47.4308$P%2.9454@newsfeed.slurp.net>
Source record: 43667

On 13 Jul 2001 19:45:13 , "Martin \"Nightowl\" Byttebier" wrote:
>on Fri 13-07-2001 15:20 Edward S. Baiz Jr. wrote:

>I don't have any idea why this happens. I always use 256 color with
>N_AES (2.0.0) and Thing 1.27.

Then maybe there is setup thing wrong in the N.AES. I will check it out
and see. Any chance Martin you could email me the CNF files for Thing
and N.AES..

>>
>>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>>Thing was on it. I am not sure it that makes me a registered user or not.
>
>AFAIK you're a registrated user for NThing but not for Thing.

NThing huh??? What is the author's website address??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1799. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 00:10:50 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.tlthqmaa@localhost>
Source record: 43668

Uwe Seimet wrote:

> I don't discredit projects. I just say that I don't believe in the
> success of certain projects and have given arguments for it.

Call it anything you like. In any case you are turning it into an art
form.

> Of course not. But I never said my opinion was the truth. But the
> truth are facts like non-existing processors.

Yes but there are different ways to interpret what that may result in.
I don't say you necessarily are wrong when saying this and that will
fail,
what beats me is **why** you spend all this time trying to convince
people not to believe in those projects. You are entitled to do that of
course. Just like I am entitled to say that I am completely fed up with
your negativeness.

Go on bashing, I won't disturb you anymore.

1800. CT2 and MajiC 6

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 01:04:25 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107151704.763e323a@posting.google.com>
Source record: 43669

An amuseing little problem has developed.
I recently found myself needing to revert to my old SM124
monochrome monitor with my CT2 Falcon. Also, I'm without
fast RAM at the moment in my CT2 so only the TOS 4 turbo
mode is operative. Everything I have works quite well in
this mode so far *a good 20% to 50% work time increase on
most tasks*, except...Majic 6. Yes I know! I need to get
Fast RAM...it's on the way ;) So is an FPU...meanwhile...

Well, MajiC 6 seems to be working in this mode also! The problem is,
somewhere in the booting process MajiC pulls the screen to black and
then boots. It never finds my screen again, thoe it's sending output
to some screen driver somwhere...I can tell this because if I swap the
turbo mode switch off, I see the majic desk top just as it should be.
Of course, it's frozen from the hard switch...point is...it WAS there
and running...just on some screen device the CT2 isn't seeing? I also
had MajiC's desktop auto start a Wave Player and sure enough as the
screen sat black, MajiC started the music and the app played the wave
happily through my external speakers (and the SM124 speaker).

So here's what I've got:
CT2, No Fast RAM, No FPU, Flash ROM 1.37
Conner 80meg IDE
Seagate ST11200N Hawk 1 SCSI
Seagate ST32550N Barracuda 2LP SCSI

Cecile 2.15

HD Driver 7 (Cecile never has worked well for me) mounted to IDE
but I've set the ST11200N Hawk as Partition C to boot from this
drive. Nothing is on the Conner but the HDDRIVER.SYS booter.
Yes, I've also tried various combinations of Hard Drive boots...
even removeing the IDE drive all together. It's also worth
noting that I have and CAN boot from the IDE drive in Turbo 4
mode and still everything works BUT MajiC.

HD Driver works with everything BUT MajiC, seemingly error free...even
thrashing the SCSI Array with CueBase Audio!

Cecile 2.15 also works with all but MajiC but
is much less flexable with partition orders and the like so I
really prefer HD Driver if it's possible to stay with it. Also,
Cecile will not boot MajiC at ALL unless I have a copy of it on
a floppy in Drive A. Trying to boot MajiC with Cecile, I get a
system freeze after MAGICBOOT runs...all the softrests I can punch
in do NOTHING other than occasional bombs and sometimes an error

message like weird getstarted or fatal gemdos error.

I've read and tried everything in the CT2 documents at least 3 times.

Auto Foler:
MAGICBOOT.PRG
NVDI.PRG (Version 5)

ACC:
COPS
CPX:
MAGICCNF
FGENERAL
TIMESLICE

All Magic START apps are disabled and or hidden

In theory this should be a very clean boot.
No Floppy is in Drive A so a hidden boot sector shouldn't be a
culprit.
Also get the same results when booting without NVDI 5...black screen.

Note: I also have this same problem if I go back to to earlier Flash
ROMS
and Cecile 2.12.

Things I've tried so far:
Yes, I ran the MajiC Patch!
I booted in normal non turbo tos, where MajiC works fine, ran the
config
application and tried a resolution of ST Hi (the only one offered).
That apparently sets in MAGIX.INF
_DEV 5 136

I also tried clicking the option NO RESOLUTION CHNAGE
Wich apparently sets in MAGIX.INF
_DEV 1

In both cases, the screen goes black in Turbo 4 mode.

I've tried tweaking with the video modes of the CT2 bios screen,
also with the bootc NVRAM application. I've intalized it and started
from scratch more than once just to be sure (as the docs say to do).

Any ideas how I can force MajiC to call my screen back up?

Thanks,
Brian

1801. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 01:44:30 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9itgtt$i0j$1@plutonium.btinternet.com>
Source record: 43670

Okay, this is where I show how little I know about upgrading the basic ST setup (lol!)

I have a Mega ST4 with TOS v1.02 (very buggy OS !) with a MegaFile 30.
It's been over a year since I recently installed all the my software on it, the ST had remained unused for about a year, so I've just dug it out of the grave again :)
The software on it consists of; GDOS, PowerDOS, Universal Item Selector III and fldr200.prg (am i right thinking its a software bug fix for TOS 1.02?).
Thats about it. I have obtained a floppy in which i can boot into MultiTOS, but am not quite sure what to do with it !! Is there not a simple way to connect to the internet using one program ?

JonG

Also , while im here.. is there any program i can use to transfer files from the PC straight to the ST thru a parallel / serial link ? It's a pain having to use floppies ....

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:tks9l039u1g171@corp.supernews.com...
> On 11 Jul 2001 22:07:36 , Edward S. Baiz Jr. wrote:
> >On 11 Jul 2001 21:31:49 , "Jon Gibbins" wrote:
> >>Hi, I've owned an Atari ST for years now, so am hugely literate with the
> >>machine, but I have only just now decided to try and get on the net with
> >>it... Can anyone recommend any good packages to enable me to do so ?
> >>Any help would be appreciated :)
> >>
> >
> >I would get Newsie, Popwatch, STiK2, Cab 1.5 (version 2.8 is better but
> >is commercial), aFTP. The packages are at the sites below:
> >
> >http://www.netset.com/~baldrick/stik2.html
>
> .... and not forgetting HSMODEM v7 for Magic/TOS users.
> Lyndon Amsdon
> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy
> Website: http://www.lyndonamsdon.co.uk
>
>

1802. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 01:51:18 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9ithal$l3i$1@uranium.btinternet.com>
Source record: 43671

I tried it earlier on today .. the drive would (just about !) fit, but the
extra mainboard and power supply were
too big to fit in :(Also I dont think there would be a way to screw down
the extra board + power supply.
However it looks as if the positions for screws for the drive are already
there in the ST case ....

JonG

ICQ #
5364171

MSN Messenger / Windows Messenger
jonathanpgibbins@hotmail.com

"Uwe Seimet" <us@seimet.de> wrote in message
news:3B51CBEE.1F1C9A33@seimet.de...
> Jon Gibbins wrote:
> >
> > Just wondered, is it possible to get both the MEGA ST and the MEGAFILE
into
> > the same shell ?
>
> I don't think so. The Megafile hard disk drives are 5 1/4 inch drives,
> which will not fit into the case of the MegaST.
>
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

1803. Re: PC Word format for Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 02:02:13 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B524B25.BF1E512D@greeleynet.com>
Source record: 43672

Charles Stanley wrote:

> This is a request for suggestions I might send to someone who sends out
> Word-something docs to a number of colleagues who may or may not have
> a PC or a compatible WP app.

Well, since PC Word definitely has more features that Papyrus supports,
why not make a list of the features Papyrus will support for you, and
forward it to them telling them to stick to those features?

> I use Papyrus8, which usually has no difficulty with PC Word docs. Tonight
> however, I received a doc that could only be opened as ASCII "for lack of
> (as Papyrus noted) sufficient parameters": it equated to 120 pages but was
> only TWO pages in result, after deleting the rest, which contained sheer
> guff, gunge and other cr*p.

You need to find someone who can print it for you so you know what the
Word doc looks like.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1804. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 02:27:23 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010715192534.26678A-100000@compass.oregonvos.net>
Source record: 43673
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sun, 15 Jul 2001, David Cantrell wrote:
|On Sat, 14 Jul 2001 01:57:33 +0100, Darren Salt
|<news@youmustbejoking.demon.cu.invalid> said:
|
|>I demand that Bob Retelle may or may not have written...
|>
|>> Using a TV will restrict the output to 40 columns. [...]
|>
|>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome.

I wouldn't mind that kind of graphics, and that kind of text mode,
so long as the character sets are redefinable, and one of which
implements a conventional Commodore graphics character set (which
so many people seem to have memorized).

|>Very useable on a PAL TV.
|
|But possibly not usable on NTSC, the inferior standard used in less
|enlightened areas :-)
```

1805. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 04:32:48 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9itqpgpoi1@nserve1.acs.ucalgary.ca>
Source record: 43675
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

Software:
- task switching. need not support running
background processes, but I should be able to
access other software while working
- mostly command driven, put pointer is also
available (I'm viewing this from a programming
standpoint. I don't want to waste time
learning an event driven interface, along the
lines of MacOS or Windows, for a "hobby
machine")
- a default command set which resembles the
more common unix utilities
- programming language must support graphical
output, using an easy to learn model (as most
versions of BASIC had, or PostScript)
- a machine language monitor, and an assembler
should be provided by default.

These specifications are purely from the hobbies perspective.
I believe that this is something which I could put to productive
use, yet still learn the workings of (and program) with a decent
level of competence. It should also be easier to document than
the modern batch of PCs and Macs, which everybody appears to be
drooling over.

Who cares about getting with the times. I can't figure out what
to do with a 50MHz box, let alone a 1GHz one (let alone the 350MHz
one I'm on right now).

I would expect something like this to cost between $100 and $200.

Byron.

In article <Pine.SUN.3.96.1010715133713.1337B-100000@compass.oregonvos.net> you wrote:
: On Sun, 15 Jul 2001, Beyonder wrote:

: |You people are insane.
: |for $300 you can get a high end pentium 3 system, loaded.

: Loaded with crap. What we want, is something we can actually
: use (program in 6502, and that means providing for a multiplicity
: of 6502 systems in parallel, if we have to).

: |for $100 more you can get a high end 1.4gig system, loaded.
: |and these are retail prices! that doesn't include monitor,
: |but who cares?

: Who in their right mind wants to use a PC?

: |get with the times.

: I like the olden 'daze' a lot more.

1806. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 07:08:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B5292D0.F4FD9C39@seimet.de>
Source record: 43678

gokmase wrote:

> what beats me is **why** you spend all this time trying to convince
> people not to believe in those projects. You are entitled to do that of

Why should I spend less time on this than others spend on trying to
convince me that those projects will be a success?
I suggest that you participate with the irc chat Wednesday evening on
#atari.de (English spoken if required.) You can talk with a few other
developers there. But be prepared to hear the same arguments that were
rejected in this group.

Just for the record: More than two years ago some developers including
were asked whether they would support the Milan II, I was quite sure
that the project would fail, in particular because they believed in
selling 100.000 machines in a few months in Germany alone, but
nevertheless I made sure that my software was compatible with this
machine. The Milan II project failed.
Also about two years ago Rodolphe Czuba asked me whether I would add
support to HDDRIVER for the secondary IDE port of his CT060. I said that
chances were good I would do so, provided the CT060 would actually be
finished. I did not expect this to become reality and I was right again.
This year we have had announcments of a new clone for quite some time.
The only difference this time: Even more promises and the project is
even more complicated than the others. Based on my previous experiences
I did not expect any result from this project. It was said that nobody
would jump to conclusions before something was definitely available. But
the opposite happened: Announcements were made and the initiators were
so blind that they wanted to use a processor (even though the 4e was
never planned to be a full-fledged processor, if I understood this
correctly) that is neither as compatible the the M68K series as they
claimed nor will it be available any time soon.
So has any of these projects helped the Atari market? No, on the
contrary. As soon as the Milan II was announced, people stopped buying
the Milan I but waited for the Milan II instead. German dealers were
really shocked by this. They could have sold more Milan I but after the
announcement they couldn't. When the Milan II failed some dealers had to
close down, some had even debts because the announcement prevented them
from earning money with the Milan I.
So the way the Milan II project was handled eventually was harmful to
the Atari market. The CT060 failing had not such an impact because only
a few (Falcon only) users were interested in it anyway. And now we have
a project where the initiators were so negligent that they did not even
bother to carefully check the availability and fitness for purpose of
the CPU.

Is this the right way to go?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1807. FS: Atari STE 4M UK Only!

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 08:15:04 UTC
From: Me <georgezip@btinternet.com>
Message-ID: <mj85lt4t5s3p5jfok4tnqi0j21dve2jn6v@4ax.com>
Source record: 43679

Hi

For sale, an Atari STE with 4M (4 X 1 SIMMS) a,d mouse in VERY VERY
good condition, not yellowed as ALL.

ï¿½25.00 + P&P in the UK only.

I also have a STFM in very poor condition but works no problem. Its
yellowed and has two key caps missing with the shaft broken too. Its
usfull for 'sacrificial' system of parts. As i said, it works perfect.
It has a double sided drive.

ï¿½5.00 + P&P (Which will be more than the computer!!)

UK ONLY

Brian

1808. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 08:41:18 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <OMx47.16935$JN6.3470054@news1.rdc1.mi.home.com>
Source record: 43680
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>
> Hardware:
> - 68000, about 10MHz
> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)
> - 2 or 4 RS-232 ports
> - 2 parallel ports
> - an AD convert, with 4 inputs and 2 outputs
> - 8"x4" LCD screen, high resolution,
> high contrast, black and white is fine
> - semi-portable design (something which can
> be moved while I'm working, but not something
> which I work on while moving)
> - 64MB to 256MB RAM with battery backup, for
> storing documents. Or use flash memory if
> it is cheap enough.
> - HD 3.5" floppy, for communicating with my
> other machines
>
You couldn't get that much ram on a 68000 because it only
has a 24 bit memory bus. You would have to go to a 68030
or so to get the wider data path.
<snip>
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1809. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 09:24:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995352500-59258AEicMi@cwcom.net>
Source record: 43565

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 15 Jul 2001 22:47:07 -0000

>>>One address: ftp://chapelie.rma.ac.be/atari/editors/ghostscript:
>>
>>Why is it in Editors? This doesn't make sense. It's not an editor! No
>>wonder I couldn't find it.
>
>I found it first time! I was going to say editors but I thought that
>maybe you were looking for a newer version than that on chapelie.

That /is/ the latest (and last too, unless someone can take over the source
code etc from Christian Felsch).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1810. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 09:40:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995352502-59771AEicMi@cwcom.net>
Source record: 43566

From: "Jon Gibbins" <email@Modula.8m.com>
Date: Mon, 16 Jul 2001 02:44:30 +0100

>I have a Mega ST4 with TOS v1.02 (very buggy OS !) with a MegaFile 30.
Worth upgrading that OS, it's known to be buggy when used with a hard drive.

>The software on it consists of; GDOS, PowerDOS, Universal Item Selector III
>and fldr200.prg (am i right thinking its a software bug fix for TOS 1.02?).
It fixes the bug which bites if a certain number of folders (40 IIRC) are
opened during a session. Your foldr100.prg has been renamed to foldr200.prg
to allow that many folders to be opened.

>but am not quite sure what to do with it !! Is there not a simple way to
>connect to the internet using one program ?
STinG or STiK are used to connect to the Internet, then you use a client
program to do the actual information exchange. NEWSie will do news, email
and ftp (and a very basic browser), CAB will sort you out with web access
(and you can configure it to call the ftp client, in this case NEWSie) if
you happen to click on an ftp:// hyperlink.

>Also , while im here.. is there any program i can use to transfer files
>from the PC straight to the ST thru a parallel / serial link ? It's a pain
>having to use floppies ....
I've mentiond PARCP in here in the last week.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1811. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 10:21:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <oez47.34705$qs5.6674774@news02.optonline.net>
Source record: 43681
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I have to agree.

Let's just limit it to installation. I've installed many versions of Linux over the years. Each one something of a challenge that would floor the average computer user.

OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800 it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC (Tulip) without any help on my part! But when I tried to install the same distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed miserably. I do have Red Hat 7.2 running on that machine, but it was hand-configuring all the way. It would be torture for anyone who was brought up on Windows.

Still, I wouldn't be discouraged about putting it into a $300 computer. Lets assume a high degree of uniformity in the hardware of such beasties. A distro of Linux, or any other OS could be designed to install easily in such a limited hardware environment and probably could be run and maintained just as easily.

I'd also have to say that users of such machines as Atari 8-bits would have the mindset to deal with any problems that came up.

Take care.

Alan

"Stephan Schaem" <tthai@mindspring.com> wrote in message
news:tl424hfvnqeted@corp.supernews.com...
>
> "Bill Hoggett" <bill_hoggett@lineone.net> wrote in message
news:5gm3ltsshmn8lbpu141k1h8u2fq59jvo0p@4ax.com...
> > On Sun, 15 Jul 2001 10:08:30 -0700, "Stephan Schaem"
> > <tthai@mindspring.com> wrote:
> >
> > >The problem is with the apps and general UI system.
> > >Dont know if its still the case, but getting to use an app,
> > >was getting to know the programmer mind under unix for each and every
app.
> > >With OSX if you learn how to open a file in one app, great chances more
then
> > >that app will use that method.
> > >I overhead people today in a store discovering why they PC with one

click cd burning
> > >was not working... they put the original cd in the CDRW and the blank
in the DVD player.
> > >Under linux it doesn't take much to have mass user be lost to the point
that they need
> > >human assistance. Would you be ready so offer this support to millions
?
> > >
> > >Having a user friendly OS is more then having a tweaked kernal on a CD.
> >
> > This is simply Microsoft inspired FUD from someone who hasn't used a
> > modern Linux distro. Try SuSE 7.2 or Mandrake 8.0 before spewing more
> > of this propaganda.
>
> Good DVD support? Easy to interface with 1394/DV products? Good set of USB
drivers
> for scanners/digital imaging? ... Easy to setup internet sharing?
SSE/3dnow! Optmized codecs?
> Easy to use 'packet cd' support? How about Video IO, easy to setup & use?
>
> If you tell me this stuff is handled better by the SuSE distribution then
Windows XP I will
> probably switch my home OS to linux. But other wise I wont take an
afternoon to downgrade
> my home OS.
>
> If I cant use, or need to download beta driver/recompile the OS, etc...
for any of my peripherial
> because the OS dont offer services/drivers I do see a problem using it for
a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing
only?!?!?
>
> Stephan
>
>
>

1812. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 10:33:49 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.tpbelaio@localhost>
Source record: 43682

Uwe Seimet wrote:

> > what beats me is **why** you spend all this time trying to convince
> > people not to believe in those projects. You are entitled to do
> > that of
>
> Why should I spend less time on this than others spend on trying to
> convince me that those projects will be a success?

Nice try. You seem to be among the first to get involved in these threads and will at an early point make rude statements about how silly or ridicilous these plans are.

Noone is trying to convince you these projects will necessarily be a hit. Merely suggesting you made your point of view clear regarding clones and some other projects long time ago. But being so negative in general (about both possible new hardware and browsers and stuff like) might IMO be putting people interested to participate down. I have no illusion there will be a CAB-killer available next week, but I have great respect for the efforts put into eg. the Highwire project (which btw seems active again) and hope it will turn into a useable program some time.

If the pledge system could boost the Highwire works I would definitely take part of that one, since it seems like the best candidate. Either that or if Wensuite sources are released (or if authors keep on working on it). A commercial browser is not going to happen from what I can tell. That is WHY I feel it is better to encourage them instead of insisting it can't be done.

> I suggest that you participate with the irc chat Wednesday evening on
> #atari.de (English spoken if required.) You can talk with a few other
> developers there. But be prepared to hear the same arguments that were
> rejected in this group.

One thing, I am *not* saying that the arguments should be rejected and I clearly understand why it might be bad hyping projects. I just happen to believe the opposite is not that good either, and I have heard them arguments enough times by now so I will take a pass on the IRC invitation.

> So has any of these projects helped the Atari market? No, on the
> contrary. As soon as the Milan II was announced, people stopped buying
> the Milan I but waited for the Milan II instead. German dealers were
> really shocked by this. They could have sold more Milan I but after
> the announcement they couldn't. When the Milan II failed some dealers

> had to close down, some had even debts because the announcement
> prevented them from earning money with the Milan I.
> So the way the Milan II project was handled eventually was harmful to
> the Atari market. The CT060 failing had not such an impact because
> only a few (Falcon only) users were interested in it anyway. And now
> we have a project where the initiators were so negligent that they
> did not even bother to carefully check the availability and fitness
> for purpose of the CPU.
> Is this the right way to go?

Nope, you (actually) have a point in what you are saying. Some are way too enthusiastic towards new projects, assuming they will be successful even if they are just in planning phase. I believe in such a project when I start hearing about working clones being tested, until then I won't judge them either way.

/Joakim

1813. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 11:04:09 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B52CA29.2C151238@seimet.de>
Source record: 43683

gokmase wrote:

> Nice try. You seem to be among the first to get involved in these
> threads and will at an early point make rude statements about how silly
> or ridicilous these plans are.

Why where my statements rude?

> great respect for the efforts put into eg. the Highwire project (which

I can't comment on this. Never heard of Highwire before.

Anyway, I think this thread has come to an end now. The future will tell
what really happens with all these projects.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1814. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 11:27:08 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <cmi5lt4o6oslscmmc89fq6bgrluenfnk3n@4ax.com>
Source record: 43684
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I felt as though I needed to throw in a bit on this subject.

You wouldn't have much choice on the CPU because the older the chip, the harder it is to get. Designing with the latest allows you to get production quantities with manageable lead times so inventory can be kept to a minimum. The older the chip, the more you have to buy at one time to assure you have it when it is in short supply or no longer available.
Also, you have to use larger memory blocks/chips for much the same reason as above. If you can design and build with the most demanded memory, it is cheaper to get but takes longer because of demand. Compare the cost of 256 meg of: PC2400 DDR to PC133 EDO and you'll see what I mean.

Much has been said in this thread about why some one would design or buy such a computer rather than buy an intel type pc(PIII). IMHO, it is more a question of following the group and being a MS slave or trying something new and different. Perhaps even doing so while not filling bill gates pockets with even more money. I'd mention apple but MS has got its fingers in that pie too.

My old Atari (400 w/flat keyboard through an ST) were reasonably stable, fun to use, great learning tool (both for hardware hacking and software) and were ahead of their time(well not the ST<GRIN>)..

I'd gladly trade my Athlon based PC for a good, fast, up to date Atari type computer. But unless it had software that is "compatible" and up to date, it really is a "pipe dream".

I'll step off my soap box. That's for the chance to express my opinion(s)

On Mon, 16 Jul 2001 08:41:18 GMT, "william strutts" <wrstrutts1@nospam.home.com> wrote:

>
>
>"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
>news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
>>
>> Hardware:
>> - 68000, about 10MHz
>> - 4MB to 8MB RAM

>> - ROM based OS (patched in RAM)
>> - 2 or 4 RS-232 ports
>> - 2 parallel ports
>> - an AD convert, with 4 inputs and 2 outputs
>> - 8"x4" LCD screen, high resolution,
>> high contrast, black and white is fine
>> - semi-portable design (something which can
>> be moved while I'm working, but not something
>> which I work on while moving)
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>> it is cheap enough.
>> - HD 3.5" floppy, for communicating with my
>> other machines
>>
>You couldn't get that much ram on a 68000 because it only
>has a 24 bit memory bus. You would have to go to a 68030
>or so to get the wider data path.
><snip>
>--

1815. Re: Atari - PC transfers

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 11:47:37 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <9iuk8p$is4$1@plutonium.compulink.co.uk>
Source record: 43685

> The easiest way to do this on CiX is to upload the files from the
> Falcon to your personal CiX file area and download them back down on
> your PC. Unless the files are unreasonably large, or the Falcon isn't
> online any more, this would be the most painless way ISTM B^)

Unfortunately, the Falcon isn't on line and I've got rid of the modem.
However another kind reader of this newsgroup sent me a copy of Ghost and
pointed me in the direction of PARCP. A bit of a faff, but I suspect that
either should do the job.

Thanks

Andrew

1816. STFM Question...

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 13:13:55 UTC
From: Michael Robbins <michael@mrobbins.freeserve.co.uk>
Message-ID: <9iupag$t2p$1@newsg3.svr.pol.co.uk>
Source record: 43686

Hi all,

I recently acquired a 520STFM that was advertised as having a broken floppy drive. I had owned one of these machines some years ago, and still had an Epson SMD-380 drive that I knew was working, so I had planned to replace the broken drive in the STFM with this drive.

However, the machine I received through the post looked a bit different to the STFM that I had owned before - it contained a floppy disk drive that has a slot that is shaped like an off-centre parallelogram, with a very large eject button along the bottom side of this parallelogram. When removed from the machine, I could also see that the drive was much bulkier than the SMD-380 that I had in my last STFM... I assume this is an old single-sided drive??? I've never seen one before anyway...

Anyway, to the change of drives. The old drive had different connections on the back of it to what I was expecting - there is a 14 pin single edge connector and a similar four pin connector. Theses were connected to a board under a shielded unit next to the drive - this board is marked "C100977 REV" and I assume it to be some sort of floppy controller, as it is connected to the motherboard by what appears to be the standard floppy drive ribbon and power cable - I removed these connectors from the board and plugged them into the sockets on the back of the Epson.

I've not tested the machine yet, as there was no power cable included and I'm reluctant to power up a set-up that is based entirely on guess-work.

Questions then:

1) What is the C100977 REV board used for? Am I alright to disconnect it from the motherboard?

2) Am I correct to plug the (what appears to be) floppy drive cable and power cables from the C100977 REV into the Epson SMD-380?

3) If yes to the above two questions, is there any easy way to secure the drive to the bottom half of the case? The old drive was MUCH larger and the holes on the Epson do not match up correctly - it therefore seems inpossible to keep the smaller drive secured within the larger space that it occupies.

4) Does anyone have an ST cover that will accommodate an SMD-380 drive that they would be willing to part with? The type that has a small parallelogram-shaped hole to accommodate the eject button. I'm reluctant to cut the case to allow the eject button to fit....

Any help would be greatly appreciated.

Many thanks.
Michael Robbins

1817. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 14:38:10 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9iuu8i$p9g$1@nserve1.acs.ucalgary.ca>
Source record: 43687
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Hardware:
: > - 4MB to 8MB RAM
<...>
: > - 64MB to 256MB RAM with battery backup, for
: > storing documents. Or use flash memory if
: > it is cheap enough.

: You couldn't get that much ram on a 68000 because it only
: has a 24 bit memory bus. You would have to go to a 68030
: or so to get the wider data path.

Then throw in some sort of decoder for the 64-256MB chunk. Since it is not the main memory (that would be the 4MB chunk), it should not make much of a difference. Indeed, it need not make any difference to the average programmer, since it would (presumably) be access through a set of file system calls.

Besides, isn't the 6502 limited to 64kB chunks. Apple simply implemented some sort of paging mechanism to access the 128kB found in later models (IIe/IIc). Likewise for the 192kB card which I have lying around here, somewhere. (Though my understanding is the 1MB card for the 8-bit machines used some sort of window into memory.)

Byron.

1818. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 15:27:34 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <GJD47.18239$JN6.3573354@news1.rdc1.mi.home.com>
Source record: 43688
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
>
> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>

Memory Management Unit which really extends the addressing
the processor has. To the programmer, it is as if you had 32 bit
addressing. You set the MMU chip to "bank" of RAM you
want and pass the rest of the address to memory bus. However,
you would then need to develop a MMU and the added cost
of R&D would increase your cost to build. It would be safer
to just move to a 68020 or 68030 processor and bypass the
smaller bus. I would think the chips are not much different
in cost these days as they have been around a long time.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1819. ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 15:42:49 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <9iv1ru$38v$1@newsg3.svr.pol.co.uk>
Source record: 43689

Id like to know what CD's exist for the ST, I have around 10 or so mostly
Crawly Crypt, what am I missing??

Nigel P Turton --
800XL/130XE, 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, 340HD,CDROM,VGA
Lynx handheld
Jaguar 64 + CD
2600
(ATARI LIVES)

1820. ssh 1 or 2 on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 15:59:36 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107160759.7108b65b@posting.google.com>
Source record: 43691

```
Are there any ssh term clients that will fun on a Falcon?
How about port forwarding?
```

1821. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:06:18 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk>
Source record: 43692
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Alan Sharkis wrote:

> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> (Tulip) without any help on my part! But when I tried to install the same
> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> miserably. I do have Red Hat 7.2 running on that machine, but it was
> hand-configuring all the way. It would be torture for anyone who was
> brought up on Windows.

I seem to recall that the Mandrake 8 graphical installer needs something
like 64Mb of RAM and having less is pretty much the only thing that I've
ever seen cause it to bomb out.

And Red Hat sucks big time. Even the latest version.

AndyC

1822. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:23:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b53207217722c0@pandora.be>
Source record: 43693

on Sun 15-07-2001 21:30 James Haslam wrote:

>Hi Martin!
>
>>>As I said above, I've tried ALL these links but they don't work.
>
>>One address: ftp://chapelie.rma.ac.be/atari/editors/ghostscript:
>
>Why is it in Editors? This doesn't make sense. It's not an editor! No
>wonder I couldn't find it.

You've a point there, but for the moment there is little that I can do
about it.
>
>BTW is there an index? I wasn't sure where to find that either! D'OH! :)

There is an index. Look for index_all.txt (or index_all.txt.tgz).
Unfortunately it's slightly outdated. For the moment I can't make a new
index as I lost my SSH connection with the server. I hope this will be
restored (with some other problems) very soon.

>
>Thanks mate, I'll grab it now! (I've a PDF file I want to read!) :)

Ghostscript is a great app. It works slowly but good. You'll find that
sometimes a pdf only list a few pages. If this occurs just convert the
pdf into a ps file with the included pdf2ps.ttp.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1823. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:23:39 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b53207217722c2@pandora.be>
Source record: 43694

on Sun 15-07-2001 23:47 Edward S. Baiz Jr. wrote:

>On 13 Jul 2001 18:21:53 , Martin Tarenskeen wrote:
>>On 13 Jul 2001 15:20:40 , Edward S. Baiz Jr. wrote:
>>>Hello All,
>>>
>>>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>>>Thing was on it. I am not sure it that makes me a registered user or not.
>>I THINGk you are. The unregistered version will show "Shareware" in
>>ugly letters all across your desktop and doesn't remember window
>>positions. If your version does not have this, why should you pay
>>more?
>
>Then maybe I should ask the author also. Anyone have his website
>address??

Everyone who has bought the N_AES CD is a registrated user of the N_AES
version of Thing. This version can only be used with N_AES.

AFAIK, the author of Thing hasn't a website.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1824. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:23:39 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b53207217722c1@pandora.be>
Source record: 43695

on Sun 15-07-2001 22:47 Lyndon Amsdon wrote:

>
>I didn't see one, would be useful as there are quite a few pieces to pick
>up.

There is one. Look for index_all.txt or index_all.txt.tgz.
One note: The index file on the server is slightly outdated. I can't
make a new one for the moment as I can't access the server with ssh. I
hope I will be able to do that again in the near future.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1825. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:23:41 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b53207217722c3@pandora.be>
Source record: 43596

on Sun 15-07-2001 23:47 Edward S. Baiz Jr. wrote:

>
>Then maybe there is setup thing wrong in the N.AES. I will check it out
>and see. Any chance Martin you could email me the CNF files for Thing
>and N.AES..

Sure.

>
>>>
>>>I have N.AES 1.2 and Thing 1.27. I bought the N.AES CD from Woller and
>>>Thing was on it. I am not sure it that makes me a registered user or not.
>>
>>AFAIK you're a registrated user for NThing but not for Thing.
>
>NThing huh??? What is the author's website address??

I said Nthing because I wanted to point out that the N_AES CD comes with
a special N_AES-only version of Thing. Ofcourse the common version of
Thing will work also.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1826. Color VT102/ansi Over telnet/ssh

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:44:25 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107160844.262a68b7@posting.google.com>
Source record: 43597

It's been a while since I've been online with my Falcon...
What is the latest in terminal emulation via TCP/IP
for Falcon now?

As I say, it's been a while since I've been online with an Atari...
Last I tried was something called Teli for MajiC...and it was in very
early versions with really slow and dodgy emulation...it also required
PPPConnect
who's CAB ovls and other clients were not as up to stuff as the STinG
ones, nor were any of them free, as good, and as well supported as the
the STinG ones...heard about ifusion, but no clue where to find it.
And still...Teli only worked with MajiC...The other option was to
install an entire mintnet system just to run TosWin...no
thanks...that's a bit much just for a decent telenet emulation.

The wish list is something that runs under TOS/GEM via STing in a
window, is FULLY vt102 compatable, supports color, and ssh would be a
really nice bonus for those of us who'd like to get on accounts with
sensitive passwords and personal data.

If no such term exists, does anyone know of a good dial in based term
with open code to start with, and add in the new support?

I.E. Connect, or STalker, or Flash would be a perfect place to start
thoe I don't know if source code is avilable...just add in support
to pipe into the tcp/ip stack. It already has excellent emulation and
compatablility that works on all TOS machines! Then as a bonus, one
could eventually add ssh encryption...possibly even port forwarding
features of some type for secure proxy like channeling.

Also Telstar was a great start! It just needed to be finished
emulation wise and have the ansi and color support added.

Telnet for Sting had good solid VT102 emulation, but still no color
and it
really made a mess of the screen with the funny way it wrote in its
window.

Any advances lately?
A really solid feature packed terminal makes any computer very
valuable...
It's one thing long neglected on the Atari platform.

Sad when it's a major headache to log into a unix account and have to
pull out hairs just to get VI and a few other basic standards
displaying for you...
and having go in and disable about half of the display features that

make them
nice utilities to use.

Enough ranting and wishing...
It's good to be back online with my Falcon...
Getting ready to get out my wallet and make alot of software updates,
as
I'm learning a good bit of progress HAS been made on alot of things
Atari.
Hopefully a good terminal is one of them ;)

Brian

1827. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 16:52:42 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B104B72%news@youmustbejoking.demon.cu.invalid>
Source record: 43599
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)

> I don't know why people insist on calling languages like python and perl
> 'script' languages. [...]

The way that I differentiate between 'script' and 'compiled' languages is,
roughly, this...

If the compilation (and linking) step is commonly separate (C, C++, Pascal,
Ada...), it's a compiled language.

If the compilation step is integrated into the runtime environment (Perl,
Python (I think)), it's a scripted language.

If the compilation step is omitted altogether (BBC BASIC and purely 8-bit
BASICs), it's an interpreted language.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

Where we operate at a 90ï¿½ angle to reality

1828. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:09:44 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ilSiDHBY$xU7EwAs@atari.org.uk>
Source record: 43602

In article <9iv1ru$38v$1@newsg3.svr.pol.co.uk>, Nigel Turton <npt@dickin
sondoncaster.fsworld.co.uk> writes
>Id like to know what CD's exist for the ST, I have around 10 or so mostly
>Crawly Crypt, what am I missing??

Hiya

It depends what you mean by CD's for the ST.. I think I have around 40,
but there are lots I don't have.

This is what I have to date, some are also in transit:)

NCDS CD-ROM series disks 1 - 11
Crawley Collection Vol:1 & 2
Suzy B's Atari Software Treasure 1 & 2
Atari Mega Archive Vol: 1 & 2
Classic Klassiker als Emulatoren
Electronic Spinister PD clipart collection
Al things Falcon (includes software that will run on ST as well)
Bird of Prey (as above)
Atari Gold
Moving Pixels Collection
Skyline CD & Skyline Deluxe
Whiteline Gamma, alpha & Transmission cd's
Atari Computing Millennium Time.capsule
Atari ST computer (maxon and sono press) cd one of the first, if THE
first, atari cd-rom>
The Atari Compendium
The Atari Coverdisk Collection (v1)
Portfolio Club Deutschland

If you have anything not in this list, then I will be interested. I do
have THREE cd in the above list for sale or swap etc: electronic
spinster clip art, the atari cd (maxon) one, and possibly the
transmission one.

Not forgetting the Atari coverdisk collection: which includes the entire
cover disks for -

Atari World
ST - Amiga format (before they split)
ST Format including subscriber disks
ST Review
ST User

-- Cheers! For Now
Steve <>< * * *

Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1829. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:11:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B53203B.466397C@seimet.de>
Source record: 43601

SWE/YesCREW wrote:
>
> On Mon, 16 Jul 2001, Uwe Seimet wrote:
>
> > So the way the Milan II project was handled eventually was harmful to
> > the Atari market. The CT060 failing had not such an impact because only
> > a few (Falcon only) users were interested in it anyway. And now we have
> > a project where the initiators were so negligent that they did not even
> > bother to carefully check the availability and fitness for purpose of
> > the CPU.
>
> Again, we DO not have a project, we had a poll.. If i ask ppl whats

I was talking about a certain hardware project.

> P.S. If company is so stupid, that stops all selling (milan 1) only
> because announcements, and verbal promises, they deserve to
> bancrupt. Store business cant live out of promises. Noone stoped selling
> win95 when 2k were announced!

It was not a company that stopped selling the Milan I but after the
Milan II was announced there were no customers interested in the Milan I
anymore. The dealers wanted to sell but the customers did not want to
buy the old machine (Milan I) anymore.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1830. Re: STFM Question...

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:17:27 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <e7dd$QBnGyU7EwUj@atari.org.uk>
Source record: 43603

Hiya

Yep you got an old stfm with a single sided drive, althoug a few were
released with the same type of eject button with a double sided drive.

In article <9iupag$t2p$1@newsg3.svr.pol.co.uk>, Michael Robbins
<michael@mrobbins.freeserve.co.uk> writes
>1) What is the C100977 REV board used for? Am I alright to disconnect it
>from the motherboard?

This sometimes is connceted to the drive itself or screwed onto the top
of the motherboard shield next to the psu.

Just remove this, it's an adaptor so the drive can be connected to the
interface:)

>
>2) Am I correct to plug the (what appears to be) floppy drive cable and
>power cables from the C100977 REV into the Epson SMD-380?

You can plug the 34-pin connector into the disk drive (schugart
interface). Some ST's have the locator lug the wrong way around. If you
plug it in upside down and power up, the drive motor will run ALL the
time. Just cut the lug off and try it the other way:)

No damage SHOULD be done as all odd lines are earth/ground.

>
>3) If yes to the above two questions, is there any easy way to secure the
>drive to the bottom half of the case? The old drive was MUCH larger and the
>holes on the Epson do not match up correctly - it therefore seems inpossible
>to keep the smaller drive secured within the larger space that it occupies.

The old drive will have been deeper that;s about all, so you will need
to lengthen the supports a little to line up with the drive hole. The
brass locator support will also be small.

I've used rawplugs in the past for giving my that little extra. If you
can get the ones that you cut down to size your self, they are brilliant
replacement support posts AND quieten the drive down as well.

>
>4) Does anyone have an ST cover that will accommodate an SMD-380 drive that
>they would be willing to part with? The type that has a small
>parallelogram-shaped hole to accommodate the eject button. I'm reluctant to
>cut the case to allow the eject button to fit....

I do have some STFM double sided cases for sale, along with the other support bits etc. Drop me a line.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1831. Re: Vortex Hard drives....

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:20:02 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SrUereBCJyU7Ew0J@atari.org.uk>
Source record: 43605

In article <tl47evghtfq137@corp.supernews.co.uk>, Christopher Thorley
<chris_thorley@lineone.net> writes
>Hi,
> is anyone familiar with the old Vortex external hard drives. I have a
>40MB version which has packed up.Can a standard SCSI mechanism replace it?
>
>Chris Thorley.

IIRC, as i have one downstairs, they use their OWN software to access
the drive. Normal software drivers like HD driver and adhi don't work
with them, and I also think they are an MFM or RLL drive mechinism.

I have tried replacing the drive myself with no luck. The model I have
has room in the case for 2 drives, with only one being fitted.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1832. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:21:37 UTC
From: nowt <nowt@nowt.co.uk>
Message-ID: <3b532461$0$24129@news.zetnet.co.uk>
Source record: 43604

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:995266208-34673AEicMi@cwcom.net...
> From: "Gill Bates" <myarse@myarse.co.uk>
> Date: Sun, 15 Jul 2001 01:45:33 +0100
>
> >just wondering how many on here are owed Magazines or refunds from
> >http://www.cix.co.uk/~stclub/
>
> Yep, me. I paid 15UKP for a sub when the new-look mag was published and
got
> only one issue. I doubt very much if there will be any refunds after all
> this time though!

Same here, they may not wish to give refunds but I think they may be bound
by law to do so if there are complaints about the rip-off.

1833. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:53:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B532A03.8BFD4282@inebraska.com>
Source record: 43607
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> > - ROM based OS (patched in RAM)
> > - 2 or 4 RS-232 ports
> > - 2 parallel ports
> > - an AD convert, with 4 inputs and 2 outputs
> > - 8"x4" LCD screen, high resolution,
> > high contrast, black and white is fine
> > - semi-portable design (something which can
> > be moved while I'm working, but not something
> > which I work on while moving)
> > - 64MB to 256MB RAM with battery backup, for
> > storing documents. Or use flash memory if
> > it is cheap enough.
> > - HD 3.5" floppy, for communicating with my
> > other machines
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus.

WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
The fact is that the Mac Plus had 24 address lines and 4 megs. - and that was
in 1986!

Roy

> You would have to go to a 68030
> or so to get the wider data path.
> <snip>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...

>
> Remove nospam to reply.

1834. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 17:58:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9iva0ucvf1@plutonium.compulink.co.uk>
Source record: 43608

In message <tl3bjci03pvg5d@corp.supernews.co.uk>, steve-sweet@lineone.net said:

><xlator@cix.compulink.co.uk> wrote in message
>news:9i030i$ah7$1@plutonium.compulink.co.uk...
>
>> A friend of mine uses an STFM1040 with TOS 1.02 and CAB 1.5,
>> normally with a hi rez monitor. He needed to give a demo on a TV
>> via SCART, but luckily came to me first to try it out. I found
>> that while his setup worked fine on hi rez, when I tried it on the
>> TV in both med and low rez CAB started to load but stuck during
>> the small 'Loading xxx' dialog each time.
>
>I seem to recall that on installation of CAB a suitable resource file is
>installed, did you select an appropriate resource file for CAB when you
>changed mono/colour?.

AFAIK there are *no* separate RSC files for mono and colour - in
any case my 2.7 runs in both. And the manual says 'CAB is
resolution independent but at ST-low (320x200) not all of the
dialogs fit entirely on the screen.'
On taking a closer look at the manual I see 'CAB runs on any
computer using the Atari (TOS) operating system with 2 Mb or more
memory.' His STFM1040 only has 1MB, so could that be the problem?
The manual goes on: 'Memory requirements for images depends on the
number of colours used. The greater the colour depth the more
memory is required.'

But this says 'for images' and CAB didn't get as far as loading!
So I am still a bit stumped.

Regards, /Peter/

1835. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 18:51:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107161845120.154-100000@localhost>
Source record: 43598

On Mon, 16 Jul 2001, Uwe Seimet wrote:

> So the way the Milan II project was handled eventually was harmful to
> the Atari market. The CT060 failing had not such an impact because only
> a few (Falcon only) users were interested in it anyway. And now we have
> a project where the initiators were so negligent that they did not even
> bother to carefully check the availability and fitness for purpose of
> the CPU.

Again, we DO not have a project, we had a poll.. If i ask ppl whats
their fauvorite food, that dont mean ill start cooking it.. We just had a
poll about browser and if ppl would be wiling to pay for it thats
all. AFTER poll, there someone could start thinking about it.. But since u
are mister know all, and u say no use of doing anything really, i wonder
what will happen anyway.. But in any case, there were NO project!

> Is this the right way to go?

Is your bashing right way? Personaly i doubt browser can be done in
decent time, even more, after that time html/Stuff will improve a lot so
project will again be behind the rest of the world. BUT i wont stop anyone
talking about, making poll's. I will offer help if im able to and someone
wil have the guts to get it going, even if not finish!

Janez

P.S. If company is so stupid, that stops all selling (milan 1) only
because announcements, and verbal promises, they deserve to
bancrupt. Store business cant live out of promises. Noone stoped selling
win95 when 2k were announced!

1836. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 18:53:54 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9ivd82$ms4$1@nserve1.acs.ucalgary.ca>
Source record: 43615
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts (wrstrutts1@nospam.home.com) wrote:
: > Then throw in some sort of decoder for the 64-256MB chunk. Since

: Memory Management Unit which really extends the addressing
: the processor has. [...] However, you would then need to
: develop a MMU and the added cost of R&D would increase your
: cost to build. It would be safer to just move to a 68020
: or 68030 processor and bypass the smaller bus.

Perhaps I'm oversimplifying things here but, assuming 1MB pages into this secondary memory, wouldn't an 8 bit register attached to a decoder suffice?

As per the 68020 and 68030: it sounds great wrt speed and functionality, but what would be the cost in complexity (for the end user, of course)?

This is, in essence, a machine which I would want the user to be able to pull apart and modify, if they so desire, without a degree in electrical engineering. I have seen people modify the old 8-bitters, and there are people who will modify (for example) the TI-89/92 calculators (which are based on the 68000). I have not encountered people who go to such trouble for i386 or later, or the PowerPC. Just peeking into the processor manuals for those beasts is very intimidating. I can hardly imagine what a complete set of documentation for a modern PC would look like, if such a thing existed.

Byron.

1837. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:20 UTC
From: bindon@madasafish.com
Message-ID: <tl6eg0ql9220f7@corp.supernews.com>
Source record: 43609

```
On 15 Jul 2001 19:27:23 , Matthew Montchalin wrote:

Hi

>|>BBC micro, mode 0. 640x256 graphics, 80x32 text, monochrome.
>
>I wouldn't mind that kind of graphics, and that kind of text mode,
>so long as the character sets are redefinable, and one of which
>implements a conventional Commodore graphics character set (which
>so many people seem to have memorized).
```

I think the BBC when released was very good, especially the graphics
department. Also I think it may have been expensive too, for some reason
I still see ppl trying to seel them in local papers at around ?100 with
dot matrix printer and floppy drive. Crazy?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1838. Re: CT2 and MajiC 6

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:23 UTC
From: bindon@madasafish.com
Message-ID: <tl6eg3knl1j7f9@corp.supernews.com>
Source record: 43610

On 15 Jul 2001 18:04:25 , Brian J. Roland wrote:
>An amuseing little problem has developed.
>I recently found myself needing to revert to my old SM124
>monochrome monitor with my CT2 Falcon.

Has this problem started since you put the SM124 on the Falcon? If it has it certainly sounds like sync rate problems. Erm, I'm no CT2 expert (never seen one!) but I think the Videl is boosted to 50Mhz and also you can have another pixel clock at 32 or 36Mhz. I'm also not sure which pixel clock (3 in total on the Falcon) are used but if it's one of those then you may get problems as the SM124 is fixed freqeuncy. However if it only happens with MAgic them I'm not really sure.

I would go into Magic normally and change the resolution to ST hi rez by going "change resolution" then "save". Hope this helps, I don't think many users are using the old SM124 on a CT2 Falcon!

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1839. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:27 UTC
From: bindon@madasafish.com
Message-ID: <tl6eg71noe8gfb@corp.supernews.com>
Source record: 43611

On 16 Jul 2001 02:44:30 , "Jon Gibbins" wrote:

Hi

>Okay, this is where I show how little I know about upgrading the basic ST
>setup (lol!)

If you wanted to upgrade I'd get at least TOS 1.04. The rest is fine TBH.

>I have a Mega ST4 with TOS v1.02 (very buggy OS !) with a MegaFile 30.
>It's been over a year since I recently installed all the my software on it,
>the ST had remained unused for about a year, so I've just dug it out of the
>grave again :)
>The software on it consists of; GDOS, PowerDOS, Universal Item Selector III
>and fldr200.prg (am i right thinking its a software bug fix for TOS 1.02?).
>Thats about it. I have obtained a floppy in which i can boot into MultiTOS,
>but am not quite sure what to do with it !! Is there not a simple way to
>connect to the internet using one program ?

Well, folder200 is a fix, keep it. PowerDOS, don't know, not really
needed for internet access! NVDI is better than GDOS, faster screen
updates. You should pick up Stik2 and get that running as an acc and make
sure it conects OK to your ISP. Once thats done then get whatever client
you need. Try Newsie for news and mail. HSModem is yet another patch for
TOS thats needed for good serial port transfers. ST is limited to 19200
connection speed unless modified.

>Also , while im here.. is there any program i can use to transfer files
>from the PC straight to the ST thru a parallel / serial link ? It's a pain
>having to use floppies ....

Take a look at the other thread going on here "Atari - PC transfers"

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1840. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:28 UTC
From: bindon@madasafish.com
Message-ID: <tl6eg8prsq1hfd@corp.supernews.com>
Source record: 43612

On 16 Jul 2001 02:51:18 , "Jon Gibbins" wrote:

Hi

>I tried it earlier on today .. the drive would (just about !) fit, but the
>extra mainboard and power supply were
>too big to fit in :(Also I dont think there would be a way to screw down
>the extra board + power supply.
>However it looks as if the positions for screws for the drive are already
>there in the ST case ....

I think you should be able to power the drive from te computers PSU.
Megas are designed for a HD to be fitted internally.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1841. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:30 UTC
From: bindon@madasafish.com
Message-ID: <tl6egajmqfl9ff@corp.supernews.com>
Source record: 43613

On 16 Jul 2001 16:42:49 , "Nigel Turton" wrote:
>Id like to know what CD's exist for the ST, I have around 10 or so mostly
>Crawly Crypt, what am I missing??

Bird of Prey for the Falcon. There are quite a few. Suzy B ones etc etc.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1842. Re: STFM Question...

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:01:33 UTC
From: bindon@madasafish.com
Message-ID: <tl6egdg1nev700@corp.supernews.com>
Source record: 43614

On 16 Jul 2001 14:13:55 , "Michael Robbins" wrote:

Hi

>1) What is the C100977 REV board used for? Am I alright to disconnect it
>from the motherboard?

Sounds like a strange board that someone sent a photo of here, which I
remeber as you're not supposed to send binaries here!

>2) Am I correct to plug the (what appears to be) floppy drive cable and
>power cables from the C100977 REV into the Epson SMD-380?

I think it'll be OK, but don't count on it!

>3) If yes to the above two questions, is there any easy way to secure the
>drive to the bottom half of the case? The old drive was MUCH larger and the
>holes on the Epson do not match up correctly - it therefore seems inpossible
>to keep the smaller drive secured within the larger space that it occupies.

Not sure. You'd probably have to improvise something up.

>4) Does anyone have an ST cover that will accommodate an SMD-380 drive
that
>they would be willing to part with? The type that has a small
>parallelogram-shaped hole to accommodate the eject button. I'm reluctant to
>cut the case to allow the eject button to fit....

Are you in the UK?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1843. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:03:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107151703040.181-100000@localhost>
Source record: 43600
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 15 Jul 2001, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

Why buying a PC, topic say, "if u could design" not what would u buy..

Janez

1844. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:06:25 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl8vdorki3bpa9@corp.supernews.co.uk>
Source record: 43589

Hi Pete

>But this says 'for images' and CAB didn't get as far as loading!
>So I am still a bit stumped.

Hm!, this is a bit of a problem, is he able to increase memory easily?.

1845. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:07:59 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B1CAE34%news@youmustbejoking.demon.cu.invalid>
Source record: 43634
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Byron Desnoyers Winmill may or may not have written...

> Hardware:
> - 68000, about 10MHz

ARM7500FE, 56MHz. Or lower, if you want to save a little more power.

> - 4MB to 8MB RAM
> - ROM based OS (patched in RAM)

Hmm...

[snip]
> - HD 3.5" floppy, for communicating with my
> other machines

No 10baseT or 100baseT Ethernet?

[snip]

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,uk,eu,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Find a snapshot: <URL:http://drson.vse.cz/snapsearch/>

If in doubt, make it sound convincing.

1846. Re: CT2 and MajiC 6

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:16:24 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tl8vdqpe2snnaa@corp.supernews.co.uk>
Source record: 43590

Hi Brian

>Any ideas how I can force Magic to call my screen back up?

Delete your MAGX.INF file and reboot.

If that doesn't work, delete applicat.inf and reboot.

1847. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:28:50 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534045.54F7EE50@home.com>
Source record: 43617
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

No it is only you who is insane. Not to mention foll of smeg. Nowhere on this planet can you get a p3 at that price, unless your buying stolen property from a fence. Btw, better recheck your clock speed too, the 1.5 gigahertz processor systems aren't readily available yet. oh and don't forget, where I live, retail on windows is $300 by itself. Are you really so STUPID to believe any vendor will sell you windows and give you the hardware on which to run it for FREE?

get a life.

Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

1848. Re: Vortex Hard drives....

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:29:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B534091.1FA377B0@seimet.de>
Source record: 43616

Steve Stupple wrote:
>
> In article <tl47evghtfq137@corp.supernews.co.uk>, Christopher Thorley
> <chris_thorley@lineone.net> writes
> >Hi,
> > is anyone familiar with the old Vortex external hard drives. I have a
> >40MB version which has packed up.Can a standard SCSI mechanism replace it?
> >
> >Chris Thorley.
>
> IIRC, as i have one downstairs, they use their OWN software to access
> the drive. Normal software drivers like HD driver and adhi don't work
> with them, and I also think they are an MFM or RLL drive mechinism.

HDDRIVER works with them. At least it did the last time I had access to
Vortex drives. These drives are compatible with other drives as far as
reading and writing of data is concerned. There are differences to other
drives but these should not affect most hard disk drivers.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1849. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:33:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B53417B.534691EF@seimet.de>
Source record: 43618

SWE/YesCREW wrote:

> I was talking about whole negative attitude of yours, and look at the
> topic. All started cause that poll, and u spent a lot of time and efforts
> to convince us that stupid even to think about it, not even start it. I
> wonder what shall i do now with my existing projects? It seems i only
> waisted time.

It's up to YOU what you do with YOUR projects. I was referring to a few
projects in particular. I am also proceeding with HDDRIVER. So what?

> I see. I agree with that. Still company dependant only on one machine
> aint to smart thing to do...

I think you misunderstood me: This machine was the last resort for some
companies. The project failed and the companies were bancrupt.
In case you mean that should have relied on another platform (e. g. Mac
or PC) I agree. Some companies did so (e. g. ASH) and those companies
are still alive today. And still sell software for the Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1850. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:33:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107161929360.207-100000@localhost>
Source record: 43606

On Mon, 16 Jul 2001, Uwe Seimet wrote:

> > > So the way the Milan II project was handled eventually was harmful to
> > > the Atari market. The CT060 failing had not such an impact because only
> > > a few (Falcon only) users were interested in it anyway. And now we have
> > > a project where the initiators were so negligent that they did not even
> > > bother to carefully check the availability and fitness for purpose of
> > > the CPU.
> >
> > Again, we DO not have a project, we had a poll.. If i ask ppl whats
>
> I was talking about a certain hardware project.

I was talking about whole negative attitude of yours, and look at the
topic. All started cause that poll, and u spent a lot of time and efforts
to convince us that stupid even to think about it, not even start it. I
wonder what shall i do now with my existing projects? It seems i only
waisted time.

> > P.S. If company is so stupid, that stops all selling (milan 1) only
> > because announcements, and verbal promises, they deserve to
> > bancrupt. Store business cant live out of promises. Noone stoped selling
> > win95 when 2k were announced!
>
> It was not a company that stopped selling the Milan I but after the
> Milan II was announced there were no customers interested in the Milan I
> anymore. The dealers wanted to sell but the customers did not want to
> buy the old machine (Milan I) anymore.

I see. I agree with that. Still company dependant only on one machine
aint to smart thing to do...

Janez

1851. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:36:13 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10e2f$a745b620$031ea8c0@p400>
Source record: 43620
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

(some censured curses over here)

: > : > - 64MB to 256MB RAM with battery backup, for

: > : You couldn't get that much ram on a 68000 because it only
: > : has a 24 bit memory bus. You would have to go to a 68030

: Why not using 80386, then ? It has it all- MMU and segmented adressing,
and

I'm not subscribing to csa8bit to receive all those info I don't want to
read. Does this thread ever end? Or would you be so kind to stop
crossposting it with comp.sys.atari.8bit? How much will it me cost to let
you do so? :-)

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

1852. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:37:24 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B534246.4C7038C@home.com>
Source record: 43619
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message
> news:9itqpgpoi1@nserve1.acs.ucalgary.ca...
> >
> > Hardware:
> > - 68000, about 10MHz
> > - 4MB to 8MB RAM
> >
> You couldn't get that much ram on a 68000 because it only
> has a 24 bit memory bus. You would have to go to a 68030
> or so to get the wider data path.
> <snip>

WRONG WRONG WRONG!!!!

Go check the 68000 Data book. For that matter take a course in basic digital electronics. A 24 bit address bus will support up to 16megabytes total with no extra tricky hardware requireed. Btw, the data path is irrelevant to amount of ram a cpu can address, data bus is strictly for moving DATA, wider will give shorter read times for large values. the Address bus determines how much memory is available without resorting to such things as bank switching & so on. Btw, the 64 to 256 megs of flash mentioned could be addressed with some additional hardware. This is not "pie in the sky fantasy", but the common techniques used on apple II, commodore & atari 8bits that supported more than 64k of ram + roms.

1853. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:47:51 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B5344B9.9D89A833@home.com>
Source record: 43621

Hi Nigel,

I remember hearing stories of a crawly crypt volume 3 being worked on but haven't ever seen it, even on the crawly crypt website. Another one that will be out in september is one I'm helping assemble of the shareware / pd library of the user group I'm in, TAF. I'm pretty much doing this on my own as the clubs for all intents and purposes is otherwise dead. It should be a full cd-rom since the club has over 600 ST disks and a couple hundred 8bit disks. I'll post a message in this newsgroup when its ready for sale. as I said it'll likely be in september that it becomes available.

Nigel Turton wrote:

> Id like to know what CD's exist for the ST, I have around 10 or so mostly
> Crawly Crypt, what am I missing??

1854. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 19:53:54 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net>
Source record: 43622
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Branko Badrljica wrote:

|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
|> implemented some sort of paging mechanism to access the 128kB found
|> in later models (IIe/IIc). Likewise for the 192kB card which I
|> have lying around here, somewhere. (Though my understanding is
|> the 1MB card for the 8-bit machines used some sort of window into
|> memory.)
|>
|> Byron.
|
|
|Why not using 80386, then ? It has it all- MMU and segmented
|adressing, and one even gets a several 100's bytes of cache ? ;o)

An unfortunate design defect of the 80386 is that it can't
execute 6502 code. Maybe if Intel could get its sh* together,
it would design a chip that we here at comp.sys.cbm might
actually be willing to try out.

1855. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:01:12 UTC
From: Ryzome <lawncare@weedcontrol.org>
Message-ID: <krh6lto1fm86eno0hs2rp8jc3ir0v6oio2@4ax.com>
Source record: 43623
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

Minor desing flaw hahahahahahaha

1856. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:13:56 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <dii6lto2tv5p35jsupqibm0g82kuv7g565@4ax.com>
Source record: 43635
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
<news@youmustbejoking.demon.cu.invalid> said:

>The way that I differentiate between 'script' and 'compiled' languages is,
>roughly, this...
>
>If the compilation (and linking) step is commonly separate (C, C++, Pascal,
>Ada...), it's a compiled language.
>
>If the compilation step is integrated into the runtime environment (Perl,
>Python (I think)), it's a scripted language.

Python can be either, just like emacs Lisp. Of course, it 'compiles'
to a byte-code which it then intreprets, it's not *real* compilation.

Perl also has seperate compile and execute phases, although at present
you have to do truly evil things to presuade it to spit out the
byte-code.

However, I think that that differentiation is bogus. It means that
most implementations of Lisp are not programming languages. It means
that if (god forbid!) you were to run C in an interpreter, it would
not be a programming language.

--
David Cantrell | http://www.cantrell.org.uk/david

1857. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:17:58 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <WZH47.18477$JN6.3660062@news1.rdc1.mi.home.com>
Source record: 43624
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"James Alexander" <james-m-alexander@home.com> wrote in message
news:3B534246.4C7038C@home.com...
>
>
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
> > news:9itqpg$poi$1@nserve1.acs.ucalgary.ca...
> > >
> > > Hardware:
> > > - 68000, about 10MHz
> > > - 4MB to 8MB RAM
> > >
> > You couldn't get that much ram on a 68000 because it only
> > has a 24 bit memory bus. You would have to go to a 68030
> > or so to get the wider data path.
> > <snip>
>
> WRONG WRONG WRONG!!!!
>

Dude. He said he wanted 64 meg to 256 meg of RAM. A
68000 with only a 24 bit address can't address larger
memory schemes. 16 meg would be the limit of a 68000.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.
>
```

1858. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:19:40 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7789ACB.17385%nameerf@flash.net>
Source record: 43625

in article 3B5292D0.F4FD9C39@seimet.de, Uwe Seimet at us@seimet.de wrote on 7/15/01 11:08 PM:

> Also about two years ago Rodolphe Czuba asked me whether I would add
> support to HDDRIVER for the secondary IDE port of his CT060. I said that
> chances were good I would do so, provided the CT060 would actually be
> finished. I did not expect this to become reality and I was right again.

The CT60 project has stopped? That's new. When did this happen? Last I heard Rudolphe was still working on the thing, although it was going to take a while.

> Is this the right way to go?

Here's how I feel about this whole mess... I personally hate extremes. I do get excited when I hear of some announcement of a project, or a poll to see what kind of support is out there (like what started this). But I don't say, "this is definitely going to happen," and would never give money to something until there is proof of its existence, and I was able to get one now. On the other hand, I won't go around saying, "this project has no chance," and booing any attempts to do such a thing.

Yeah, there are other projects that might be more possible that would benefit the community, but if that's not where a programmer's interest lies, it's not going to happen anyway, so why not let them shoot for the impossible and at least have a small chance of getting something useful out of it? If nothing else, it might give the programmer more experience with larger projects, and give them the abilities needed to do other projects that we would benefit from that they might not have been able to do or have thought of doing.

Basically, I don't like seeing anyone so gullible that they'll fall for anything and get gung ho about it, and I also don't like seeing anyone so pessimistic (or "realistic" as you call it... it's still got the same effect) that they'll bash any attempts at a project, and anyone who supports the attempt. I've seen enough things happen on this platform to know that when someone says, "that's impossible" they are generally proven wrong at some point. I've also seen enough to know that when someone say's "that's definitely going to happen on x date by x company or person" that it in all likelyness won't. So let's just wait this out and see what happens instead of getting pissy at each other and having important people abandon this group (like Lonny just did). It's not worth it. It's better to support vain efforts than to ridicule the platform and this forum out of existence.

Mike Freeman
nameerf@flash.net

1859. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:22:52 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <w2l47.18479$JN6.3662762@news1.rdc1.mi.home.com>
Source record: 43626
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B532A03.8BFD4282@inebraska.com...
> william strutts wrote:
>
> > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
message
>> - 64MB to 256MB RAM with battery backup, for
>> storing documents. Or use flash memory if
>
> WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
was
> in 1986!

Apple crippled the memory on the early machines. The later
LC had 10 meg of RAM available although 6 meg was set
aside for ROM. The Mac Plus was even worse. It was limited
to 4 meg because Apple didn't let the Mac support larger than
1 meg simms. It only had 4 simm slots. To go larger it had to
support larger simms like a 4 meg simm. However, on the Mac
Plus/SE, Apple set aside 8 meg of address space for ROM. This
limit was not broached until Apple decided to make 68020 based
machines with larger address space. He is wanting 64 to 256 meg
of static RAM.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1860. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:33:45 UTC
From: bindon@madasafish.com
Message-ID: <tl6jt9h7uf3m76@corp.supernews.com>
Source record: 43627

On 16 Jul 2001 18:53:54 , Byron Desnoyers Winmill wrote:

Hi

>This is, in essence, a machine which I would want the user
>to be able to pull apart and modify, if they so desire,
>without a degree in electrical engineering.

I agree. Think about how useful it would be if a computer had 8 or 16 I/O on the board which is left unsused for hardware guys. Switching on accelerators etc. Look at how much use the RTS of the 6850s got on the Atari. It would take seconds to implement in the glue.

> I have seen
>people modify the old 8-bitters, and there are people who
>will modify (for example) the TI-89/92 calculators (which
>are based on the 68000).

I want one of these calculators when I go to college! Play games instead of work!

> I have not encountered people who
>go to such trouble for i386 or later, or the PowerPC. Just
>peeking into the processor manuals for those beasts is very
>intimidating. I can hardly imagine what a complete set of
>documentation for a modern PC would look like, if such a
>thing existed.

Too true. The gap between home hardware/software developer and big businesses has grown huge. Back in the 80s you could whip up a game in a couple of months and sell it and often beet the big guys! Remeber Manic Miner?
However I hack 386 and 486 machines as they're excellent for learning on. You overclock it too far? Get another off the scrap heap! Useful parts in them, Flash ROMs, Cache, SRAM. I crave for new learning experiences. I've got quite used to ISA and the way these thigns work. My 486 runs very fast, just a bit slower than a 486 DEC server! It has 50Mhz bus with no WS to VL bus.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1861. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:33:46 UTC
From: pausch@saaf.se
Message-ID: <9ivj3a$8sv$1@merope.saaf.se>
Source record: 43629
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <f054lt810sfp5l4on6gro7t5d7ntp267i4@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> On Fri, 13 Jul 2001 23:33:27 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> said:
>
>> Having used Pascal myself I would have to agree on using a system like
>> Delphi. Although my heart these days is with Python. But that's a script
>> language (I wish i had this as a kid, so clear and well structured!)
>
> I don't know why people insist on calling languages like python and
> perl 'script' languages. Just because some people use them as that
> does not mean that that is all they can do. I have written some
> rather large applications in perl, and colleagues have done the same
> in python. They are fully-fledged programming languages.

You could say the same thing about e.g. Javascript too: it has a full
set of bit-fiddling operations, numeric operations, string operations,
and it's even object oriented. But it's still considered a 'script'
language....

The reason these languages are called 'script' languages is probably
because programs in these languages usually are interpreted rather
than compiled.

"But Basic is interpreted too!!!" I hear you cry. Yes, it used to
be, but that was a long time ago - today it's usually compiled.
However, it is still sometimes interpreted - one such example is
VB-script.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

1862. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 20:53:00 UTC
From: "Dave R." <watson@enteract.com>
Message-ID: <Pine.BSF.4.21.0107161548550.29717-100000@shell-1.enteract.com>
Source record: 43628
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, James Alexander wrote:

> gigahertz processor systems aren't readily available yet. oh and don't
> forget, where I live, retail on windows is $300 by itself. Are you really so
> STUPID to believe any vendor will sell you windows and give you the hardware
> on which to run it for FREE?

A vendor, however, will be paying for OEM Windows, not retail. The OEM version is usually much cheaper, but with stricter licensing (i.e. must be sold with a computer, can't be installed on another PC, etc.). So, figure US$50-$75 for Windows, maybe even less.

1863. Re: ssh 1 or 2 on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 21:12:03 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0107162310560.11769-100000@newgem.atari.org>
Source record: 43630

On 16 Jul 2001, Brian J. Roland wrote:

> Are there any ssh term clients that will fun on a Falcon?
> How about port forwarding?

I'm using OpenSSH on my Falcon right now, it's available for
MiNT/MintNet. You will find it as a part of the SpareMiNT archive.

http://sparemint.atari.org/

--
Anders Eriksson
ae@dhs.nu

1864. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 21:17:19 UTC
From: bill-singer <bill@yosger.co.uk>
Message-ID: <9ivm39$5g3$1@newsg4.svr.pol.co.uk>
Source record: 43631

"nowt" <nowt@nowt.co.uk> wrote in message
news:3b532461$0$24129@news.zetnet.co.uk...
>
> "Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
> news:995266208-34673AEicMi@cwcom.net...
> > From: "Gill Bates" <myarse@myarse.co.uk>
> > Date: Sun, 15 Jul 2001 01:45:33 +0100
> >
> > >just wondering how many on here are owed Magazines or refunds from
> > >http://www.cix.co.uk/~stclub/
> >
> > Yep, me. I paid 15UKP for a sub when the new-look mag was published and
> got
> > only one issue. I doubt very much if there will be any refunds after all
> > this time though!
>
>
> Same here, they may not wish to give refunds but I think they may be bound
> by law to do so if there are complaints about the rip-off.
>
>

me too, seeing it is / was a business I reckon the first line of complaint
should be to cix where it is hosted

Bill

1865. Thanks for replies!

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 21:23:45 UTC
From: Michael Robbins <michael@mrobbins.freeserve.co.uk>
Message-ID: <9ivm0tgeg1@newsg2.svr.pol.co.uk>
Source record: 43632

Hi again,

Many thanks for the replies.

I have installed the Epson Double Sided drive into the case alright, it does just about bolt onto the bottom half of the case, but does sit too low. I'll try Steve's idea for raising it once I get the correct top to accommodate the new drive...

The drive seems to spin up OK and makes what I remember as being all the right noises (it's been a long time since I last owned an ST!) it makes short "clicks" when trying to boot off the ROM (no disk in drive), a short seeking hum when booting off a normal disk, and a lot of those distinctive seeking and "grinding" sounds when booting a game (using Auto). I can't be absolutely sure that it works yet because I don't have an RF cable to test it with, but I should be able to get hold of one of those tomorrow.

In reply to Lyndon, yes I am in the UK.

Steve: I will e-mail you RE the case.

Thanks for your help guys.
:-D
Michael.

"Michael Robbins" <michael@mrobbins.freeserve.co.uk> wrote in message news:9iupag$t2p$1@newsg3.svr.pol.co.uk...
> Hi all,
>
> I recently acquired a 520STFM that was advertised as having a broken floppy
> drive. I had owned one of these machines some years ago, and still had an
> Epson SMD-380 drive that I knew was working, so I had planned to replace the
> broken drive in the STFM with this drive.
>
> However, the machine I received through the post looked a bit different to
> the STFM that I had owned before - it contained a floppy disk drive that has
> a slot that is shaped like an off-centre parallelogram, with a very large
> eject button along the bottom side of this parallelogram. When removed from
> the machine, I could also see that the drive was much bulkier than the
> SMD-380 that I had in my last STFM... I assume this is an old single-sided
> drive??? I've never seen one before anyway...
>

> Anyway, to the change of drives. The old drive had different connections
on
> the back of it to what I was expecting - there is a 14 pin single edge
> connector and a similar four pin connector. Theses were connected to a
board
> under a shielded unit next to the drive - this board is marked "C100977
REV"
> and I assume it to be some sort of floppy controller, as it is connected
to
> the motherboard by what appears to be the standard floppy drive ribbon and
> power cable - I removed these connectors from the board and plugged them
> into the sockets on the back of the Epson.
>
> I've not tested the machine yet, as there was no power cable included and
> I'm reluctant to power up a set-up that is based entirely on guess-work.
>
> Questions then:
>
> 1) What is the C100977 REV board used for? Am I alright to disconnect it
> from the motherboard?
>
> 2) Am I correct to plug the (what appears to be) floppy drive cable and
> power cables from the C100977 REV into the Epson SMD-380?
>
> 3) If yes to the above two questions, is there any easy way to secure the
> drive to the bottom half of the case? The old drive was MUCH larger and
the
> holes on the Epson do not match up correctly - it therefore seems
inpossible
> to keep the smaller drive secured within the larger space that it
occupies.
>
> 4) Does anyone have an ST cover that will accommodate an SMD-380 drive
that
> they would be willing to part with? The type that has a small
> parallelogram-shaped hole to accommodate the eject button. I'm reluctant
to
> cut the case to allow the eject button to fit....
>
> Any help would be greatly appreciated.
>
> Many thanks.
> Michael Robbins
>
>

1866. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 21:28:35 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>
Source record: 43633
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
wrote:

>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you really so
>> STUPID to believe any vendor will sell you windows and give you the hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.

Is this after the new licensing scheme comes into effect?

--
Bill Hoggett

1867. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:19:31 UTC
From: vdjole@EUnet.yu
Message-ID: <9ivp9fgmc1@news.eunet.yu>
Source record: 43641

On 15 Jul 2001 17:03:12 , "Paul CAILLET" wrote:
>Ghostscript 3.12:
>
>gs312b.zoo - The Atari 68000 executable for Ghostscript 3.12 and the minimum
>array of support files and fonts required for Ghostscript to work properly.
>Everyone who uses Ghostscript needs this archive.
>
>[...]
>Older Versions of GS:
>[...]
>gs68881.zoo - This executable of 2.61 supports 68000 machines with 68881
>coprocessors. This should include upgraded ST, and STE machines. The support
>files from gs261b.zoo are required to use this program.
>
>gs301bt1.zoo - 68000 beta executable for GS 3.01 along with some ASCII and
>PostScript help files. The start-up PostScript support files are compiled
>into this version, so you don't need those. Three fonts (Courier,
>Times-Roman, and Charter-Italic) are also compiled into the executable.

>GemGS:
>
>gemgs13.zoo - Source and executables for a GEM shell for Atari Ghostscript.
>Many of the features of GemGS have now been incorporated into Ghostscript
>itself, but some people may still find GemGS useful. Version 1.3 was written
>for Ghostscript 2.5, which could not yet redirect text I/O to a window. For
>this reason, GemGS forcibly suppresses most text I/O when "Windows" is
>selected. If GemGS is used with GS 2.61, the "Windows" option should be
>turned OFF.

I occasionally use Ghostscript to view PDF files and I would be thankful for
some help here, regarding a possible upgrade I should perhaps make.

I have what I downloaded as "GEMGS 1.3" but it doesn't quite match the
description given above- here the shell and ghostscript itself are integrated
into a single program, about 1.5MB in size, and upon starting, it declares
itself as Aladdin Ghostscript kernel 6.01. Is this something else? This
one has been compiled by Christian Felsch and the docs say it is based
on port of Version 3.53 by Tim Gallivan.

Now, would there be any
benefits if I upgrade:

* I am confused about version numbers (3.53 vs. 3.12). Is an upgrade
needed at all?
* Would a newer version still be usable on a 4MB MegaST? (the current
one just barely fits into the available memory).

* Are there any important improvements relative to what I already have?
* Would it possible to properly use it on a single-tasking OS?
* Would a new version be slower than the old one?
* Does v3.12 have GEM features of this GemGS that I already have-
windowed output and other stuff?
* Would perhaps the version in gs68881.zoo be optimum because I have the FPU?
If I understand correctly, V3.* does not exist compiled for 68000+68881?

Thanks in advance.

1868. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:21:49 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b537734b24d21@free.fr>
Source record: 43636

Hello,

in article <tl6egajmqfl9ff@corp.supernews.com> (comp.sys.atari.st)
Lyndon Amsdon wrote on Mon 16-07-2001 19:01 (GMT):

> On 16 Jul 2001 16:42:49 , "Nigel Turton" wrote:
> >Id like to know what CD's exist for the ST, I have around 10 or so mostly
> >Crawly Crypt, what am I missing??
>
> Bird of Prey for the Falcon. There are quite a few. Suzy B ones etc etc.

And do not forget Midi Comedie ones.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

1869. Re: FaST club (theives or good guys?)

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:29:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ivprmrub1@plutonium.compulink.co.uk>
Source record: 43637

In message <tl46suslk60ke3@corp.supernews.co.uk>, chris_thorley@lineone.net said:

>I did exactly the same. I felt that they deserved some support from the
>Atari community but I received one mag and not another peep. Down to
>experience (again) I suppose.

Me too, and Derryck had the same experience. A pity, because the
ST/FaST Club was very useful and helpful in the past, both with
their PD library and their Shareware and commercial stuff.

Regards, /Peter/

1870. Re: STFM Question...

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:29:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ivprnruc1@plutonium.compulink.co.uk>
Source record: 43638

In message <9iupag$t2p$1@newsg3.svr.pol.co.uk>, michael@mrobbins.freeserve.co.uk said:

>I recently acquired a 520STFM that was advertised as having a broken floppy
>drive. I had owned one of these machines some years ago, and still had an
>Epson SMD-380 drive that I knew was working, so I had planned to replace the
>broken drive in the STFM with this drive.
>
>However, the machine I received through the post looked a bit different to
>the STFM that I had owned before - it contained a floppy disk drive that has
>a slot that is shaped like an off-centre parallelogram, with a very large
>eject button along the bottom side of this parallelogram. When removed from
>the machine, I could also see that the drive was much bulkier than the
>SMD-380 that I had in my last STFM... I assume this is an old single-sided
>drive??? I've never seen one before anyway...

Hi Michael

That sounds like the single-sided Chinon that was fitted to many
earliish STFMs, including the one I had.

>Anyway, to the change of drives. The old drive had different connections on
>the back of it to what I was expecting - there is a 14 pin single edge
>connector and a similar four pin connector. Theses were connected to a board
>under a shielded unit next to the drive - this board is marked "C100977 REV"
>and I assume it to be some sort of floppy controller, as it is connected to
>the motherboard by what appears to be the standard floppy drive ribbon and
>power cable - I removed these connectors from the board and plugged them
>into the sockets on the back of the Epson.

Yep - same as my original. The board is not a floppy controller as such
but an interface from the standard Shugart bus to the non-standard
Chinon connector.

>I've not tested the machine yet, as there was no power cable included and
>I'm reluctant to power up a set-up that is based entirely on guess-work.

Should be OK, but you may have to plug the Shugart connector in
upside down. It doesn't hurt to put it the wrong way up - but the
drive won't work in that case.

>Questions then:
>
>1) What is the C100977 REV board used for? Am I alright to disconnect it
>from the motherboard?

Interfacing and Yes.

>2) Am I correct to plug the (what appears to be) floppy drive cable and
>power cables from the C100977 REV into the Epson SMD-380?

From the *input* of the C100977 - Yes.

>3) If yes to the above two questions, is there any easy way to secure the
>drive to the bottom half of the case? The old drive was MUCH larger and the
>holes on the Epson do not match up correctly - it therefore seems inpossible
>to keep the smaller drive secured within the larger space that it occupies.

They should match in position, but the bottom of the drive has to
be moved upwards so that the disk slot matches that in the case (which
will probably neeed some modification to clear - use a craft
knife to carve out a bit from the top cover). I used small spacers for
mine - either brass or plastic will do. Note that there are only 3
screws - the fourth mounting hole uses a pillar with a pin on it
to locate in the mounting hole.

>4) Does anyone have an ST cover that will accommodate an SMD-380 drive that
>they would be willing to part with? The type that has a small
>parallelogram-shaped hole to accommodate the eject button. I'm reluctant to
>cut the case to allow the eject button to fit....

Go and do it!

Regards, /Peter/

1871. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:32:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>
Source record: 43639
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 16 Jul 2001 14:38:10 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>william strutts (wrstrutts1@nospam.home.com) wrote:
>: > Hardware:
>: > - 4MB to 8MB RAM
><...>
>: > - 64MB to 256MB RAM with battery backup, for
>: > storing documents. Or use flash memory if
>: > it is cheap enough.
>
>: You couldn't get that much ram on a 68000 because it only
>: has a 24 bit memory bus. You would have to go to a 68030
>: or so to get the wider data path.
>
>Then throw in some sort of decoder for the 64-256MB chunk. Since
>it is not the main memory (that would be the 4MB chunk), it should
>not make much of a difference. Indeed, it need not make any
>difference to the average programmer, since it would (presumably)
>be access through a set of file system calls.
>

Oh sure, throw in this non-standard bit of chaff here($), and that non-standard bit of dross there ($$) and pretty soon you find out why things like "Atari clones" cost a small fortune. Some sort of decoder here, and a bank-switcher there, and we're not talking about $300 retail any more.

>Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>implemented some sort of paging mechanism to access the 128kB found
>in later models (IIe/IIc). Likewise for the 192kB card which I
>have lying around here, somewhere. (Though my understanding is
>the 1MB card for the 8-bit machines used some sort of window into
>memory.)
>

And how much did that 192k card cost?

And how much would that translate into today's currency?

A 48k RAM expansion board for an Atari 400 retailed for $150, which in todays dollars would break this project before it got started.

Low volume, non-standard, high cost.

>Byron.

BobR

1872. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 22:34:54 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <7tq6lt0eom8gkn7le0t8go22hautl7v3s3@4ax.com>
Source record: 43640
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
wrote:

>On Sun, 15 Jul 2001, Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>

It's called "Market Research".

It's part of the process of finding out if there is already something
on the market at the same or lower price point.

If someone is already making something like "The Wonder Widget" and
selling it for half what it would cost YOU to make your version of a
Wonder Widget, it wouldn't make any sense for you to try to sell one,
and it wouldn't make any sense for anyone to finance your business.

If Gigahertz computers still cost $3000, it might make sense to try to
come up with a $300 computer that would do a lot of the same things.

Unfortunately, as some of the messages here have pointed out,
Gigahertz computers now cost as little as $350, making a "New"
computer based around some arcane, non-compatible, possibly obsolete
CPU chip, with no software available, and a user-unfriendly operating
system an awfully "hard sell" in the marketplace.

Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
dozens of others) and even Apple have found out the hard way that just
having a "superior" box won't do any good at all if no one buys it.

The question is, who will buy this new $300 box?

BobR

1873. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:09:46 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <o1t6ltke1kg0ckn83cveplth85e4vfc3tc@4ax.com>
Source record: 43642
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:28:50 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>No it is only you who is insane. Not to mention foll of smeg. Nowhere on
>this planet can you get a p3 at that price, unless your buying stolen
>property from a fence. Btw, better recheck your clock speed too, the 1.5
>gigahertz processor systems aren't readily available yet. oh and don't
>forget, where I live, retail on windows is $300 by itself. Are you really so
>STUPID to believe any vendor will sell you windows and give you the hardware
>on which to run it for FREE?
>
>get a life.
>

So where on this planet do you live?

Check (as I said a few dozen messages ago) www.pricewatch.com
and find out how little a PIII Gigahertz SYSTEM really costs.

(Here's a hint: $418, INCLUDING Windows OS)

Or go for an Athlon Gigahertz for about $300 (again INCLUDING
Windows.)

A life is at your own discretion.

BobR

>Beyonder wrote:
>
>> You people are insane.
>> for $300 you can get a high end pentium 3 system, loaded.
>> for $100 more you can get a high end 1.4gig system, loaded.
>> and these are retail prices! that doesn't include monitor, but who
>> cares?
>>
>> get with the times.

1874. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:10:29 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <s1t6ltc46ticsld3pfmko54mqm6rft8h3f@4ax.com>
Source record: 43643
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:36:13 GMT, "Sysop Fox-1" <fox-1@home.nl> wrote:

>
>(some censured curses over here)
>
>
>: > : > - 64MB to 256MB RAM with battery backup, for
>
>: > : You couldn't get that much ram on a 68000 because it only
>: > : has a 24 bit memory bus. You would have to go to a 68030
>
>: Why not using 80386, then ? It has it all- MMU and segmented adressing,
>and
>
>
>I'm not subscribing to csa8bit to receive all those info I don't want to
>read. Does this thread ever end? Or would you be so kind to stop
>crossposting it with comp.sys.atari.8bit? How much will it me cost to let
>you do so? :-)

Ignore it, it'll go away eventually.

It actually DOES have relevance to the Atari 8-bit world, as the
inspiration for designing a new inexpensive system harkens back to the
venerable Atari Home Computers that brought "Power Without The Price"
to the few dozen people who ever bought one.

(and yes, I have an attic full of them myself)

There's a lot of nostalgia for the "simpler times" and the "simpler
machines" which populated them.

I get nostalgic every time I think about spending $550 for a floppy
disk drive.

Unfortunately I doubt anything is ever going to bring those times back
again.

BobR

1875. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:10:44 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com>
Source record: 43644
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 12:53:54 -0700, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

>On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
>|> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>|> implemented some sort of paging mechanism to access the 128kB found
>|> in later models (IIe/IIc). Likewise for the 192kB card which I
>|> have lying around here, somewhere. (Though my understanding is
>|> the 1MB card for the 8-bit machines used some sort of window into
>|> memory.)
>|>
>|> Byron.
>|
>|
>|Why not using 80386, then ? It has it all- MMU and segmented
>|adressing, and one even gets a several 100's bytes of cache ? ;o)
>
>An unfortunate design defect of the 80386 is that it can't
>execute 6502 code. Maybe if Intel could get its sh* together,
>it would design a chip that we here at comp.sys.cbm might
>actually be willing to try out.

A further "design defect" of the 80386 is that I don't believe they're
being made any more.

BobR

1876. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:34:52 UTC
From: ebaiz@skyenet.net
Message-ID: <wSK47.3366$DL4.2127@newsfeed.slurp.net>
Source record: 43645

On 16 Jul 2001 16:23:39 , "Martin \"Nightowl\" Byttebier" wrote:

>Everyone who has bought the N_AES CD is a registrated user of the N_AES
>version of Thing. This version can only be used with N_AES.
>
>AFAIK, the author of Thing hasn't a website.
>

Well I guess I have to just email him. I figured I had a different
version of Thing when I could not run it from my Magic, Geneva or
Regular TOS desktop.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1877. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:43:04 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537BE4.27849373@inebraska.com>
Source record: 43546
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:

> I get nostalgic every time I think about spending $550 for a floppy
> disk drive.
>
> Unfortunately I doubt anything is ever going to bring those times back
> again.
>
> BobR

I sure hope nothing brings back those $550 floppy disks again... ;-)

Roy

1878. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:46:38 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537CB9.D08CB935@inebraska.com>
Source record: 43547
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B532A03.8BFD4282@inebraska.com...
> > william strutts wrote:
> >
> > > "Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in
> message
> >> - 64MB to 256MB RAM with battery backup, for
> >> storing documents. Or use flash memory if
> >
> > WHAT?!?! 24 address lines gets you 16 megabytes. He's taking 4-8
> > The fact is that the Mac Plus had 24 address lines and 4 megs. - and that
> was
> > in 1986!
>
> Apple crippled the memory on the early machines. The later
> LC had 10 meg of RAM available although 6 meg was set
> aside for ROM. The Mac Plus was even worse. It was limited
> to 4 meg because Apple didn't let the Mac support larger than
> 1 meg simms. It only had 4 simm slots. To go larger it had to
> support larger simms like a 4 meg simm. However, on the Mac
> Plus/SE, Apple set aside 8 meg of address space for ROM. This
> limit was not broached until Apple decided to make 68020 based
> machines with larger address space. He is wanting 64 to 256 meg
> of static RAM.

But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and the 64-256 as battery backedup RAM disk for documents. As RAM disk, the address lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>

> Remove nospam to reply.

1879. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-16 23:54:27 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B537E8C.472973C8@inebraska.com>
Source record: 43548
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

>
> > > > Hardware:
> > > > - 68000, about 10MHz
> > > > - 4MB to 8MB RAM
> > > >
> > > You couldn't get that much ram on a 68000 because it only
> > > has a 24 bit memory bus. You would have to go to a 68030
> > > or so to get the wider data path.
> > > <snip>
> >
> > WRONG WRONG WRONG!!!!
> >
>
> Dude. He said he wanted 64 meg to 256 meg of RAM. A
> 68000 with only a 24 bit address can't address larger
> memory schemes. 16 meg would be the limit of a 68000.

You didn't read what he said very carefully:

Hardware:
- 68000, about 10MHz
- 4MB to 8MB RAM
- ROM based OS (patched in RAM)
- 2 or 4 RS-232 ports
- 2 parallel ports
- an AD convert, with 4 inputs and 2 outputs
- 8"x4" LCD screen, high resolution,
high contrast, black and white is fine
- semi-portable design (something which can
be moved while I'm working, but not something
which I work on while moving)
- 64MB to 256MB RAM with battery backup, for
storing documents. Or use flash memory if
it is cheap enough.
- HD 3.5" floppy, for communicating with my
other machines

And, in his reply he said:

> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should

> not make much of a difference.
>

So, 4-8 as main memory, easily accessed by a CPU with 24 address lines,
and 64-256 battery backed RAM disk, which has little to do with address
lines.

68000, 80286 (or higher), or 65816 could do what he was thinking, as CPU.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.
> >

1880. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 00:00:25 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <teL47.18818$JN6.3800443@news1.rdc1.mi.home.com>
Source record: 43549
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Roy Miller" <millers@inebraska.com> wrote in message
news:3B537CB9.D08CB935@inebraska.com...
> william strutts wrote:
>
>
> But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
the

This is true but the other memory is still memory and has to be accessed
in some manner. Plus we are talking about a sub-300 dollar machine
and any custom logic is going to cost money.

> 64-256 as battery backedup RAM disk for documents. As RAM disk, the
address
> lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
>
Oh really. You still have to get stuff in and out of your RAM disk and it
takes address lines. You will still need an address decoder to be able
to switch banks of RAM in and out of main memory. It doesn't happen
like magic. A real address in memory must somehow find its way
to the correct bank of RAM that you want to access. It is a real
pain in the butt doing it that way. The Apple II couldn't address
more than 64K or RAM at any one time anyway. Programs
never exceeded the size of memory space. The 68K is a totally
different animal. Programs can be huge on a 68k machine. I don't
think you would want to bank switch RAM to run a program.

--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1881. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 00:28:37 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <BBL47.40805$WS4.6287732@news6-win.server.ntlworld.com>
Source record: 43550
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If you want something all singing all dancing then even if I could design something better than a PC I haven't the time to write all the software to go with it.

If however you want to just make a computer for the satisfaction of saying "I made that" then I would make a clone of an antique home micro. The hardware design would be feasible, and you wouldn't have to write lots of software for it. The hardware could fit in fewer smaller parts than the originals, with modern memory chip sizes.

A few candidates would be:
ZX81 in PLDs or FPGA (done by Ian Bradbury and Bodo Wenzel respectively see http://www.howell1964.freeserve.co.uk/ZX81/ZX81.htm)
Commodore C64 in FPGA (done by Jeri: http://www.geocities.com/cm_easy/ - impressive!)
Acorn Atom / BBC micro / Atari 800XL / Atari ST / TRS80 / Spectrum in FPGA

1882. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 00:44:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <PXD47.853$bl.47003@news.siol.net>
Source record: 43690
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9iuu8i$p9g$1@nserve1.acs.ucalgary.ca...
> william strutts (wrstrutts1@nospam.home.com) wrote:
> : > Hardware:
> : > - 4MB to 8MB RAM
> <...>
> : > - 64MB to 256MB RAM with battery backup, for
> : > storing documents. Or use flash memory if
> : > it is cheap enough.
>
> : You couldn't get that much ram on a 68000 because it only
> : has a 24 bit memory bus. You would have to go to a 68030
> : or so to get the wider data path.
>
> Then throw in some sort of decoder for the 64-256MB chunk. Since
> it is not the main memory (that would be the 4MB chunk), it should
> not make much of a difference. Indeed, it need not make any
> difference to the average programmer, since it would (presumably)
> be access through a set of file system calls.
>
> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> implemented some sort of paging mechanism to access the 128kB found
> in later models (IIe/IIc). Likewise for the 192kB card which I
> have lying around here, somewhere. (Though my understanding is
> the 1MB card for the 8-bit machines used some sort of window into
> memory.)
>
> Byron.

Why not using 80386, then ? It has it all- MMU and segmented adressing, and one
even gets a several 100's bytes of cache ? ;o)

Regards,

Branko

1883. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 01:05:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tl73h3llaocb8c@corp.supernews.com>
Source record: 43553
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

OT but Bob, is there a reason why your name sounds real familiar to me?

ST magazine guy or something?

"Bob Retelle" <bobr1@provide.net> wrote in message
news:83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com...

1884. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 01:06:08 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4cM47.38281$qs5.7636718@news02.optonline.net>
Source record: 43554
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

The older machine has 64 Mb of RAM. Maybe it needed just a trifle more.

But my point was that any OS that's specifically designed or customized to work with a very narrow range of hardware variation could be successful on these supposed $300 machines.

Alan

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message news:Pine.GSO.4.10.10107161704420.13755-100000@zen.sys.uea.ac.uk...
>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
> > OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> > it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> > (Tulip) without any help on my part! But when I tried to install the same
> > distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> > miserably. I do have Red Hat 7.2 running on that machine, but it was
> > hand-configuring all the way. It would be torture for anyone who was
> > brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC
>

1885. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 01:28:16 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9B3F7EE2%news@youmustbejoking.demon.cu.invalid>
Source record: 43585
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that David Cantrell may or may not have written...

> On Mon, 16 Jul 2001 17:52:42 +0100, Darren Salt
> <news@youmustbejoking.demon.cu.invalid> said:
>> The way that I differentiate between 'script' and 'compiled' languages is,
>> roughly, this...

>> If the compilation (and linking) step is commonly separate (C, C++,
>> Pascal, Ada...), it's a compiled language.

>> If the compilation step is integrated into the runtime environment (Perl,
>> Python (I think)), it's a scripted language.

> Python can be either, just like emacs Lisp. Of course, it 'compiles' to a
> byte-code which it then intreprets, it's not *real* compilation.

So using javac isn't real compilation either...? I'd say that it's real
compilation, just for a virtual machine.

> Perl also has separate compile and execute phases, although at present you
> have to do truly evil things to presuade it to spit out the byte-code.

:-)

> However, I think that that differentiation is bogus.

It definitely isn't a clear and /clean/ differentiation... and I did say
'roughly'. I don't expect to stick rigidly to that :-)

> It means that most implementations of Lisp are not programming languages.
> It means that if (god forbid!) you were to run C in an interpreter, it
> would not be a programming language.

Slight edit needed, I think: "is commonly separate" => "is or can be used as
a separate step"... and yes, I've seen a C interpreter...

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Risc PC, Spec+3, A3010 | Northumberland | s zap,uk,eu,org
| BBC M128, Linux PC | Toon Army | @
| Z80Em and 6502Em Support Packs. AY sound support.

The human race has one really effective weapon, and that is laughter.

1886. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 01:37:20 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <q857ltgc1h7vc73qhgern34u3m77d8b5u0@4ax.com>
Source record: 43555

On Mon, 16 Jul 2001 18:05:30 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>OT but Bob, is there a reason why your name sounds real familiar to me?
>
>ST magazine guy or something?
>
>"Bob Retelle" <bobr1@provide.net> wrote in message
>news:83t6ltscik55kqte5j6cu14c6g2at4ee79@4ax.com...
>

Hi Rick,

Yup, a little ST mag, some Dungeon Master hintbooks, and the GEnie
Atari Roundtables.

Still checking in now and then to keep an eye on how things are going.

One thing I've found is that there aren't too many "old timers" around
any more that can answer some of the "I just got an ST for $25, and
the floppy drive won't work- How do I fix it?"" kind of questions.

Interesting to see the kinds of things this discussion is bringing up,
even if it's completely impractical. I guess if I really needed to
run 8-bit programs I could just make a trek up into my attic..!

BobR

1887. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 01:42:38 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <io57lt89cpjikg3766enpugg6a6ia2ektu@4ax.com>
Source record: 43556
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
<brankob@avtomatika.com> wrote:

>
>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>
>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>> |> implemented some sort of paging mechanism to access the 128kB found
>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>> |> have lying around here, somewhere. (Though my understanding is
>> |> the 1MB card for the 8-bit machines used some sort of window into
>> |> memory.)
>> |>
>> |> Byron.
>> |
>> |
>> |Why not using 80386, then ? It has it all- MMU and segmented
>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>
>> An unfortunate design defect of the 80386 is that it can't
>> execute 6502 code. Maybe if Intel could get its sh* together,
>> it would design a chip that we here at comp.sys.cbm might
>> actually be willing to try out.
>
>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>
>Regards,
>
>
>Branko
>

I wouldn't be too surprised to see that. -

I just did a little poking around to check on prices of Motorola 68020
and 68030 CPUs, just to see how they would affect the cost of a $300
system.

Allied Electronics doesn't even stock them any more, but for only $200
they'll order you a 33Mhz 68020 chip.

That's almost THREE times the cost of a 1Ghz Athlon right now.

(And that's their QUANTITY pricing. Ouch!)

Supply and demand at work.

BobR

1888. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 02:07:55 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B539DF4.36A9CEA1@inebraska.com>
Source record: 43557
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Roy Miller" <millers@inebraska.com> wrote in message
> news:3B537CB9.D08CB935@inebraska.com...
> > william strutts wrote:
> >
> >
> > But he mentioned 4-8 megs of RAM, which is VERY doable with a 68000, and
> the
>
> This is true but the other memory is still memory and has to be accessed
> in some manner. Plus we are talking about a sub-300 dollar machine
> and any custom logic is going to cost money.
>
> > 64-256 as battery backedup RAM disk for documents. As RAM disk, the
> address
> > lines aren't the issue. You can have 1 meg RAM disks with the Apple][+.
> >
> Oh really.

Really. I have a 1 meg RAM card in my][+. There were a number of such cards sold. And some were battery backed. 16 address lines, 8 bit bus and 20 bit address space. Surely you have seen such in ads. And since that was done with an 8 bit 6502, I'm sure the 16/32 bit 68000 could do it too.

> You still have to get stuff in and out of your RAM disk and it
> takes address lines. You will still need an address decoder to be able
> to switch banks of RAM in and out of main memory.

RAM disks aren't part of your main memory. DUH!! Do you bother to read any of the posts being made? The software that organizes the RAM disk is in your memory, but as far as the CPU is concerned, that chunk of RAM is no different than a hard disk or floppy disk. Or do you wish to assure that disk drives are also part of the CPUs memory, being switched in and out?

> It doesn't happen
> like magic. A real address in memory must somehow find its way
> to the correct bank of RAM that you want to access. It is a real
> pain in the butt doing it that way. The Apple II couldn't address
> more than 64K or RAM at any one time anyway. Programs
> never exceeded the size of memory space.

Wrong! Programs often exceeded memory space. It was called overlaying. Ever hear of WordStar? And yes, that was a Z-80 program, but 6502 programs did the same thing. The overlays were on disk, called in to replace a part of memory (much like bank shifting, but much, much slower). With a RAM disk, exactly the same thing happened, only the data/code was stored in RAM outside the memory space of the CPU, and organized as a RAM disk.

The Coleco ADAM did this, so did the Atari 130 XE. There were plenty of boards like this for S-100 computers using the Intel 8080 or Zilog Z-80. In fact it was the best way to use CP/M Wordstar. Some would say, the ONLY way to use WordStar.

> The 68K is a totally
> different animal. Programs can be huge on a 68k machine. I don't
> think you would want to bank switch RAM to run a program.

No one was talking about bank switching.
He was talking about a 64-256meg battery backed RAM disk though.

Roy

>
>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>
> Just hacking away...
>
> Remove nospam to reply.

1889. ATARI Mega 4 STE W/ mono monitor.30meg HD $150

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 02:16:24 UTC
From: wjwhitney2@aol.com
Message-ID: <20010716221624.10100.00008642@ng-md1.aol.com>
Source record: 43558

excellent condition! $150 plus shipping. U.S. only. thanks, Walt Whitney

1890. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 03:24:55 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0b67$1jsc$1@nserve1.acs.ucalgary.ca>
Source record: 43559
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: The question is, who will buy this new $300 box?

Perhaps nobody. We are simply playing with ideas here.

Or, perhaps, somebody. Look at the groups this discussion is taking place in. How many people would even consider using these machines in an era of GHz computers? After all some of these machines run at a poky 1MHz, and are crippled by 8 bit wide words. (My Apple II fits in that category.)

Apparently a large number of us still use those machines. Some of us still buy those machines. Sometimes we pick up the original thing (Apples, Atari's, Commodores, and so forth) for a bargain. Sometimes we pickup devices which have similar, embedded processors. The TI graphing calculators use the Z80 and 68000 processors. These calculators appear to fit in the $80 to $220 Canadian range, and I'm willing to bet that there are good margins.

So maybe there is a market. But that still shouldn't prevent us from discussing ideas.

Byron.

1891. Re: WTD: DEGAS image

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 03:40:37 UTC
From: Dan Sissman <hubieillin@yahoo.com>
Message-ID: <3B53B33D.42E59826@yahoo.com>
Source record: 43560

Steve Stupple wrote:
>
> Hmmm
>
> not heard of this one, and i use degas!
Here's how I found out about it: In Volume 1, Issue 8 of the Mister X comic series, the following reader correspondence appeared:

Sirs.
Recently I seem to have been seeing Mr. X appear on my Atari Computer
screen. The initials in the corner would seem to indicate it originated with Dean Motter. Is this correct?

Dean Motter (creator and editor of the series) responded:

You must have come across Batteries Included's D.E.G.A.S. graphic
software, for that is what the illustration was created for. For those who do not have an Atari ST at their disposal, we reproduce those graphics here.

The image was reproduced at about 2" by 1.5". There's a screenshot photo at http://www.atarimagazines.com/v4n10/stdegasart.html I'd like to obtain the actual image file, so I can do a bitwise conversion rather than the multigenerational mess I've got now.

Absent any leads on the image itself, I was planning on buying a used copy of DEGAS and copying the file directly to my PC, if possible. This was based on the assumption that the file is actually included with DEGAS. Since you say you haven't seen it even though you use DEGAS, I now have my doubts. Are you using the regular DEGAS or DEGAS Gold?

The disk-reading question is moot if I can't find the file, but . . . I don't need to be able to write to the disk at all, only to read from it. Do I understand you correctly that a PC floppy drive will read a disk that was intended for use on the ST? I don't have an ST at all, so any copying I do has
to be on the PC.

Thanks for your response, and thanks also to A. F. C. St. Clair.

--
Dan Sissman
http://www.albany.net/~dsissman

1892. FS/T: Atari ST items and more... [07/17/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 04:43:43 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <o6a7lt0qas9b475phkpla6b5d6r28o6ft6@4ax.com>
Source record: 43561
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 07/04/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $5.15 shipping, due to
weight, counts as 1st item
$ 4.00 Death Sword (Epyx)
$ 4.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 4.00 Final Assault (Epyx)
$ 4.00 GFL Championship Football (Gamestar)
$ 4.00 Keith Van Eron's Pro Soccer (Microplay)
$ 4.00 Lands of Havoc (Antic Software)
$ 4.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 4.00 Metro Cross (U.S. Gold / Epyx)
$ 4.00 Paint Pro (Abacus Software)
$ 4.00 Quadralien (Spinnaker)
$ 4.00 Renegade (Taito)
$ 4.00 SwiftaR (Accustar)
$ 4.00 Techno Cop (U.S. Gold / Epyx)

$ 4.00 Warship (Strategic Simulations, Inc.)
$ 4.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 4.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 4.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 4.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 4.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 4.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 9.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.15 shipping, due to weight, counts as 1st item

$ 9.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 9.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 9.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 9.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 9.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 9.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.15
shipping, due to weight, counts as 1st item

$ 9.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.20 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

1893. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 05:44:12 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j0jbcpog1@nserve1.acs.ucalgary.ca>
Source record: 43563
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: Allied Electronics doesn't even stock them any more, but for only $200
: they'll order you a 33Mhz 68020 chip.

That price is insane, and I suggest that you shop around more. And focus on the 68000, which I have seen in calculators costing about US$120. I am quite confident that the manufacturer is not producing these at a loss, and likely have a healthy margin. One of these calculators served as my inspiration, only with boosted I/O capabilities, much more open design, and with the OS in ROM where it can not be damaged. (I pulled mine apart, and it used a Motorola 68000.)

I will not argue withthe PB100 hypothesis though, as I am a Mac user.

It is worth noting though that only parts of the Macintosh and IIgs operating systems are in ROM. For the machine to be in a useable form, the rest must be loaded from disk (the Classic was an exception, but even it does not spring to life as an Atari ST would). Indeed certain drivers required to access the original Macintosh hardware do not appear to be in ROM, including part of the serial driver, the print manager, and the AppleTalk manager. (From Inside Macintosh Vol. I.) details are bound to be different for later models, such as the PB100, but I would imagine that (proportionally) less was integrated into later versions of the ROM.

Now why is that relevant? Well, I would want the whole OS in ROM. That way, if you goof up while creating patches, you simply reset the machine (or, better yet, disable patches while booting in order to recover your data). This calc of mine (with the OS in flash memory) has given me a scare a couple of times, and certain parts of its software do not appear to work correctly to this day. It is, of course, poorly documented so that is a problem too. Hopefully the ROM would be socketed, so that the OS could be upgraded (or the patches incorporated in some optimised form).* But that is not a huge issue. The other reason for a ROM based OS is to avoid the lengthly process of reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The patches would have to be reinstalled, but your machine wouldn't be in an unusable form without them. If the patch installation system is sensible, they should be quite easy to copy from a floppy disk to a system folder anyway.

Byron.

[*] Come to think of it, wouldn't flash memory have a write enable line? If so, a manual switch or jumper on this line would be a suitable alternative.

1894. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 05:52:29 UTC
From: william strutts <wrstrutts1@nospam.home.com>
Message-ID: <xoQ47.20422$JN6.4055098@news1.rdc1.mi.home.com>
Source record: 43562
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Timothy A. Seufert" <tas@mindspring.com> wrote in message
news:tas-16D91B.21514716072001@news...
<snip>
> I believe you are 100% wrong in stating that Apple II programs never
> exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> grossly mistaken, AppleWorks did just that. It was and is quite
> possible to design programs which bank switch code and/or data in and
> out of the CPU's address space. With care, it need not even be a pain
> in the butt.

I did say that they would have to be bank switched. It would still
need an address range to move the data to like that extra 64K on
the 80 column IIe card does. It is bank switched. What I meant
in saying they didn't exceed the size of memory was that only
64K could be accessed at one time. To get more memory requires
the programmer to bank switch the program or to swap code
out and pull it from the Floppy/HD in his code. No hardware
or OS automatically handled that on the Apple II. The early
PC's like the 286 had all kinds of odd ball memory due to the
8-bit legacy of the 286 processor. They still had 64K code
segments and any one chunk of code had to reside on a 64K
bank. You don't want to place a loop on two banks of memory
because that would require you to bank switch constantly.

> For software like a RAMdisk, it's not a pain in the butt at all to use
> bank selection. No different from selecting what sector of a disk drive
> to read in a driver for an ordinary electromechanical disk.

While that is true, it requires special coding on the part of the
program. Not all Apple IIe programs supported the extra RAM
and it was the minority that did. The program had to be aware
of the memory. Some smarter 8-bits using the 6809, had a
MTU unit which would take care of the bank switching. They
had a smart operating system called OS-9 that knew how to
handle the memory plus it had a hardware chip which handled
a lot of the memory management.

The other way was using the Chain command in the older
basics which would remove the app in memory and load
the referenced code. Not all Basics had that command. That
made it a bit easier but on the Coco, it required the programmer
to write routines to access the memory. It was not handled

automatically by the OS.
--
--
William R. Strutts - wrstrutts1@nospam.home.com - Whatever!

C'est moi! http://www.facelink.com/wrstrutts

Just hacking away...

Remove nospam to reply.

1895. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 06:43:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B53DE8B.594B66AF@seimet.de>
Source record: 43564

Michael and Nicole Freeman wrote:

> The CT60 project has stopped? That's new. When did this happen? Last I heard
> Rudolphe was still working on the thing, although it was going to take a
> while.

To be absolutely sure you should ask Rodolphe.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1896. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 06:54:31 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B53E127.EAE6500D@siemens.at>
Source record: 43567

Steve Stupple wrote:
> It depends what you mean by CD's for the ST.. I think I have around 40,
> but there are lots I don't have.
>
> This is what I have to date, some are also in transit:)
>
> NCDS CD-ROM series disks 1 - 11
> Crawley Collection Vol:1 & 2
> Suzy B's Atari Software Treasure 1 & 2
> Atari Mega Archive Vol: 1 & 2
> Classic Klassiker als Emulatoren
> Electronic Spinister PD clipart collection
> Al things Falcon (includes software that will run on ST as well)
> Bird of Prey (as above)
> Atari Gold
> Moving Pixels Collection
> Skyline CD & Skyline Deluxe
> Whiteline Gamma, alpha & Transmission cd's
> Atari Computing Millennium Time.capsule
> Atari ST computer (maxon and sono press) cd one of the first, if THE
> first, atari cd-rom>
> The Atari Compendium
> The Atari Coverdisk Collection (v1)
> Portfolio Club Deutschland

Some others I have are :

Whiteline delta, omega, kappa, psi & essence cds
Some CDs of the 'My PD' series
Atari Forever 1..4
Atari inside 1 & 2

and some others I can't remember at the moment.

Gerhard

1897. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 07:15:49 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B53E625.233CE65E@siemens.at>
Source record: 43568

Greg Goodwin wrote:
> Well, sounds like the war cry for beta testers. ;) Where can I find this
> emulator? If nothing else I'll have it plonk away on my 1040STE or my Adspeed
> 1040ST (at 16 mhz)

Sorry. It only works on Ataris and clones with at least 68030 cpu and
256 color mode available. It works very stable at least for playing
games but what it lacks seems to be people that are interested in
using it.
For a good emulator usable on a 68000 machine you will have to wait
until Christian Krueger eventually releases his emulator that's
based on Atari800 but is a complete rewrite with most (or all ?)
of the code in assembler. But I think it will need at least several
month until he will be able to release the first version.

Gerhard

1898. Displaying other charsets

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 07:58:50 UTC
From: Denis Huguet <claude1@d1.fr>
Message-ID: <3B53F0DA.E89D05F8@d1.fr>
Source record: 43569

Is it possible to display characters in some charsets like Shift-JIS
where a character can be more than 1 byte long ? Does NVDI5 allow such a
thing with an appropriate font ? If so, can it be done transparently
done by GEM or does it have to be done through some specific VDI calls ?

Thanks.

1899. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 09:11:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995439642-72953AEicMi@cwcom.net>
Source record: 43520

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Mon, 16 Jul 2001 22:19:31 +0000 (UTC)

>I have what I downloaded as "GEMGS 1.3" but it doesn't quite match the
>description given above- here the shell and ghostscript itself are
>integrated

Take a look at the readme from the latest version (that's the one you've
downloaded). AFAICR the Atari versions on the Godel site are old.

[Snip]

Development history from ST-GS 3.54 up to GEMGS 1.0

- Screen redraw at start-up removed.
- File selection *.PS -> *.*ps (Freedom can do this, but others??).
- stgs.rc -> gemgs.cfg.
- Load Config: The EnvVariables entered in the file will be used as well!
WARNING: These variables must be set correctly in an editor, as, if
GEMGS does not find gs_init.ps, it has no opportunity to open
a dialog!
- Position of the page selection dialog will be saved.
- Evaluates AP_TERM as well and reports this to the AES.
- Output only possible to a window now (previously also direct to the
screen).
- Temp files are really saved to $TMPDIR.
- Resource farmed out as a separate file.
- Menu shortcuts now work. The Help function is called by pressing the
left [Shift] key.
- CEN: removed. Printing now only via PRN:
- Ghost understands VA_START. - There is only one menu entry left:
'Open file'. An Open Page is attempted first; if this misfires (e.g.
with eps) the file is opened normally. The problem with this is that it
only works if the document is opened via the menu or VA_START.
If one specifies a file as an argument at the start, one cannot
perform an Open Page as the interpreter reads the file immediately,
before the Atari driver can do anything about it!
Remedy: Possibly a small program that is installed on the
desktop to start Ghost and then passes the argument via
VA_START. This would also allow new options (e.g. --no-gem).
If a file is not opened as Open Page (e.g. PDF) the interpreter has
to work its way through the complete file first - in other words
display all pages before the next document can be read!
- True iconify.
- Solution for the problem with its own parameters:

The Atari driver first of all is passed all the parameters, filters
out its own and passes the rest on to the interpreter.
Hence there is a new option now "--no-gem" for switching off the
GEM interface (e.g. because one wishes to print).
GS_WIN will NO LONGER be paid attention to!
- Various things adopted from the CFLib: Nicelines in the menu, UserDefs.
- All dialogs revised: UserDefs, only OK and Cancel remain.
- All possible printer drivers and file formats made available in dialog.
- If gemgs is started with just one file as argument, the Atari Arg-filter
extracts this and then sends a VA_START message to itself. This makes it
possible now for Open Page to work also for files passed at start-up!

- New gs kernel 5.01 -> 5.03
- Stack size reduced to 50K. That's quite enough!
- Some corrections to the USERDEFs.
- With multi-page documents the page number appears in the title bar.
- Page-wise browsing through document with Return/Enter/+ or Backspace/-.
- Now fully converted to CFLib.
- Dialogs revised: All options (Device/Format/DPI) selectable via popups.
- If argv[0] = 'gs' (e.g. /usr/bin/gs is a link to gemgs.gtp) or Option
'-h' is specified (e.g. to display the list of printers), gemgs will be
started without GEM.
- Menu entry 'Reopen'.
- The font ID and size for the Console and Help windows can be set in the
Config.
- If <name>.pdf is opened, GEMGS attempts to establish the number of pages
and creates the file <name>.ps in the same directory, which is then
processed. This new PS file does NOT contain the PDF document, but only
the information about all the pages!
- Position of the dialogs is no longer saved -> always centred.
- German resource file (in the German version - English translation by
Derryck Croker in the UK release).
- HELP removed.
- Page select dialog removed, replaced by a popup following a right-click
in the Console or Document windows.
- A backup is no longer created for the CFG file.
- The right mouse button (in Console or Document windows) brings up a
popup making functions for loading and browsing through the pages
available.

- New gs kernel 5.03 -> 5.10.
Includes appreciably more printer drivers. The following output devices
are now present:
Screen: stvdi
Printers: bj10e, bj200, bjc600, bjc800, cdj500, cdj550, deskjet,
djet500, epson, laserjet, ljet2p, ljet3, ljet4,
ljetplus, lq850, necp6, slm, st800, stcolor.
File formats: epswrite, gemimg, jpeg, jpeggray, pdfwrite, png16,
png16m, png256, pnggray, pngmono, pswrite, tiff12nc,
tiff24nc, tifflzw, tiffpack.

- Converted to CF-Lib 7.
- Output dialog redesigned.
- Keyboard evaluation of the graphic window reinstated.
- New Copyright dialog with separate version indication for GEMGS and interpreter.
- Reload corrected: If page 5 was active, it will also be after a reload.
- An ST version is now also available (e.g. for MagiCMac).

Version 1.0 Published 06.08.1998

- Due to an error in the GEM-Lib, 1.0 did not run in colour :-(

Version 1.1 12.08.1998

- RSC versions check
- Added free choice of Y-resolution, with which one may now use unequal X and Y resolutions (e.g. 360x180)
- GS_DISPLAY incorporated in CFG (see docs!)
- English RSC by Derryck Croker
- English text by Peter West
- French RSC/Lisezmoi by Didier Briel

Version 1.2 03.01.1999

- New gs kernel 5.50, new Libs
- SLM-driver now uses only ST-RAM. Will that help?
- Fileselector comes up with *.* instead of *.*ps
- If -dNODSIPLAY is set, gemgs behaves as if '--no-gem' is also set, i.e. it runs without GEM and makes no (graphics) output (e.g. for PDF-extract)
- Small tool (pdf2ps), that extracts page infos from a PDF file

-- Christian Felsch stops any further development --

-- Christian Felsch can't leave :-) --

Version 1.3 25.03.2000

- Newer gs kernal 6.01, Current Atari-Libs
- new laser printer driver: cljet5, cljet5c, fs600, lj5mono, lj5gray, pxlmono, pxlcolor

---
English translation:
Peter West of TransAction/DDP Translations
xlator@cix.co.uk
Derryck Croker of DDP Translations

[Snap]

HTH.

--

---- ---- ----

/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

1900. Re: STFM Question...

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 09:46:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <0TL47.866$bl.47671@news.siol.net>
Source record: 43551

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tl6egdg1nev700@corp.supernews.com...
> On 16 Jul 2001 14:13:55 , "Michael Robbins" wrote:
>
> Hi
>
> >1) What is the C100977 REV board used for? Am I alright to disconnect it
> >from the motherboard?
IIRC that boardhas two chips on it: one is Intel's 8048 (40 pin DIP
microcontroller),
and second is just buffer/ something like 7406.

Whole PCB serves the purpose of covering defficiencies of old drives that
Tramile has found god knows where.

If you want to do it anyway, and connector from the board to the drive
itself is not compatible, then you should
find the pinout of the standard floppy, pinout of the ST's floppy connector
(that 17-pin round thing), fscavenge somewhere PC's floppy flat cable and
wire it accordingly on the cable signals. Best is to cut all the traces that
go to the schips on the PCB and to pull both chips out, since you don't need
them for new floppies. Take care when wirng power/ don't mix up 5 and 12V
power !

Regards,

Branko

>
> Sounds like a strange board that someone sent a photo of here, which I
> remeber as you're not supposed to send binaries here!
>
> >2) Am I correct to plug the (what appears to be) floppy drive cable and
> >power cables from the C100977 REV into the Epson SMD-380?
>
> I think it'll be OK, but don't count on it!
>
> >3) If yes to the above two questions, is there any easy way to secure the
> >drive to the bottom half of the case? The old drive was MUCH larger and
the
> >holes on the Epson do not match up correctly - it therefore seems
inpossible
> >to keep the smaller drive secured within the larger space that it
occupies.
>
> Not sure. You'd probably have to improvise something up.

>
> >4) Does anyone have an ST cover that will accommodate an SMD-380 drive
> that
> >they would be willing to part with? The type that has a small
> >parallelogram-shaped hole to accommodate the eject button. I'm reluctant
to
> >cut the case to allow the eject button to fit....
>
> Are you in the UK?
> Lyndon Amsdon
> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy
> Website: http://www.lyndonamsdon.co.uk
>
>

1901. Re: Displaying other charsets

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 09:52:24 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B540AD8.CB08A34A@seimet.de>
Source record: 43570

Denis Huguet wrote:
>
> Is it possible to display characters in some charsets like Shift-JIS
> where a character can be more than 1 byte long ? Does NVDI5 allow such a
> thing with an appropriate font ? If so, can it be done transparently
> done by GEM or does it have to be done through some specific VDI calls ?

To my knowledge there is not support for multibyte character sets in any
program for the Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1902. gt look

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 09:55:35 UTC
From: pnobels@gmx.net
Message-ID: <js28ltoj2medhsknjhcvibelq5e53u1cun@4ax.com>
Source record: 43571

Hi,

does anyone have alink where i can download the scanner soft gt look?

Thanx,

- Peter -

Peter Nobels, Sun Microsystems.
Anti-Spam : Remove NoSpam to reply

1903. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 10:01:37 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <F5M47.867$bl.47698@news.siol.net>
Source record: 43552
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>
> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> |> implemented some sort of paging mechanism to access the 128kB found
> |> in later models (IIe/IIc). Likewise for the 192kB card which I
> |> have lying around here, somewhere. (Though my understanding is
> |> the 1MB card for the 8-bit machines used some sort of window into
> |> memory.)
> |>
> |> Byron.
> |
> |
> |Why not using 80386, then ? It has it all- MMU and segmented
> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>
> An unfortunate design defect of the 80386 is that it can't
> execute 6502 code. Maybe if Intel could get its sh* together,
> it would design a chip that we here at comp.sys.cbm might
> actually be willing to try out.

It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
You wait a year or two and Celeron will be cheaper than 6502 ;o)

Regards,

Branko

1904. Thing 1.20 english translation

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 10:59:08 UTC
From: Matt'Us Alem <mattusalem@canada.com>
Message-ID: <2001717-12598-695120@foorum.com>
Source record: 43574

I'm looking for Thing 1.20 english translation (not 1.26+), if someone ahve these kind of files (rsc,...) please contact me !

Thanks

Matt

User of http://www.foorum.com/. The best tools for usenet searching.

1905. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 11:00:13 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b541cc4$1@dnews.tpgi.com.au>
Source record: 43573

Janka Gerhard <gerhard.janka@siemens.at> wrote in message
news:3B53E625.233CE65E@siemens.at...
> Greg Goodwin wrote:
> > Well, sounds like the war cry for beta testers. ;) Where can I
find this
> > emulator? If nothing else I'll have it plonk away on my 1040STE or my
Adspeed
> > 1040ST (at 16 mhz)
>
> Sorry. It only works on Ataris and clones with at least 68030 cpu and
> 256 color mode available. It works very stable at least for playing
> games but what it lacks seems to be people that are interested in
> using it.
> For a good emulator usable on a 68000 machine you will have to wait
> until Christian Krueger eventually releases his emulator that's
> based on Atari800 but is a complete rewrite with most (or all ?)
> of the code in assembler. But I think it will need at least several
> month until he will be able to release the first version.

Crikey, I'll happily beta test that (see below).
--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

1906. Nieuwe thuis voor atari HW

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 11:02:45 UTC
From: Johan De Wit <johan.de_wit@alcatel.be>
Message-ID: <20010717.11024500@bt009f.rsd>
Source record: 43572

Allereerst,

Sorry for posting in dutch, but this HW must be collected.

Heb hier staan een:

Atari MEGAST2
Atari Megafile60
Monitor Atari SM124

Nog een extra atari monitor in doos. (geen verdere gegevens, staat ergens achter)

Gratis af te halen door een echte liefhebber.

Af te halen in koewacht (stekene), belgie.

PS. Weg wegens plaats/tijd gebrek. Spectrum en C64/128 gerelqteerde spulletjes als eventuele ruil zijn welkom, maar dit hoeft echt niet.

Alvast bedankt.

Johan

1907. Re: WTD: DEGAS image

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 14:20:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <o97weJA4mEV7Ew7f@atari.org.uk>
Source record: 43575

In article <3B53B33D.42E59826@yahoo.com>, Dan Sissman
<hubieillin@yahoo.com> writes
>Absent any leads on the image itself, I was planning on buying a used
>copy of DEGAS and copying the file directly to my PC, if possible. This
>was based on the assumption that the file is actually included with
>DEGAS. Since you say you haven't seen it even though you use DEGAS, I
>now have my doubts. Are you using the regular DEGAS or DEGAS Gold?

Having seen the link, the picture does ring a bell:)

But, my version i have here is Degas Elite and this comes with ONE
picture called 'magicmtn.pc1'.

But fear not, i shall have a look through the thousands of pictures i do
have:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

1908. Re: Atari Browser poll

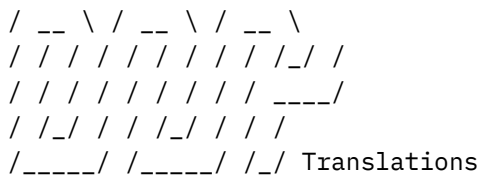
Newsgroup: comp.sys.atari.st
Date: 2001-07-17 15:41:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995392794-34803AEicMi@gmx.net>
Source record: 43582

From: Lonny Pursell <syntax.error@line.22>
Date: Sat, 14 Jul 2001 12:25:36 -0400

Hi Lonny,

>If the Hades had a lower price tag everybody and their brother would
>have one. I don't get the "specific apps" for these machines arguement.
>It's a price issue, always has been. You hit the right price and it
>would not matter what apps are out there it would sell.
Here in Europe a very basic PC costs about the same as a Milan, the cheapest iMac costs about 25% more then a Milan... someone buying a computer today to surf the net, play games, watch a DVD film, create MP3 in real time, do some stuff with an office suite and a thousand other things... Even if you would give away the Hades and Milan for free, they wouldn't touch them with a crowbar. Why did Apple survive while Atari and Commodore went under? not because they build better machines and most certainly not because they sold them at the right price... the answer is a very simple one: available apps

CHeers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1909. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 15:42:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995392788-33955AEicMi@gmx.net>
Source record: 43581

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sun, 15 Jul 2001 09:28:58 +0000

Hi Janez,

>He said that its not true noone wants Hades/Milan (he has Hades, we have
>Milan), he said its not cheap so ppl dont affordit widely, but machines
>still sells
How much did you pay for your first Atari ST which probably came without a harddisk? do you remember the price of a MegaST back in 1987 not to mention the TT in 1991? The price for a Falcon in 1993 was daylight robbery. Viewed in that light the Hades and Milan are bargains. I know that the times have changed, but this is the Atari platform... anyone looking for a cheap tower is on the wrong platform.
Suppose someone would upgrade his Falcon with vapourware like the CT-60, a graphic card, ethernet Romport adapter, more memory and a reasonable big hardisk... is your calculator working? It'll cost him more then a *brandnew* clone, and although he will have spend a lot of money he's still stuck with a machine that isn't expandable and will be a lot slower then the clones. Slow harddisk and CD-R access, slow ethernet etc... if that guy has any sense at all he'll put the Falcon in the cupboard and get himself a Milan or Hades. But we both know that's not going to happen... he's not going to buy a clone because of various reasons like: too slow, all German docs and soft, no specific software, not available at the cornershop etc...

>And about Amiga: he statet that he seen Java working on Amiga 030 (50mhz
>ACC) as so there is NO reason it couldnt be done on 030/040/060 Ataris..
There is a Atari browser which can do Javascript... Adamas Pro, and if the rumours are true we should see an update within the next two weeks...

>Last world: in 800XL scene, same ppl (say stupid, dreamers, off
>reality) did preemptive mtasking os, scsi drivers, RAM expansions,
>accelerators.. Iwe seen such machines, all i can say is, im amazed, i
>respect those guys a LOT!
There's an enormous difference between the XL/XE scene and this platform, comparing the two is like comparing apples with pears. A typical average ST/TT/Falcon user has upgraded his computer with more RAM, a CD-R and a bigger harddisk. Only a very small group has spend money on an accelerator and when talking ethernet, graphic cards or cd-writers, we're talking about individuals... this is the only platform of which the users turn a blind eye to innovative stuff. Have you asked yourself the question why the CT-2, AB-40, Nova cards and various memory upgrades aren't produced anymore? At the time they were available, hardly anyone was interested... If the XL/XE users would have the same attitude... they still would be working on a basic 64Kb machine and cassette recorder.

If you really want tocomparisation, let's compare this platform with the Amiga platform.... an Amiga user never was able to buy a clone. If the Milan and Hades would be Amiga clones, they would sell like hot cakes...

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1910. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:11:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2906.598T450T10313939optimus@canit.se>
Source record: 43496

Lonny Pursell skrev:

>On Sat, 14 Jul 2001, Dennis Vermeire wrote:

>> All that's required is people go and buy the products. Unfortunately
>> that doesn't happen... everyone agreed that the Milan and Hades are great
>> machines and continued the Atari tradition. Both these computers are still
>> for sale, nobody wants them... because they are waiting on vapourware to
>> vaporize... that's the result of the attitude you don't like. In the mean
>> time we're demanding applications which could probably run on the Hades and
>> Milan...

>If the Hades had a lower price tag everybody and their brother would
>have one. I don't get the "specific apps" for these machines arguement.
>It's a price issue, always has been. You hit the right price and it
>would not matter what apps are out there it would sell. A hades makes
>CAB fly, I've no speed complaints with CAB. Maybe a browser with
>proper Javascript would run better on a Hades, but I've seen it
>done on a 030 Amiga. If that slow thing can do it there is no
>reason why an 030 Atari can't. Could someone please tell me
>what these specific apps for Hades and Milan are that never appear?

This may sound harsh, but what is keeping Atari development back is to a great extent the hardware. Even if the developers might have a Milan or Hades, the users tend to expect it to run fine on an ST, or at least on a not very expanded Falcon.
Yes, the clones are expensive, and they're not getting cheaper by not being bought. Nevertheless, you have to make a commitment. Is the Atari just a toy, or are you serious about your choice of platform? In that case, your bank account should be serious about it, too.
A lot of you have got a PC or a Mac somewhere in your house. Obviously, you've bought that instead of the Milan. That doesn't sound like much of a commitment. You expect your 1993 hardware to keep running whilst happily throwing dozens or hundreds of megs of RAM and equal amounts of MHz on Windows or Mac systems. By doing so, you're reducing your Atari to a mere toy, whilst moving more and more of your computing tasks onto the alien platform.
I think a lot of developers would be happy not to have to actively support single-tasking machines from the 1980s, and I think you'd be a lot happier, too, if you upgraded. But upgrade within the Atari world, not out of it!

Besides, I don't buy that argument about Clones being expensive. The Milan mobo costs around 500 EUR, IIRC. It's not very hot compared to that iMac over there, but it's a bloody fast Atari system, and that should be enough of a selling argument.

--
En ligne avec Thor 2.6a.

Php/fi: The syntax does a very good job on combining the drawbacks of C with
the disadvantages of Perl, in general resulting in a completely unreadable
sequence of seemingly random characters. Therefor it became quite popular
among Unix-fossils.
-- README for the HTML preprocessor "hsc"

1911. Re: Displaying other charsets

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:12:44 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j1o3pqvi00$1@news.t-online.com>
Source record: 43578

"Denis Huguet" <claude1@d1.fr> schrieb im Newsbeitrag
news:3B53F0DA.E89D05F8@d1.fr...
> Is it possible to display characters in some charsets like Shift-JIS
> where a character can be more than 1 byte long ? Does NVDI5 allow such a
> thing with an appropriate font ? If so, can it be done transparently
> done by GEM or does it have to be done through some specific VDI calls ?

Do you mean Unicode? papyrus can display and use the extra characters which
can sometimes be found in TrueType fonts. I think NVDI is required for this.

Greetings,
Matthias

1912. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:13:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <589.598T1800T10335237optimus@canit.se>
Source record: 43594

Uwe Seimet skrev:

>So why don't you buy an Amiga then? I'm serious with this question. You
>say the Hades is too expensive and the software you want is running on
>the Amiga.

What he's saying is that if the Amiga can do it, the Atari can as well. It
should, since few platforms have been so similar.
It's obvious that Lonny prefers the Atari, applications or otherwise.

--
En ligne avec Thor 2.6a.

"Computer games don't affect kids, I mean if Pac Man affected us as kids, we'd
all be running around in darkened rooms, munching pills and listening to
repetitive music."
David McMinn

1913. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:26:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1333.598T400T10463741optimus@canit.se>
Source record: 43593

Dennis Vermeire skrev:

>It should be clear by now that the developers of commercial software are
>running away from this platform like crazy, who can blame them? what kind
>of idiot is going to waist valuable time on a platform where 750 copies
>sold is a huge success? Support free software by all means but don't come
>complaining when there's no commercial alternative available anymore, even
>now, occasionally someone pops up here wanting to know how to set up the
>demo version of CAB with STIK/STiNG, people aren't even prepared to pay for
>CAB anymore... this platform has really gone to the dogs!

All right, Dennis, I'm all for paying for one's software, but even I am having a hard time rationalising paying for a product whose developers have once and for all fled the Atari platform and which has not been developed for over a year. Why pay for CAB? It's like a really bad relationship, where one partner remains true to the other, despite the fact that he's already run away with another boy.
People not being prepared to pay for HDDriver, that's a shame. People not being prepared to pay for MagiC, that's a shame. People not being prepared to pay for a dead CAB, that's an entirely different matter.

--
En ligne avec Thor 2.6a.

Alle Verallgemeinerungen sind gef�hrlich, sogar diese.
--- Alexandre Dumas der �ltere

1914. Re: PC Word format for Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:42:56 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <363.598T2800T10626357optimus@canit.se>
Source record: 43595

Charles Stanley skrev:

>This is a request for suggestions I might send to someone who sends out
>Word-something docs to a number of colleagues who may or may not have
>a PC or a compatible WP app.

Tell her to adjust her behaviour and send RTF documents, at least those have a
chance of being correctly read by everyone and his dog.

--
En ligne avec Thor 2.6a.

1915. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:46:14 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j1q5eefu1@neptunium.btinternet.com>
Source record: 43580

Okay ... Thanks for all your help so far :)

I now have Stik, MultiTOS, HSModem and QDialer installed and working.. only problem i have is that when I go to dial, the modem remains lifeless. No lights, noises, nothing. Its as if the system is look at the wring serial port (even tho I only have ONE serial port on my ST !)

Sorry if i'm being stupid, but ive never used the internet on the ST, the only comms I have done is Terminal connections using Vanterm :)

HUGE thanks to all who are helping me !!

Regards,
Jon Gibbins

1916. Re: Displaying other charsets

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 16:52:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B546D68.BC733D0F@seimet.de>
Source record: 43579

Matthias Jaap wrote:
>
> "Denis Huguet" <claude1@d1.fr> schrieb im Newsbeitrag
> news:3B53F0DA.E89D05F8@d1.fr...
> > Is it possible to display characters in some charsets like Shift-JIS
> > where a character can be more than 1 byte long ? Does NVDI5 allow such a
> > thing with an appropriate font ? If so, can it be done transparently
> > done by GEM or does it have to be done through some specific VDI calls ?
>
> Do you mean Unicode? papyrus can display and use the extra characters which
> can sometimes be found in TrueType fonts. I think NVDI is required for this.

I guess Denis does not refer to Unicode but rather multibyte codesets
where each character can have a variable length, not a fixed length like
Unicode. Shift-JIS is a codeset of its own.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1917. Re: Thanks for replies!

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 17:12:19 UTC
From: bindon@madasafish.com
Message-ID: <tl8sfjk42vi50d@corp.supernews.com>
Source record: 43583

On 16 Jul 2001 22:23:45 , "Michael Robbins" wrote:

Hi

>The drive seems to spin up OK and makes what I remember as being all the
>right noises (it's been a long time since I last owned an ST!) it makes
>short "clicks" when trying to boot off the ROM (no disk in drive), a short
>seeking hum when booting off a normal disk, and a lot of those distinctive
>seeking and "grinding" sounds when booting a game (using Auto). I can't be
>absolutely sure that it works yet because I don't have an RF cable to test
>it with, but I should be able to get hold of one of those tomorrow.

Sounds fine!! I think the Sony drives made differnet noises, my friends
did. Didn't making clunky noises but a smooth "swish", sounded nice
really, ehm.... where was I?!

>In reply to Lyndon, yes I am in the UK.

OK, but looks like Steve could get you a top.

>Thanks for your help guys.

That's what some of us are here for.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1918. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 17:12:21 UTC
From: bindon@madasafish.com
Message-ID: <tl8sfld242ne0f@corp.supernews.com>
Source record: 43584

On 16 Jul 2001 20:22:52 , "william strutts" wrote:
> He is wanting 64 to 256 meg
>of static RAM.

Ahem, if it really was SRAM then you could say bye bye to that $300 when
it costs ~$10 per megabyte. DRAM is what I think you wanted to say!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1919. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 17:50:31 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B547AE1.FEBAF2AC@inebraska.com>
Source record: 43586
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

william strutts wrote:

> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
> news:tas-16D91B.21514716072001@news...
> <snip>
> > I believe you are 100% wrong in stating that Apple II programs never
> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
> > grossly mistaken, AppleWorks did just that. It was and is quite
> > possible to design programs which bank switch code and/or data in and
> > out of the CPU's address space. With care, it need not even be a pain
> > in the butt.
>
> I did say that they would have to be bank switched. It would still
> need an address range to move the data to like that extra 64K on
> the 80 column IIe card does. It is bank switched. What I meant
> in saying they didn't exceed the size of memory was that only
> 64K could be accessed at one time.

Sometimes one's thoughts and what one types aren't always the same. Perhaps that is why your last sentence is nonsense. Many programs for 64K 8 bit computers were larger than 64K. Some 8 bit machines used bank switching, some used overlays, and some used both (WordPerfect for the 128K ProDOS Apple //e or //c would run MUCH faster if one added extra memory and formatted it as a disk drive, copied the files to the RAM disk and launched the program from the RAM disk. Neither ProDOS nor WordPerfect did any "bankswitching", only the loading of overlays from a disk.

> To get more memory requires
> the programmer to bank switch the program or to swap code
> out and pull it from the Floppy/HD in his code. No hardware
> or OS automatically handled that on the Apple II.

But then, the machine that you protest would cost too much would easily do that. As I recall the 128K Mac used "virtual memory". Was that the ability of the 68000, or the OS, or both? And why couldn't it be done on this machine inexpensively?

> The early
> PC's like the 286

The early PCs, of course, used 8088 and 8086 chips.
The second generation, "Advanced Technology" machines used their 286 and later 386 CPUs as fast 8088/86s.

> had all kinds of odd ball memory due to the
> 8-bit legacy of the 286 processor. They still had 64K code
> segments and any one chunk of code had to reside on a 64K
> bank. You don't want to place a loop on two banks of memory
> because that would require you to bank switch constantly.

Of course, you have the same situation with the IIgs, because the 65816 has
segmented memory.

>
>
> > For software like a RAMdisk, it's not a pain in the butt at all to use
> > bank selection. No different from selecting what sector of a disk drive
> > to read in a driver for an ordinary electromechanical disk.
>
> While that is true, it requires special coding on the part of the
> program.

No, it doesn't. It only requires RAM disk software. *IF* by special, you mean
the ability to use a RAM disk as opposed to a floppy disk or hard disk.
Again, overlays were VERY common in the late 70's and early 80's. Memory cost
too much, so programers had to use disk space. Besides, you have shifted the
point. You said the problem with his machine was very expensive additional
hardware. Nothing about additional code.

> Not all Apple IIe programs supported the extra RAM
> and it was the minority that did. The program had to be aware
> of the memory. Some smarter 8-bits using the 6809, had a
> MTU unit which would take care of the bank switching. They
> had a smart operating system called OS-9 that knew how to
> handle the memory plus it had a hardware chip which handled
> a lot of the memory management.
>
> The other way was using the Chain command in the older
> basics which would remove the app in memory and load
> the referenced code. Not all Basics had that command. That
> made it a bit easier but on the Coco, it required the programmer
> to write routines to access the memory. It was not handled
> automatically by the OS.

None of the above however deals with the erroneous conclusion that 64-256meg
of RAM disk would require expensive additional hardware to use with a 68000
CPU.

Roy

>
> --
> --
> William R. Strutts - wrstrutts1@nospam.home.com - Whatever!
>
> C'est moi! http://www.facelink.com/wrstrutts
>

> Just hacking away...
>
> Remove nospam to reply.

1920. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 17:52:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171749180.156-100000@localhost>
Source record: 43576
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001, Bob Retelle wrote:

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

As the matter of fact, thats prolly not exactly true :) International
Space Station team use 386 for onboard computers on ISS :)

Janez

1921. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 17:54:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171753220.156-100000@localhost>
Source record: 43577
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> A further "design defect" of the 80386 is that I don't believe they're
> being made any more.

Not exactly sure about that. They are used for onboard computers on
International Space Station currently being build :)

Janez

1922. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 18:15:17 UTC
From: bindon@madasafish.com
Message-ID: <tl905l8q5tog88@corp.supernews.com>
Source record: 43591

On 16 Jul 2001 19:10:44 , Bob Retelle wrote:

Hi

>A further "design defect" of the 80386 is that I don't believe they're
>being made any more.

Intel are. The "EX" is a embedded version with UARTs bit of ROM and RAM
on the die.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1923. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 19:22:00 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>
Source record: 43506
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
said:

>A further "design defect" of the 80386 is that I don't believe they're
>being made any more.

Oh, they are. The 80186 is also still rather popular (it pops up
quite a lot in cheap disk controllers and the like, and consumer
appliances - my fridge has one for no reason that I can fathom). Even
the 6502 and Z80 are still being manufactured for use in embedded
systems.

--
David Cantrell | http://www.cantrell.org.uk/david

1924. Re: TOS, Ownership of, and Milan?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 19:51:13 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b547b11.0@energise.enta.net>
Source record: 43587

Would Magic be an option for this project ?

I am not sure how much Magic relies on the TOS Roms/Windows/MacOS
these days.

Perhaps it would be worth putting these guys in touch with ASH
as well ?

Peter

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

1925. Re: PC Word format for Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 19:51:16 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b547b14.0@energise.enta.net>
Source record: 43588

On 15 Jul 2001 20:02:13 , Ken Springer wrote:
>
>
>Charles Stanley wrote:
>
>> This is a request for suggestions I might send to someone who sends out
>> Word-something docs to a number of colleagues who may or may not have
>> a PC or a compatible WP app.
>
>Well, since PC Word definitely has more features that Papyrus supports,
>why not make a list of the features Papyrus will support for you, and
>forward it to them telling them to stick to those features?
>
>> I use Papyrus8, which usually has no difficulty with PC Word docs. Tonight
>> however, I received a doc that could only be opened as ASCII "for lack of
>> (as Papyrus noted) sufficient parameters": it equated to 120 pages but was
>> only TWO pages in result, after deleting the rest, which contained sheer
>> guff, gunge and other cr*p.
>
>You need to find someone who can print it for you so you know what the
>Word doc looks like.
>

I have encountered some problems when converting Word Docs with
Papyrus.

It often produces an error dialog that says something about failing to find
"Times New Roman.e24"

I have found that I can drag&drop the word doc onto the conversion
TTP. This produces an RTF that cannot be opened for the same reason
but I then use a text editor to change the Times New Roman entries
to Life.

I have checked the font directory at this .E24 file definately exists
so I am not sure what the problem is.

Has anyone else experienced this ?

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |

```
-----------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
-----------------------------------------------------------------
-----------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-----------------------------------------------------------------
```

1926. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 20:11:59 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j266f$q68$1@uranium.btinternet.com>
Source record: 43497

"Lyndon Amsdon" <bindon@madasafish.com> wrote :

> If you wanted to upgrade I'd get at least TOS 1.04. The rest is fine TBH.

Sounds like a good idea but where can I get hold of a hardware upgrade ?
Surely people are no longer manufacturing these upgrades ..? Ideally I
would
like to upgrade the Mega to as high as version of TOS as possible. TOS v1.02
also refuses to run most of the (brilliantly impressive) megademos I happen
to
own copies of (such as Cor Blimey What a Scorcher, the Vodka demo and
Syntax Terror) ...

Jon Gibbins

PS: While I'm writing, did anyone here used to order any PD software from
Power PD ?

1927. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 20:13:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107171919540.186-100000@localhost>
Source record: 43592

On Tue, 17 Jul 2001, Dennis Vermeire wrote:

> >He said that its not true noone wants Hades/Milan (he has Hades, we have
> >Milan), he said its not cheap so ppl dont affordit widely, but machines
> >still sells
> How much did you pay for your first Atari ST which probably came without a
> harddisk? do you remember the price of a MegaST back in 1987 not to mention
> the TT in 1991? The price for a Falcon in 1993 was daylight robbery.

How come it was dayligh robbery? I payed my falcon 2200dm in late
93! For computer which had DSP, 16bit 50 khz audio, up to 8 channels with
realtime effects. With kinda ST compatibilty, which soon got apps like
Apex media etc.. At that time 386 costed arround 2000dm.. Sound card with
only NEAR such specs were astronomicaly expensive... Also i use that
machine from that date till today, meantime i did invest in Ct2 and thats
all (hdd, monitor is kinda "usual things".. PC owner did upgrade later to
486, Pentium bla bla, end eventualy got more powerfull machine.. Still is
that more fun machine?

> in that light the Hades and Milan are bargains. I know that the times have
> changed, but this is the Atari platform... anyone looking for a cheap tower
> is on the wrong platform.
> Suppose someone would upgrade his Falcon with vapourware like the CT-60, a
> graphic card, ethernet Romport adapter, more memory and a reasonable big
> hardisk... is your calculator working? It'll cost him more then a *brandnew*
> clone, and although he will have spend a lot of money he's still stuck with
> a machine that isn't expandable and will be a lot slower then the clones.

Please, do not give me that, u intentionaly wana make me dumb or
what? Atari is fun machine i love a LOT.. FUN does NOT equal SPEED! My
crewmate has Milan and neither me or him has serious speed problems and
remarks! For me Atari aint GEM only, as i type this i listen to SID's,
well Milan is mute, Hades is less mute, i use Neon quite a lot, ApexMedia
a LOT. If u dont care for those app is your problem.. I wana use them! I
wont participate here anymore! Simple reason: No matter how i turn my
reply, u somehow came to speed and falcons/orignal atari slowness. And im
telling this for the last time: Our apps are smaller, so slower hdd dont
means hours of waiting.. Same for memory access. Falcon (esp with let say
ct60/pci where u may enjoy VIDEL/PCI gfx double monitor system) can run
ALL absolutely ALL what Hades/Milan can, speed depends on accelerator (one
info for u: my ct2 falcon loads jpg via DSP (aniplay) a fraction faster as
Hades 060, altough hades did dither to 256c). Opposite that doesnt
count. I can name u A LOT of examples what Falcon CAN do, clones will
fail! Lotsa of those are really really good and powerfull apps! (incoming
ACE, CAF, ApexMedia, ESCPaint, Mp2 (uses 0% cpu time), Mp3 (uses 18% on

ct2). Some are essential abilites i want, such as VIDEL graphics (i use 960*744 in 256/16c and 720*4560Tc) which aint fastest, but VERY flexible, allows virtual consoles (with ct60/pci, nova card u may have vcons on VIDEL and Desktop on gfx card at same time), res changing in moment etc etc.. Its not all just in pixel size! I could go forewer.. Power and speed is NOT all! Felling matters.. for better example: Ferrari and truck has both 300HP, does that makes them equal? I did buy CT2 yes, im not immune to speed boosters, still main reason was FastRAM (i run crapy Unix so need RAM) and also CT2 is allround accelerator, its fairly (very well infact) compatible and accelerate all board and gfx (cpu+bus+videl+fpu+dsp and adds ram), not just CPU and even that on account of loosing a LOT of compatibility.

In short: I love Ataris, apps and feeling! Im not overhelmed and excited on bloody specs only! I NEVER regreted any penny is spent on Ataris and im convinced that PC user spent a LOT more as i did from 85 till today, 80% of his money was spent just to be "in" with new app versions and work in Word is not much quicker as it was few yrs ago, CPU's are faster a lot.

> Slow harddisk and CD-R access, slow ethernet etc... if that guy has any
> sense at all he'll put the Falcon in the cupboard and get himself a Milan or
> Hades. But we both know that's not going to happen... he's not going to buy
> a clone because of various reasons like: too slow, all German docs and soft,
> no specific software, not available at the cornershop etc...

Im sorry i have no sense.. Im still on Falcon, using TT as server with IP masking, use etherent (well crawly 1Mbit riebl) and cable connection for few years. TT is early model with cpu daughterboard and riebl is dated 1990.. But it works.. HDD acces? are u joking? I load Papyrus FASTER as my pal Word.. whats the use of faster HDD if app is 10 times bigger?

>
> >And about Amiga: he statet that he seen Java working on Amiga 030 (50mhz
> >ACC) as so there is NO reason it couldnt be done on 030/040/060 Ataris..
> There is a Atari browser which can do Javascript... Adamas Pro, and if the
> rumours are true we should see an update within the next two weeks...

javascript aint Java.. Did u actualy try Adamas? Its super stable, survive some 1-5mins till it crash.. Its good try, still not usable with such record...

> There's an enormous difference between the XL/XE scene and this platform,
> comparing the two is like comparing apples with pears. A typical average
> ST/TT/Falcon user has upgraded his computer with more RAM, a CD-R and a
> bigger harddisk. Only a very small group has spend money on an accelerator
> and when talking ethernet, graphic cards or cd-writers, we're talking about
> individuals... this is the only platform of which the users turn a blind
> eye to innovative stuff. Have you asked yourself the question why the CT-2,
> AB-40, Nova cards and various memory upgrades aren't produced anymore? At
> the time they were available, hardly anyone was interested... If the XL/XE
> users would have the same attitude... they still would be working on a
> basic 64Kb machine and cassette recorder.

Wrong! XL is alive today because user who LIKE the machine, they dont moan and cry, they do things.. They do use PC or MAC etc, but didnt toss their machines as u said in cupboard, they develop it.. so XL is NOT dead. ST/Falcon scene is similar. I was at EIL2, 80 ppl from whole Europe, super guys, no moaning and crying, just super guys, friendship and ATARI all the way! Get Falcon and check yourself "hmmm" demo, ull see what this crapy, slow machine can do! (plain 4mb falcon will do!) And check new ST demos and ull see what ST can do! Incase u wonder what IDIOT still use ST these days: NASA uses them, and in process of testing the ETA sailplane wing (most hitech and best sailplane of today) MegaST is used. (saw that with my own eyes, few weeks back on TV). Wings are wiggled and shaked and lotsa mesuring points and laser interferometry detectors were coupled to ST..

> If you really want tocomparisation, let's compare this platform with the
> Amiga platform.... an Amiga user never was able to buy a clone. If the Milan
> and Hades would be Amiga clones, they would sell like hot cakes...

U think so? Ask Amiga ppl, if Hades would be Amiga clone, and only pure OS stuff would work, so no hmmm "non workbench, sorry amiga ppl dont know how to say, apps which dont use OS), NO music apps, no demos, no intros, no games at all would run, how many ppl would buy it? Remeber probs with a1000, a500, a600, a1200 caused by incompatibility? That effectively killed the Amiga imho...

Janez

P.S. I repeat: Im not against clones at all, Hades/Milan aint bad machine, for compatible that is.. But i still like Atari feeling, i want clones would still have some compatibility, id like ppl wouldnt just see damn MHZ/Pixels.. Its so damn narrowminded! I clearly see now, i dont belong here, i may be old fool whatewer u may call that, but i do have my view and im not obligated to defend it to anyone.. Time will show, but remember, c64, XL/XE are stil alive, but cause of those who love their machines...

1928. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 20:15:11 UTC
From: richard@systemeD.not
Message-ID: <2001071721151149171 3@du-004-0051.claranet.co.uk>
Source record: 43498
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Byron Desnoyers Winmill <wbdesnoy@acs5.acs.ucalgary.ca> wrote:

> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.

Oh, we chose to play host to this crap, did we?

--
| Richard Fairhurst www.systemeD.net
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

1929. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 21:01:14 UTC
From: dickdaz <dickdaz@xtra.co.nz>
Message-ID: <gD157.4619$jd7.691596@news.xtra.co.nz>
Source record: 43500
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi there

"Beyonder" <beyonder@vrx.net> wrote in message
news:rcb3lt0t5lkofiocf6i3e3bap6vfivfqpi@4ax.com...
> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.

I think I'd rather buy from auction something cool with my US$300,
like a used SGI workstation. So long as Winblows doesn't appear on
the monitor I'll be happy spending that on a used machine...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.

1930. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 21:08:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ZL0G$GxnlKV7Ew+U@gratiano.zephyr.org.uk>
Source record: 43501
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <20010717211511491713@du-004-0051.claranet.co.uk>, Richard Fairhurst <richard@systemeD.not> writes
>> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
>
>Oh, we chose to play host to this crap, did we?

Yes. You must have missed the Cabal[0] meeting.

[0] TINC

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
She twirled a lock of hair around her forefinger and smiled B457CA213D7E6
faintly. "Actually, I'd settle for a small Greek." 68C3695D623D5D

1931. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 21:10:49 UTC
From: vdjole@EUnet.yu
Message-ID: <9j29knero1@news.eunet.yu>
Source record: 43504

On 17 Jul 2001 17:54:36 , SWE/YesCREW wrote:
>
>> A further "design defect" of the 80386 is that I don't believe they're
>> being made any more.
>
> Not exactly sure about that. They are used for onboard computers on
>International Space Station currently being build :)

Hubble Space Telescope also uses 80386 (or maybe it is '486). AFAIK for such applications special radiation-resistant versions are used, running at reliable 20MHz or so.

1932. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 21:10:52 UTC
From: vdjole@EUnet.yu
Message-ID: <9j29kqero2@news.eunet.yu>
Source record: 43502

On 17 Jul 2001 17:46:14 , "Jon Gibbins" wrote:
>Okay ... Thanks for all your help so far :)
>
>I now have Stik, MultiTOS, HSModem and QDialer installed and working..

If I may say so, MultiTOS does not seem to be an optimum setup for an
8MHz/4MB computer. It would slow everything to almost unbearable levels.
Stik, HSmodem and QDialer would work without MultiTOS, and if you need
multitasking, Magic or Geneva are better suited to this computer 'size'.
Consider MultiTOS and Mint in general if you switch to, say, a Falcon
or a TT.

On the other hand, NVDI would be very beneficial to your computer, as
well as (quite good) TOS2.06 (TOS images can be found on the net and they can one can
be loaded into RAM). With all extensions, Stik, etc. installed, you should
have more than 2MB left on your 4MB computer. As for internet applications,
Newsie is free and usable (e-mail, news, ftp) and Cab2.8 demo browser is also
quite operational.

cu.

1933. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 21:10:55 UTC
From: vdjole@EUnet.yu
Message-ID: <9j29ktero3@news.eunet.yu>
Source record: 43503

On 16 Jul 2001 19:01:28 , Lyndon Amsdon wrote:

>I think you should be able to power the drive from the computers PSU.
>Megas are designed for a HD to be fitted internally.

Yes, but not an old power-hungry monster like Megafile. However, some
more modern drive with smaller power consumption (and smaller size)
would fit nicely, heat less, and there is an ACSI connector inside
the box so the ASCI/SCSI host adaptor can be put in there too.
Remember that some ventilation has to be maintained so it would not be
good to jam the box full of additional hardware.

cu

1934. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 22:07:30 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B54B738.F27088A@ataritimes.com>
Source record: 43505

I've been out of the ST-Internet thing for awhile. Last I heard the software would only do SLiP. I hope that has changed by now and it does PPP?

--
Greg

=-=-=-

1935. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 22:12:55 UTC
From: Sysop Fox-1 <fox-1@home.nl>
Message-ID: <01c10f0e$b45c6f40$031ea8c0@p400>
Source record: 43507
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle <bobr1@provide.net>

: >I'm not subscribing to csa8bit to receive all those info I don't want to
: >read.

: Ignore it, it'll go away eventually.

I surely hope so...

: It actually DOES have relevance to the Atari 8-bit world,

Well, *some* msg's in the thread have a little bit Atari 8-bit related stuff in them. Unfortunately, many of them don't have any at all (notice all the crosspost info). The topic is now more about how much memory you can control with an 68xxx CPU, which has absolutely nothing to do with an 8-bit Atari...

: I get nostalgic every time I think about spending $550 for a floppy
: disk drive.

Time hasn't changed. The 1050 was state of the art in those days. About the same when you go out to buy a good DVD rewriter for the Wintels. Same price, same state of the art, and virtually no value when it's 15 years old. Some people will get nostalgic at the time it hasn't any value anymore, others may still use it, like I use my 1050 drive right now...

I don't get nostalgic when I use my Atari 130XE to program some things or what, or take a look at my BBS. This is cause my systems are used about every day or so. I get more nostalgic when joining an Atari 8-bit meeting, with a room full of 8-bitters that are actually used and not owned by people who keep them just for nostalgic reasons and use another computer to emulate the thing.

I don't say it's wrong to collect for nostalgic reasons or use an emulator. It's just that about every topic is about emulators and .ATR images, about how to convert them, how to format them, or how to build a "better" new computer, how to emulate this, how to emulate that, etc. What's wrong with the original Atari 8-bit hardware? Many people seem to forget there was a thing *before* the emulators, namely a real computer...

Don't get me wrong. I also have Pentiums laying around, and am using A.P.E. to transfer ATR images if I need to, but rather talk about the 8-bit side of the SIO2PC interface in stead of the other end of the cable...

My $0.02

--
Grtx, Sysop Fox-1 http://www7.ewebcity.com/atari
Email: fox-1 AT aq DOT nl

"Remember what the dormouse said"

1936. I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 22:35:06 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9j2edo$ov2$1@uranium.btinternet.com>
Source record: 43508

```
Hello Guys!

I'm Back!
```

1937. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 22:55:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j2fo6$i9s$1@plutonium.compulink.co.uk>
Source record: 43509

In message <tl8vdorki3bpa9@corp.supernews.co.uk>, steve-sweet@lineone.net said:

>>But this says 'for images' and CAB didn't get as far as loading!
>>So I am still a bit stumped.
>
>Hm!, this is a bit of a problem, is he able to increase memory easily?.

Hi STeve!

Not really - he is using a borrowed machine (very long term loan, but not his property). But if it were a memory shortage, would it load OK in mono, with Sebra running as well (which it does)? I doubt whether CAB uses more memory in colour than mono for itself - of course it will when loaded with docs and images, but as I said it didn't get as far as that. I don't think he had WDIALOG, but am not sure whether CAB 1.5 needed that. And in any case, why OK in mono but not colour?

Regards, /Peter/

1938. Re: Thing 1.20 english translation

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 22:55:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j2fo6$i9t$1@plutonium.compulink.co.uk>
Source record: 43510

In message <2001717-12598-695120@foorum.com>, mattusalem@canada.com said:

>I'm looking for Thing 1.20 english translation (not 1.26+), if someone ahve
>these kind of files (rsc,...) please contact me !
Hi Matt!

Though I translated it, I am not sure it was ever released, as
1.27 came along around that time and I translated that for the
author. Why do you want 1.20 anyway? (I may have the shareware
version on a floppy somewhere if you really need it.)

Regards, /Peter/

1939. Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-17 23:27:20 UTC
From: nurmix@spam-free.com
Message-ID: <3b54c492.4212351@news-server.socal.rr.com>
Source record: 43511

Ok, I've been using Cubase Audio for quite some time, and it's been discussed here in the past many times (by myself, and others like Brian Becroft), but I seem to be having more and more problems with CAF's little "pops/clicks/random noises in recorded tracks" BUG lately. It seems like it never used to be quite this bad, but lately it's really causing major trouble in my studio with vocal tracks I've been trying to record (ie: a vocalist nails a perfect take for the fifth time, and you have to tell him/her: "ahhh, sorry, there's one of those random POPs in the track... can you do it one more time please?").

It's more or less unusable to me (although the MIDI portion is still ok). And yes, I've had the Falcon audio fixes performed on my machine back when I got it in 1995. And just to let you know, I record through the FDI via my Tascam DAT's converters. And my Falcon also has the Nemesis accelerator in it.

Now, I've used the Centek "Studio Son" software, and it records without problems (except for the occasional bit of noise at the end of a track - which can be easily CUT out), and seems very stable. However, e-mails to the authors either don't go through, or are unanswered. And I'm no longer able to find any information about this program on the web (except for an old review or two), and without a manual, many of it's features and functions remain a mystery to me. And I've no idea how good it's multitrack capabilities are since this feature is disabled in the version I have. Does anyone know anything more about this program? Is the commercial version still available? Anyone have it?

I've also tried QUiNCY, but is not useful to me as I need to record through the FDI.

Is there _any other_ multitrack/digital recording software for the Falcon that does at least 8 tracks, can utilize the FDI for recording, and doesn't suffer from these BUGS in Cubase Audio? (an additional plus would be the ability to also playback MIDI in sync with the recorded audio tracks).

For the past couple of years, I got out of using my Falcon for "everything", and relegated it to only music chores in my studio (I built myself a PC for everything else). And if I can't find something soon, I'm going to have to replace the Falcon with yet another PC (I'll build it specifically for music/MIDI - probably running Cubase VST or Pro Tools)

Any suggestions? I'd like to keep using the Falcon.

-Paul Nurminen

http://www.nurmix.com

Paul Nurminen - El Segundo, CA (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, warped humor

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

1940. PULSAR now up to Rev 2.0 !

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 00:05:28 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0107171605.318243b9@posting.google.com>
Source record: 43512

Neil finished a new Beta version of PULSAR. We are now up to version 2.0!

Get it here:

http://sites.netscape.net/timconrardy/pulsar.htm

Here is the revision history for ver 2.0 Beta from Neils History TXT.

2.0 June - July 2001 Major Internal Revision Beta version whilst testing Changed velocity values to real numbers, instead of FF, F, Mf... PP as before.

Added facility to load DEFAULT.PUL on programme start

Changed the whole way the programme works internally, from polling the system 200Hz timer to being interrupt driven - involved learning some assembler, and some help from various members of the atari programmers newsgroup - THANKS!

Looks like some features were added. Using velocity numbers is much easier to work with as well as having a default file that will autoload everytime you boot up Pulsar!

We would appreciate any feedback on this Beta version!

Tim C.

Tims Atari Midi World

http://sites.netscape.net/timconrardy/index.htm

1941. FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 00:30:52 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j2lc3$jg9$1@uranium.btinternet.com>
Source record: 43513

Not tried it yet, but this program alledgedly makes it easy to transfer
files PC <> ST via the parallel port.
ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh

JonG

1942. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 02:57:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dc54f4cdd8896c989682@news-server.nc.rr.com>
Source record: 43514
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tl424hfvnqeted@corp.supernews.com>, tthai@mindspring.com says...

> If I cant use, or need to download beta driver/recompile the OS, etc... for any of my peripherial
^^^^^^^^^^^^^^^^^^^^
> because the OS dont offer services/drivers I do see a problem using it for a mainstream home OS.
> Do you think linux is not on everyone computer because of marketing only?!?!?

Um, you're using XP... You're whole operating system IS beta.

Anyway, it's the hardware manufacturers job to provide drivers, not the OS. Any hardware worth having works in linux for the most part.

You don't NEED to recompile linux, some people do because they CAN, with linux you have that option. With windows you must upgrade or format and reload to implement new features. I didn't need to recompile linux to support ICS, but I did need a new copy of windows. I didn't need to reload linux to support fat32. but I did need to upgrade to rev-b95 windows. Same goes for USB, with windows you had to replace the whole OS to get that functionality. Firewire, ect, same thing there... you were saying?

And yes, the biggest reason people use windows is marketing, it comes with the computer. XP is nice, I'm using it right now (RC1 2505), but I wouldn't trust it to the extent I trust my Progeny Debian box. Heck I wouldn't even have it if it wern't for this MSDN subscription (another thing MS did right).

The only technical superiority Microsoft Windows has over Linux is the Gaming SDK/DirectX, which is incredibly good. No matter how much someone likes to bash M$, they still have to agree.

Your/My Win XP doesn't support 64bit, so again here comes an upgrade and/or format and reinstall. not on my Linux box! Rumor has it XP doesnt handle 64bit PCI very well either (was looking at that dual athlon board). In learned MS fashion, we "need a newer version"

1943. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 03:30:41 UTC
From: puffpuffin@aol.com
Message-ID: <20010717233041.16800.00008454@ng-fo1.aol.com>
Source record: 43515

>> If you wanted to upgrade I'd get at least >>TOS 1.04. The rest is fine TBH.
>
>Sounds like a good idea but where can I >get hold of a hardware upgrade ?
>Surely people are no longer >manufacturing these upgrades ..?
>Ideally I would like to upgrade the Mega >to as high as version of TOS as
possible. >TOS v1.02

What country are you located in? In the UK, there's Atari Workshop and
Keychange Music

1944. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 05:31:35 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <De157.910$bl.48924@news.siol.net>
Source record: 43499

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tl905l8q5tog88@corp.supernews.com...
> On 16 Jul 2001 19:10:44 , Bob Retelle wrote:
>
> Hi
>
> >A further "design defect" of the 80386 is that I don't believe they're
> >being made any more.
>
> Intel are. The "EX" is a embedded version with UARTs bit of ROM and RAM
> on the die.
> Lyndon Amsdon

Ok. Why not use something like VIA-C3 as the next best thing
(low power-IIRC 5Wmax @ 700 MHz, cost=peanuts) ? ;o)

Just teasing,

Branko...

> --
> Email: bindon@madasafish.com
> ICQ: UIN-120425214 Nick-stimpy
> Website: http://www.lyndonamsdon.co.uk
>
>

1945. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 06:10:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <118alt45ivuv5q0gu49tg8uillmlv0r3na@4ax.com>
Source record: 43516

On Tue, 17 Jul 2001 18:15:17 -0000, bindon@madasafish.com (Lyndon
Amsdon) wrote:

>On 16 Jul 2001 19:10:44 , Bob Retelle wrote:
>
>Hi
>
>>A further "design defect" of the 80386 is that I don't believe they're
>>being made any more.
>
>Intel are. The "EX" is a embedded version with UARTs bit of ROM and RAM
>on the die.
>Lyndon Amsdon

Ah... is that a full version with all the address and data lines,
or is it a "stripped down" version for embedded applications with
those extra bits on the chips?

I checked the "usual sources" but didn't turn up anyone who stocked
'386s any more.

BobR

1946. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 06:10:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <9n8alt0babkadmdnljf7c7nk7fic54mlk5@4ax.com>
Source record: 43517
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 04:34:28 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <dsq6ltsuer7r9fjqc7mrouf2lbbe1k2jao@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>

>> A 48k RAM expansion board for an Atari 400 retailed for $150, which in
>> todays dollars would break this project before it got started.
>>
>> Low volume, non-standard, high cost.
>
>What's the price of a 48K RAM expansion for an Atari 400 in the early
>'80s got to do with it? The idea expressed was to build a simple
>computer with the flavor of earlier simpler systems, not a clone of one
>of them. It's possible to build simple hobbyist hardware using cheap
>modern building blocks.
>

It was a similar type of hardware in that it was produced in very low
volume and had no "standardized" parts in it, thus the individual
retail price was very high.

(Of course, in those days there really was little that could be called
"standardized", I admit.)

Most of the suggestions proposed here have been great from the "gee
whiz" neato aspect, but I really doubt they could be realized for the
target price, especially considering the overall sales are undoubtedly
going to be very small.

>A sensible approach would be to use SDRAM DIMMs for memory. I've seen
>prices as low as $30 for a 256MB stick. With the correct choice of CPU
>no glue logic is necessary; a lot of CPUs designed for the embedded
>market have built in SDRAM controllers.
>

That would be great, of course. Those features don't seem to have
been very widely considered though, considering many of the
suggestions so far.

>
>
>-- Tim

>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BobR

1947. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 06:18:59 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>
Source record: 43518
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 17 Jul 2001 05:44:12 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin.

Well, Newark Electronics has the slower 20Mhz version of the 68020 for only about $65 each, but they only have 65 of them in stock.

I checked the 68020 and 68030 because those were suggested in several of the messages discussing Memory Management.

The 68000 requires an external MMU, taking up more real estate on the motherboard and adding cost to the basic cost of the CPU.

>
>It is worth noting though that only parts of the Macintosh and IIgs operating
>systems are in ROM.

...
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That way,
>if you goof up while creating patches, you simply reset the machine (or, better
>yet, disable patches while booting in order to recover your data). This calc
>of mine (with the OS in flash memory) has given me a scare a couple of times,
>and certain parts of its software do not appear to work correctly to this day.
>It is, of course, poorly documented so that is a problem too. Hopefully the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-) The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder anyway.

Having lived through the "OS in ROM" with the Atari ST, it can be a "double edged sword". It WAS great to have the OS boot almost as

fast as you could blink.

Unfortunately though, if there were any bugs in the code, (HA.. IF)
you were stuck with them until the manufacturer could get around to
first finding them, then fixing them, then finally producing a new
version, then distributing them, then finally you get to open your
machine and manually replace them.

With Atari, that manufacturing cycle took about as long as the useful
life of the computer. It's far more difficult than releasing a
"service pack" on disk.

And, the cost to the end user was ridiculous.

(Of course, it DID generate a nice little "cottage industry" for
programmers to come up with fixes and patches while waiting for the
"official" ROMS to finally appear.)

Do you really want "Mom and Pop" $300 computer buyers to have to be
prying ROMs out of sockets and jamming new ones in?

Actually what I always thought Atari should have done with the ST was
to put the OS on a cartridge. That way they could issue updates which
could be swapped as easily as changing a game, and the old cartridges
could be returned in the same shipping box for a credit. Sort of like
deposit soda bottles.

Only problem is, it would add $$$ to the cost of the original unit.

(Cartridge shells, cartridge pc boards, sockets, bypass capacitors,
possibly buffer chips, EPROMs, socket for the motherboard, tooling for
the computer case, etc.)

When we would suggest improvements in the ST, Atari would whine about
the cost. For example, sockets for the memory would have made RAM
upgrades very simple, but they told us that would add $25 to the
overall cost of the original computer, so sockets were out.

>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line? If
>so, a manual switch or jumper on this line would be a suitable alternative.

Yes, FLASH RAM would be workable, but... you'd also need a boot ROM
with the read/write routines for the FLASH update in it. Otherwise,
one hiccup and your computer's OS could be toast with no way to fix
it. Just like blowing away a motherboard with the wrong BIOS
upgrade. And of course, add the cost of the boot ROM and
interfacing.

BobR

1948. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 06:44:34 UTC
From: mc9931@mclink.it
Message-ID: <9j3b8igv1@news.mclink.it>
Source record: 43519

On 17 Jul 2001 23:27:20 , Paul Nurminen wrote:

>
>Now, I've used the Centek "Studio Son" software, and it records
>without problems (except for the occasional bit of noise at the end of
>a track - which can be easily CUT out), and seems very stable.
>However, e-mails to the authors either don't go through, or are
>unanswered. And I'm no longer able to find any information about this
>program on the web (except for an old review or two), and without a
>manual, many of it's features and functions remain a mystery to me.
>And I've no idea how good it's multitrack capabilities are since this
>feature is disabled in the version I have. Does anyone know anything
>more about this program? Is the commercial version still available?
>Anyone have it?
>

If I recall correctly, when Parx closed, Studio Son developement was
continued by authors (until early 2000) under the name V-Trax.
Early 2000 V-Trax developement was discontinued, but the program is
now freely downloadable. Not sure if the manual is available for
download.

try this site: http://www.chez.com/ricard/realisations/index.html

Lodovico

1949. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 07:22:25 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B553931.BF6E3013@siemens.at>
Source record: 43521

Paul Nurminen wrote:

> Is there _any other_ multitrack/digital recording software for the
> Falcon that does at least 8 tracks, can utilize the FDI for recording,
> and doesn't suffer from these BUGS in Cubase Audio? (an additional
> plus would be the ability to also playback MIDI in sync with the
> recorded audio tracks).

How about the Soundpool AudioTracker ? If you don't know the Soundpool products you can read about their range of products at

http://www.soundpool.de/home.html

Gerhard

1950. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 09:04:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995480540-42423AEicMi@gmx.net>
Source record: 43536

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sun, 15 Jul 2001 18:08:22 +0000

Hi Janez,

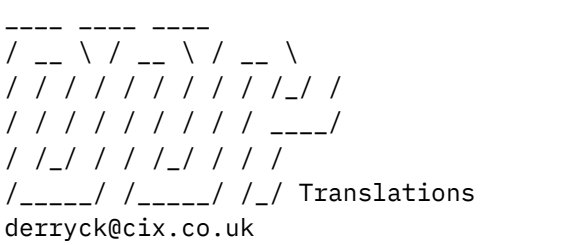
>>More and more I get the impression that in this newsgroup liking
>>commercial software isn't appreciated...
>
>Well software which act like Microsoft is not indeed.. ASH clients works
>only with other ASH clients and they are all commercial...
ASH is a software publisher, so it's only logical that they sell software
isn't it? that's how the make their living. They haven't forced anyone of
the market by using maffia tactics like Microsoft and they certainly are not
interested in destroying the other Atari software publishers...
When IConnect was first released, STiNG wasn't even there yet, and STIK only
offered the SLIP protocol. So in terms of features and also the ease of use,
IConnect was like a fresh wind blowing...
Everyone who bought CAB got IConnect, Fiffi and a rudimentary telnet client
thrown in. All that needed to be bought was ASH Emailer, I can understand
you don't wanna pay for a mailer considering that this platform is flooded
by free mailers. But even today the only mailer that is comparable with the
commercial one is Okami, all the others offer less features and/ or are bug
ridden. So you pay for ease of use and features... do you remember the never
ending stream of Newsie users having problems? I haven't seen many postings
of people loosing their posts with ASH Emailer.

Why aren't there more IConnect clients? could it possibly have something to
do with the attitude of this community? Amail can run under IConnect, so
it's not like it can't be done....

>Not to mention that u must pay if u want to run stik/sting apps, which are
>most free.. So u buy OS, apps and if thats not enough, go any pay if u want
>to use 3rd party appy.. Worse as M$. U dont need to pay, if u want run FREE
>PC program..
Sorry Janez, but IMO this is bullshit.
If I feel the need to run STiK/STiNG clients I can do so. IConnect and STiNG
don't conflict, you can boot both at the same time and hold both in memory.
The only advantage of using IFusion to run STiNG/STiK clients might be that
the user doesn't have to bother setting up STiNG, which is not always easy
for some users. I can remember the endless stream of postings on that topic
also... But most importantly: It's *NOT* ASH who decides if something is
free or has to be payed for for. The choice is entirely up to the developer,
Jï¿½rgen Koneczny decided he wanted to be payed for his efforts, you may think
that these efforts aren't worth paying for, but that's not the issue here.

>MiNTnet for example offers FREE stik/sting and Draconis translators..
So what's your point? You should go and blame the MiNTnet developers for not bothering to program a FREE IConnect translator... what's stopping them? and who would possibly want to use the Draconis translator?

Cheers from Belgium
Dennis
--


Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1951. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 09:14:07 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9j3k0v$2q4$1@oravannahka.helsinki.fi>
Source record: 43522
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair Timothy A. Seufert <tas@mindspring.com> wrote:

> The x86 segmentation stuff is a bit different from bank switching, BTW.
> The oddball memory in early x86 systems (EMS, LIM, etc.) was the bank
> switching you're remembering, and it was needed to use more than the 1MB
> available *with* segmentation.

"LIM" is just the initials of the names of the companies that created
EMS, namely Lotus, Intel and Microsoft.

-a

1952. Re: XL emulator for ST.

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 09:26:37 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B55564D.5BA5C3F@siemens.at>
Source record: 43523

Mark Bedingfield wrote:
>
> Janka Gerhard <gerhard.janka@siemens.at> wrote in message
> news:3B53E625.233CE65E@siemens.at...
> > Greg Goodwin wrote:
> > > Well, sounds like the war cry for beta testers. ;) Where can I
> find this
> > > emulator? If nothing else I'll have it plonk away on my 1040STE or my
> Adspeed
> > > 1040ST (at 16 mhz)
> >
> > Sorry. It only works on Ataris and clones with at least 68030 cpu and
> > 256 color mode available. It works very stable at least for playing
> > games but what it lacks seems to be people that are interested in
> > using it.
> > For a good emulator usable on a 68000 machine you will have to wait
> > until Christian Krueger eventually releases his emulator that's
> > based on Atari800 but is a complete rewrite with most (or all ?)
> > of the code in assembler. But I think it will need at least several
> > month until he will be able to release the first version.
>
> Crikey, I'll happily beta test that (see below).

The main page for the Atari800 emulator is at http://joy.sophics.cz/a800
Among other things you'll find there a reference to the Atari800 ftp
archive where you should be able to find binaries for the Falcon.
If there's any problem you can contact me to get latest binaries.

Gerhard

1953. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 09:48:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995480532-41015AEicMi@gmx.net>
Source record: 43534

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Sun, 15 Jul 2001 17:56:00 GMT

Hi Martin,

>>More and more I get the impression that in this newsgroup liking
>>commercial software isn't appreciated...
>
>I don't have anything against commercial software, I have spent
>(and still spending) quite some money on commercial app *BUT* I
>dislike commercial soft which is still on sale although the vendor
>perfectly knows that the developement is stopped.
I "thought" that the development of Draconis was stopped, but was corrected here last week...
You may dislike paying for commercial software of which the development has stopped, but that's the way it is. The author still needs to be re-imbursed for his work even if he pulled the plug on the project. The legal copyright doesn't expire because the author(s) don't support their work anymore. The Beatles have stopped singing years ago, but you still have to pay up if you want to buy one of their CD's.

How can you possibly know when development has come to an end? will there ever be a new version of NVDI, Kobold, Papyrus, N.AES... etc?
Considering the state this platform is in we should thank our lucky stars whenever one of the applications is updated. I think your attitude is a dangerous one, in a different thread someone wants to know about the legal status of Thing, should we tell him that the development most probably has stopped and not to bother paying the shareware fee?

>I won't give one EUROcent on apps like MagiC, Chatter, ASH Emailer etc.
>The worst is that they even won't release the sources. People are begging
>for the release of Cab but no they just don't give a damn for their former
>clients.
These people need their head examined... why would someone give his work away ? especially to a community which never appreciated it in the first place. You conveniently forget once again that ASH is a software publisher, copyright of the software remains with the author...

>ROTFL: ASH mailer can't even quote properly.
I'm missing the point Martin.... are you suggesting that I quote the posts unproperly?

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1954. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 09:50:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995480536-41759AEicMi@gmx.net>
Source record: 43535

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sun, 15 Jul 2001 18:08:22 +0000

Hi Janez,

>Not to mention that iwe seen with my own eyes, that ASH in CAB 2.x manuals
>says that only IConnect offers pppd, that not even MiNTnet have pppd and
>that Sting/Mintnet ovls are not free, which is clearly damn lie.. Yes u re
>right, i dont like such apps and attitude!
You are referring to the English manual, translated by Joe Connor and
published by System Solutions. You're absolutely right, they goofed...

<SNIP>
PPP-Connect is included with CAB 2.0 or later. This TCP/IP stack
supports both the PPP and SLIP protocols which makes it ideal for use
with most Internet Service Providers (ISPs).
Both STiK and MintNet only support the SLIP protocol. At the time of
writing, the CAB.OVL files for MintNet and STiK are both shareware
programs. They are not supplied with CAB but are freely available from
online services and public domain libraries.
<SNAP>

It's not an attitude but human error... Joe slipped up while translating
the German manual... let me assure you that in the original docs there's
nothing like this. It's an unfortunate error, but don't go blaming ASH for
this, they have nothing to do with it.
Instead of "shareware" it should have been "freeware". But STIK did not
support PAP in those days, and STiNG wasn't even released yet. So at least
that bit is correct. Are you sure that pppd was already fully supported
in the *official* MiNTNet release back in late 1995/early 1996?

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

1955. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 11:51:02 UTC
From: helgetu <h.schaefer@tu-bs.de>
Message-ID: <3B557826.1FA4708C@tu-bs.de>
Source record: 43524
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi all,

As though following this discussion at a computer newsgroup I would like to follow the idea of some others:

What might be the purpose of this $300 machine?
What kind of task does it need to be prepared for?
By what features might it be sold? (What is the difference to existing systems ranging from gaming consoles to standard PC?)

While scanning through all the answers I picked out one topic pointed out several times:
it has to be userfriendly - that thing must be some sort of plug-it-in-and-there-you-go...

I consider that it should be some kind of entertainement-station looking like the typical audio-hifi-stuff. There has to be the possibility to run all kind of media: from CD, DVD, to internet-based-information (including connectivity for VCR, TV, ...).

Concerning the OS I am not sure if something capable of what I am thinking already exist: the GUI must be designed the way that even the unexperienced generation of my parents (~ 60 years) will be able to use it from the beginning: Putting in some media must make the thing behave like the very same machine they are used to. A DVD-movie must change the display to some kind of "VCR"-display with touchscreen-buttons and moveable-regs ...
Or feeding it with a electronic lexicon must change the display ... to some e-book like view, where it is straightforward to turn around "pages" or flipping over to the relevant part of the book.

Saying it short: fit it to the typical living room equipment, close to the TV. Prepare for all kinds of computer periphals and home equipment (coffee-maker, fridge ...). Integrate phone, fax, mail, sms.

To be discussed,
Helge

1956. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 13:12:08 UTC
From: pausch@saaf.se
Message-ID: <9j41v8$n48$1@merope.saaf.se>
Source record: 43526
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tas-699F55.15411517072001@news>,
Timothy A. Seufert <tas@mindspring.com> wrote:

> "8-bit legacy of the 286"? The 286 was a 16-bit CPU.

.... designed to be backwards compatible to the 8088/8088, which were
designed to be partially backwards compatible to the 8-bit CPU's
8080/8008 (the x86 isn't binary compatible, but the CPU registers
of the 8086/88/286 have a striking resemblance to the CPU registers
of the 8080/8008 !!!)

> So were the 8086 and 8088. The 8088 had an 8-bit wide data bus for
> reduced system costs compared to the 8086, but the instruction sets
> were identical and both were legitimately 16-bit CPUs. Address space
> was 20 bits (1MB); the 16-bit segment number is shifted to the left 4
> bits and then added to the 16-bit offset to form an address.

The address space of the 286 was 24 bit, although those 16 MB of
memory was addressable only in protected mode -- in real mode, the
286 could address 1 MB + 64 KB.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

1957. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 14:00:26 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90E2A2CD9B35Cbbolsoey@195.70.164.134>
Source record: 43525
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why not something like a bare bones Athlon 1.4Ghz for $288?

www.pricewatch.com/1/235/2085-1.htm

Regards...

1958. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 14:49:51 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B55A26B.B7AD1F18@ataritimes.com>
Source record: 43527

Jon Gibbins wrote:

> Not tried it yet, but this program alledgedly makes it easy to transfer
> files PC <> ST via the parallel port.
> ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh

Is there a website link that goes with this?

--
Greg

=-=-=-

1959. Atari ST Desktop Theme

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:00:54 UTC
From: Pro-Motion <reply.to@address.is.valid>
Message-ID: <9j4edr$h42$1@news8.svr.pol.co.uk>
Source record: 43531

Hello.

I've gone all misty eyed and want my PC to look just like my old Atari STE - anybody any idea where I could get hold of a desktop theme?

I've tried Google without any luck, and the Little Green Desktop site has vanished. Damn.

Thanks in advance.

1960. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:02:01 UTC
From: bindon@madasafish.com
Message-ID: <tlbg8965sc4vf7@corp.supernews.com>
Source record: 43528

On 17 Jul 2001 22:07:30 , "Gregory D. George" wrote:
>NNTP-Posting-Date: Tue, 17 Jul 2001 22:07:30 GMT
>Organization: AT&T Worldnet
>Xref: sn-us comp.sys.atari.st:239220

Hi

>I've been out of the ST-Internet thing for awhile. Last I heard the software
>would only do SLiP. I hope that has changed by now and it does PPP?

Of course, PPP is available on many layers! Must have been out of the
times quite a few years.... :)
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1961. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:02:03 UTC
From: bindon@madasafish.com
Message-ID: <tlbg8btf8ie1f8@corp.supernews.com>
Source record: 43530

On 17 Jul 2001 21:11:59 , "Jon Gibbins" wrote:
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote :
>
>> If you wanted to upgrade I'd get at least TOS 1.04. The rest is fine TBH.
>
>Sounds like a good idea but where can I get hold of a hardware upgrade ?
>Surely people are no longer manufacturing these upgrades ..? Ideally I
>would
>like to upgrade the Mega to as high as version of TOS as possible. TOS v1.02
>also refuses to run most of the (brilliantly impressive) megademos I happen
>to
>own copies of (such as Cor Blimey What a Scorcher, the Vodka demo and
>Syntax Terror) ...

I'm not sure where to get an upgrade from, but if you wish to speed the
modem port upto 38400 bps then thats a simple circuit using a 74LS74 chip.
My STe has this fixed in.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1962. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:02:06 UTC
From: bindon@madasafish.com
Message-ID: <tlbg8enkijaufa@corp.supernews.com>
Source record: 43532

On 18 Jul 2001 02:10:28 , Bob Retelle wrote:
Hi

>Ah... is that a full version with all the address and data lines,
>or is it a "stripped down" version for embedded applications with
>those extra bits on the chips?

I'm not sure, didn't hang around long on the site to read it all. I was looking for 386 SX pinouts, but no, nowhere in the world has these pinouts! There was a 25Mb PDF though on application notes on how to build a 386 I did find, but can't be bothered to d/l it all just for pinouts!

>I checked the "usual sources" but didn't turn up anyone who stocked
>'386s any more.

Intels website I think, http://developer.intel.com and a search on 8038 brings it up.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1963. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:02:08 UTC
From: bindon@madasafish.com
Message-ID: <tlbg8gn9nku3fb@corp.supernews.com>
Source record: 43529

On 17 Jul 2001 21:10:55 , Djordje Vukovic wrote:

Hi

>Remember that some ventilation has to be maintained so it would not be
>good to jam the box full of additional hardware.

Ahh, I guess you don't want to know how much stuff I crammed into an
original Acorn A5000 case on the original PSU.....And it worked!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

1964. R: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 17:05:53 UTC
From: Paolo de felice <p.defelice@engineer.com>
Message-ID: <Rlj57.679$VO5.20484@news.infostrada.it>
Source record: 43533

Hi greg!
I don't think there are web links to this ftp site: if I remember correctly
this is one of the richest FTP atari sites, and it is just FTP

Paolo

Gregory D. George <greg@ataritimes.com> wrote in message
3B55A26B.B7AD1F18@ataritimes.com...
> Jon Gibbins wrote:
>
> > Not tried it yet, but this program alledgedly makes it easy to transfer
> > files PC <> ST via the parallel port.
> > ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh
>
> Is there a website link that goes with this?
>
> --
> Greg
>
> =-=-=-=

1965. Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:16:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j4jqc$c9p$1@plutonium.compulink.co.uk>
Source record: 43537

Hi!

I have some JPEGs that a friend wants to use on his web page.
Unfortunately the scanner was set far too dark (no, he can't re-scan).
Is there any Atari ap that would allow me to lighten them and save
them as JPEGs again? I have tried some of my image processing programs
but most won't handle JPEGs (other than load them). I finally tried
Calamus, which loaded and processed them, but couldn't save as JPEG -
only TIFF and BMP. I saved as TIFF and then used Imagecopy to convert
to 256-colour GIFs, but what started out as a 25 kB JPEG finished up
nearly half a meg of GIF! Don't think anyone wants to download that!
Any ideas how this could be done? I tried converting the GIF back to
JPEG in the new Pixart, but the computer crashed each time - with or
without MagiC and Thing.

Regards, /Peter/

1966. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:24:25 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3B55D459.6250E121@mail.uni-mainz.de>
Source record: 43540
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Well,
only 300 Dollars ?? Give me 300 million and I will produce anything you
want.
But with such a sum I might go also on holidays (for the rest of my
life).
;-) Andreas

P.S.: How much would a T-1000 or HAL-9000 cost ?!?

1967. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:32:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B77B24C1.17402%nameerf@flash.net>
Source record: 43541

in article 2906.598T450T10313939optimus@canit.se, Iggy Drougge at optimus@canit.se wrote on 7/17/01 8:00 AM:

> This may sound harsh, but what is keeping Atari development back is to a great
> extent the hardware. Even if the developers might have a Milan or Hades, the
> users tend to expect it to run fine on an ST, or at least on a not very
> expanded Falcon.

Are you talking about hardware or software here?

> A lot of you have got a PC or a Mac somewhere in your house. Obviously, you've
> bought that instead of the Milan. That doesn't sound like much of a
> commitment.

Excuse me, but I have an iMac as well as my Nemesized, recased, CD-RW'ed, etc Falcon. I don't have the iMac because I don't love Atari. I have it because I've run into a brick wall with the Falcon created by a lack of software. Give me a good web browser for the Atari, and I'll use my Falcon for everything. I like it much better than the Mac anyway. But until then, I'm forced to deal with using the computer with the better software. I'm pretty sure the same is true for most people. I don't think many people here would sing the praises of Windows and MacOS, but modern expectations of machines make owning these a requirement. So please don't accuse me and others of not being committed to the Atari platform.

> You expect your 1993 hardware to keep running whilst happily
> throwing dozens or hundreds of megs of RAM and equal amounts of MHz on Windows
> or Mac systems. By doing so, you're reducing your Atari to a mere toy, whilst
> moving more and more of your computing tasks onto the alien platform.

Like I said, show me Atari software that outdoes what software on my Mac can do, and I'll never invest another cent into the Mac. I've also invested money into my Falcon. But at this point, there's not much more I can get for it. I'm not really interested in the clones, not because I'm not committed, but because of what I use the computer for. My Falcon is my dedicated music computer, my word processing tool (Papyrus kicks AppleWorks' butt), and yes, a fun toy when it comes to games. My Mac is basically for Internet work that my Falcon can't do, and for running other software not available for Atari machines. When an Atari clone can do any of these better than my Falcon and Mac combo, then let me know. Otherwise, don't bash those of us who own other machines out of necessity.

> Besides, I don't buy that argument about Clones being expensive. The Milan
> mobo costs around 500 EUR, IIRC. It's not very hot compared to that iMac over
> there, but it's a bloody fast Atari system, and that should be enough of a
> selling argument.

Sure, if better software existed. That's the problem. There's no modern software, and I've got no reason to spend money to word process faster. Make a Cubase Audio clone run on one of these, a modern web browser, etc. run on a Milan or Hades, and I'll be first in line to buy one... Oh, yeah, where can I get one in the United States? Ever hear the story of a friend of mine who ordered a Hades, and when he got it, it had some hardware problems, and when he had to send it back to europe, it got lost somewhere between the US and Europe, and took years to get it back? I don't like doing over-seas transactions, personally, and I especially don't want to risk such a huge chunk of cash on the over-seas exchange system.

Mike Freeman
nameerf@flash.net

1968. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:41:16 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9j4l8c$pp0$1@nserve1.acs.ucalgary.ca>
Source record: 43545
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

helgetu (h.schaefer@tu-bs.de) wrote:
: What might be the purpose of this $300 machine?

It was originally targeted for computer hobbiests. Given the groups we are posting to, it would share some of the characteristics of the 8 and 16 bit machines of the 80's, or would suit the tastes of the current users of these machines.

I was thinking of something easy enough for an amateur to understand the electronics, and low level programmaming of the device. (My view is that modern machines are too complex and too poorly documented to fit this market.)

: By what features might it be sold? (What is the difference to existing systems
: ranging from gaming consoles to standard PC?)

Any computer would have to be differentiated from current PCs, game consoles, and PDAs in a *significant* way. It would be next to impossible to compete in the present computer/entertaiment industry with a product which the big guys view as viable.

: it has to be userfriendly - that thing must be some sort of
: plug-it-in-and-there-you-go...

User friendly is a very vague notion, because what is obvious for one user, will appear to be counter intuitive to another. Particularly so if you are attempting to differentiate yourself from current products. Also, there are different levels of user friendliness: easy to learn, vs. easy to use; also, I view current systems as being difficult to program (too much so if you are not a professional programmer). Older systems were much better in this respect. As an example: it was easier to put graphics on the screen in the olden days. With the Apple II you simply switched to the appropriate video mode, then drew lines or pixels. There was no windowing system, or complex event manager, to mess with. On modern systems, you need to obtain special tools (such as ghostscript) to create programs incorporating graphics -- in any reasonable manner.

: Concerning the OS I am not sure if something capable of what I am thinking
: already exist: the GUI must be designed the way that even the unexperienced
: generation of my parents (~ 60 years) will be able to use it from the
: beginning:

A nobel idea. It is not the suggested market, but you certainly have ideas worth exploring.

: Saying it short: fit it to the typical living room equipment, close to the TV.
: Prepare for all kinds of computer periphals and home equipment (coffee-maker,
: fridge ...). Integrate phone, fax, mail, sms.

Integrating too much stuff in one device can complicate the life of users.
So, while a fax/mail/phone device may simplify communications, and a DVD/CD
device may simplify entertainment (particularly given the physical similarity
of the media), a DVD/CD/fax/mail/phone device is going to present too many
dissimilar options to the user. IMHO, that is one of the reasons modern
computers are not very easy to use. Better to use the old stuff, where the
computers did computerish things (interactive entertainment, or content
creation).

Byron.

1969. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:48:18 UTC
From: Paul CAILLET <atari.music@club-internet.fr>
Message-ID: <9j4lk0$8rq$1@front7.grolier.fr>
Source record: 43542

Hello Paolo !

> I don't think there are web links to this ftp site: if I remember
correctly
> this is one of the richest FTP atari sites, and it is just FTP

And what that? : http://www.funet.fi/pub/atari/ :-))

> > > Not tried it yet, but this program alledgedly makes it easy to
transfer
> > > files PC <> ST via the parallel port.
> > > ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh

This file is not found on this URL !!!

--
Paul.
paulcaillet@altern.org

1970. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:48:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b55e79c336ae70@pandora.be>
Source record: 43543

on Wed 18-07-2001 11:50 Dennis Vermeire wrote:

>Instead of "shareware" it should have been "freeware". But STIK did not
>support PAP in those days, and STiNG wasn't even released yet. So at least
>that bit is correct. Are you sure that pppd was already fully supported
>in the *official* MiNTNet release back in late 1995/early 1996?

YES. I'm using MiNT-net since late 1995.
I'm 99% sure that Iconnect wasn't available for the great public before
1997. I can't remember the exact date but I surely have used STing (ppp)
somewhere in 1996.

ps. If one read the docs of Iconnect, Wensuite and Draconis one will
see one strange thing. They all claim to be the first with ppp support.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1971. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:48:32 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b55e79c336ae71@pandora.be>
Source record: 43544

on Wed 18-07-2001 11:48 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
>Date: Sun, 15 Jul 2001 17:56:00 GMT

>>I don't have anything against commercial software, I have spent
>>(and still spending) quite some money on commercial app *BUT* I
>>dislike commercial soft which is still on sale although the vendor
>>perfectly knows that the developement is stopped.

>I "thought" that the development of Draconis was stopped, but was corrected
>here last week...

That promishes again lots of headache and fustrations.

>You may dislike paying for commercial software of which the development has
>stopped, but that's the way it is. The author still needs to be re-imbursed
>for his work even if he pulled the plug on the project. The legal copyright
>doesn't expire because the author(s) don't support their work anymore. The
>Beatles have stopped singing years ago, but you still have to pay up if you
>want to buy one of their CD's.

One big different, the music of the Beatles doesn't get old and
doesn't contain bugs. Soft do contains bugs and gets outdated.
>
>How can you possibly know when development has come to an end? will there
>ever be a new version of NVDI, Kobold, Papyrus, N.AES... etc?

NVDI: Very lickely, no
Kobold: idem
Phoenix: No
Papyrus: ?
N_AES: I don't know, but who cares about N_AES nowadays. We have
XaAES now.

>Considering the state this platform is in we should thank our lucky stars
>whenever one of the applications is updated. I think your attitude is a
>dangerous one, in a different thread someone wants to know about the legal
>status of Thing, should we tell him that the development most probably has
>stopped and not to bother paying the shareware fee?

AFAIK, Thing is still maintained. Only it takes very long before
the author release a newer version. I've seem the latest
version and I must say it looks very nice.
Besides Thing is Shareware and can be used (with restrictions)
without paying the fee.

>
>>I won't give one EUROcent on apps like MagiC, Chatter, ASH Emailer etc.
>>The worst is that they even won't release the sources. People are begging
>>for the release of Cab but no they just don't give a damn for their former
>>clients.

>These people need their head examined... why would someone give his work
>away ? especially to a community which never appreciated it in the first
>place. You conveniently forget once again that ASH is a software publisher,
>copyright of the software remains with the author...

My believe is that ASH forbid the authors to release their soft.
It's the fault of ASH that the community doesn't appreciate the
way they work. They have done everything to force people to buy
their products.
Even nowadays there are still some programmmers who force people
to use that dreadfull w_dialog. Take for instance 'attribute'.
Why one earth do we need w_dialog for such a basic application?
>
>>ROTFL: ASH mailer can't even quote properly.

>I'm missing the point Martin.... are you suggesting that I quote the posts
>unproperly?

It's ofcourse not the fault of your beloved mailer but of you.
Your postings are rather difficult to read. You should leave one
blank line between the original and your answer.
Even if the newsreader works with different colors it's still
hard to read.
Take a look at http://www.houghi.org/quote (Dutch only).

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1972. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 18:57:53 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <A2l57.5323$5t1.6567@nntpserver.swip.net>
Source record: 43446

"Paul Nurminen" wrote:

> Ok, I've been using Cubase Audio for quite some time, and it's been
> discussed here in the past many times (by myself, and others like
> Brian Becroft), but I seem to be having more and more problems with
> CAF's little "pops/clicks/random noises in recorded tracks" BUG
> lately. It seems like it never used to be quite this bad, but lately
> it's really causing major trouble in my studio with vocal tracks I've
> been trying to record (ie: a vocalist nails a perfect take for the
> fifth time, and you have to tell him/her: "ahhh, sorry, there's one of
> those random POPs in the track... can you do it one more time
> please?").
>
> It's more or less unusable to me (although the MIDI portion is still
> ok). And yes, I've had the Falcon audio fixes performed on my machine
> back when I got it in 1995. And just to let you know, I record
> through the FDI via my Tascam DAT's converters. And my Falcon also
> has the Nemesis accelerator in it.

Fixes or no fixes, I'm pretty sure that your problem is due to either a fragmented harddisk or that the CPU-clock needs a fix (or another than the one that's been made...). I've fixed several Falcons which had been CPU-clock fixed, by making another of the three available clock fixes. Check out my website for all the info you need on this topic. Go to the Troubleshooting page.
I've heard of problems when running CAF with the Nemesis installed, so maybe you should try disabling it.

> Is there _any other_ multitrack/digital recording software for the
> Falcon that does at least 8 tracks, can utilize the FDI for recording,
> and doesn't suffer from these BUGS in Cubase Audio? (an additional
> plus would be the ability to also playback MIDI in sync with the
> recorded audio tracks).

AudioTracker from SoundPool is nice if you want to work only with audio - but it has no midi sequencer. It can make use of the S/Pdif, ADAT interface and the JAM/FAD units with up to 8 simultaneous inputs from Line Audio Design (www.lineaudio.se). The JAM/FAD have been discontinued, just like all SoundPool's hardware units for the Falcon, but there might be used ones around... Go to www.soundpool.de and download the demo version.

> For the past couple of years, I got out of using my Falcon for
> "everything", and relegated it to only music chores in my studio (I
> built myself a PC for everything else). And if I can't find something
> soon, I'm going to have to replace the Falcon with yet another PC
> (I'll build it specifically for music/MIDI - probably running Cubase

> VST or Pro Tools)
>
> Any suggestions? I'd like to keep using the Falcon.

I continued using my Falcon for a very long time after they started claiming that VST on the PC really did work well. About 2 years ago, I took the platform leap and I must say that I've never had such a beautifully running system. Over 50 audio tracks with sample-correct sync (The Falcon can't even give you sample accurate audio sync with the 8 tracks it handles - but it's still good enough for most people...) - and perfect sync to midi thru the Midex8 USB-interface. Nothing fails even though I use the PC for everything from office programs and games to Internet and music :) If you're going for a PC setup, feel free to check out my machine on my website - the studio page. Also check out Dan Duskin's site for a lot of useful info.
Don't get me wrong. I'm still an Atari fan and I attended the NAS (Nordic Atari Show) this year as a retailer, showing off a Falcon based studio - but I also live in the real world and realize that there are better solutions around - especially since the hardware units aren't manufactured anymore :(Any questions? Please feel free to ask.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

1973. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 19:14:58 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4A9C24FDAB%news@youmustbejoking.demon.cu.invalid>
Source record: 43455
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that Bob Retelle may or may not have written...

[snip]
> Having lived through the "OS in ROM" with the Atari ST, it can be a "double
> edged sword". It WAS great to have the OS boot almost as fast as you
> could blink.

That's easily enough done on this Risc PC, should I need to do so. However, it's better to let it run its boot sequence so that disk-based resources can be located and initialised.

> Unfortunately though, if there were any bugs in the code, (HA.. IF) you
> were stuck with them until the manufacturer could get around to first
> finding them, then fixing them, then finally producing a new version, then
> distributing them, then finally you get to open your machine and manually
> replace them.

Or you might be able to load patches or replacement modules or even a whole ROM image. Two of those apply to this machine, and yes, there was a short while before I got hold of RISC OS 4 ROMs when I was softloading a version of the OS...

[snip]
> (Of course, it DID generate a nice little "cottage industry" for
> programmers to come up with fixes and patches while waiting for the
> "official" ROMS to finally appear.)

That happens in the RISC OS market to a small extent. Of course, it helps when the OS supplier can and does release patch archives (or "service packs").

> Do you really want "Mom and Pop" $300 computer buyers to have to be prying
> ROMs out of sockets and jamming new ones in?

Probably not... flash ROM is finding its way into new machines and onto some hardware upgrades; there is a StrongARM processor card which has this.

> Actually what I always thought Atari should have done with the ST was to
> put the OS on a cartridge.

Maybe...

> That way they could issue updates which could be swapped as easily as
> changing a game, and the old cartridges could be returned in the same

> shipping box for a credit. Sort of like deposit soda bottles.

Or you could keep it and sell it on to somebody who hasn't upgraded to *that*
version, never mind the current one. Although that's almost as easy with just
the chips themselves :-)

[snip]
> FLASH RAM would be workable, but...

Flash ROM, surely.

> you'd also need a boot ROM with the read/write routines for the FLASH
> update in it.

True...

> Otherwise, one hiccup and your computer's OS could be toast with no way to
> fix it. Just like blowing away a motherboard with the wrong BIOS upgrade.
> And of course, add the cost of the boot ROM and interfacing.

Not to mention if you have your mass storage on a third-party interface card
which has its own on-board firmware, which the OS will softload or access
directly and which is probably itself in flash ROM... although in this case,
a floppy with the firmware and, optionally, a flash programmer for that card
would do.

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| We've got Shearer, you haven't

Today is cancelled due to lack of interest.

1974. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 19:36:48 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0107182135140.11769-100000@newgem.atari.org>
Source record: 43447

On 18 Jul 2001 xlator@cix.compulink.co.uk wrote:

> only TIFF and BMP. I saved as TIFF and then used Imagecopy to convert
> to 256-colour GIFs, but what started out as a 25 kB JPEG finished up

ImageCopy v4 can load the Jpegs, automaticly add more light and save back
as Jpeg again. Same with several other programs, GemView for example.

--
Anders Eriksson
ae@dhs.nu

1975. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:14:56 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107181956380.178-100000@localhost>
Source record: 43538

> If I feel the need to run STiK/STiNG clients I can do so. IConnect and STiNG
> don't conflict, you can boot both at the same time and hold both in memory.
> The only advantage of using IFusion to run STiNG/STiK clients might be that
> the user doesn't have to bother setting up STiNG, which is not always easy
> for some users. I can remember the endless stream of postings on that topic
> also... But most importantly: It's *NOT* ASH who decides if something is
> free or has to be payed for for. The choice is entirely up to the developer,
> Jürgen Koneczny decided he wanted to be payed for his efforts, you may think
> that these efforts aren't worth paying for, but that's not the issue here.
>
> >MiNTnet for example offers FREE stik/sting and Draconis translators..
> So what's your point? You should go and blame the MiNTnet developers for not
> bothering to program a FREE IConnect translator... what's stopping them? and
> who would possibly want to use the Draconis translator?

Whats stoping them? Bloddy "Magic required" message from most apps
stopping them.

Well this really pop out the cork, as we say.. U are champion of
twisting words.. WHY i would blame MiNT-net programers? I only said that
MiNT-net as tcp/ip stack also offers Stik/Draconis translator, Iconect is
possible as well and thus its most complete stack! And who want to use
Draconis translator? U realy do this crap intentionaly do u? I would for
example, if Adamas will reach usable stage, ill use it on my system, with
ethernet (mintnet) and things i already use on my system. Reading your
views i did notice all from ASH is ideal, and all other is crap.. Why
someone would use anything other (those are yours words) U decline either
other stack apps, other apps or even possibility of multiple stack
system.. U keep bashing me about not want to pay for apps, i have news
for u, it may be that i have more commercial apps than you, i DO buy them.

Plz dont bother to reply, u wont change views anyway, use your apps,
enjoy them and bash all other for fact that ASH dont develop them anymore
etc as u do.. Yes community is to blame... and there is lotsa of us, using
MiNT not Magic so u have lotsa ppl to blame for all.. ASH surely cant be
quilty a bit.. Only last word, i have 5 friends which are now Mac
users.. All went excited way back with MagicMAC, get Mac's.. well fun
lasted some time, now all xcept one are real Mac users.. Do blame
community again.. do not bother to reply.

Janez

P.S scroll back and u will soo how all that start.. Mentioning Unix
CRAP, Magic/ASH apps far superior bla bla, some thoughts about
community i kepp blame.. i dont wana be part... And before u label me
ASH/Magic hater, list all messages and seek for words *crap, bad, shitty*

```
and so on...
```

1976. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:19:10 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107182016400.180-100000@localhost>
Source record: 43539

On 18 Jul 2001 xlator@cix.compulink.co.uk wrote:

> Hi!
>
> I have some JPEGs that a friend wants to use on his web page.
> Unfortunately the scanner was set far too dark (no, he can't re-scan).
> Is there any Atari ap that would allow me to lighten them and save
> them as JPEGs again? I have tried some of my image processing programs
> but most won't handle JPEGs (other than load them). I finally tried
> Calamus, which loaded and processed them, but couldn't save as JPEG -
> only TIFF and BMP. I saved as TIFF and then used Imagecopy to convert
> to 256-colour GIFs, but what started out as a 25 kB JPEG finished up
> nearly half a meg of GIF! Don't think anyone wants to download that!
> Any ideas how this could be done? I tried converting the GIF back to
> JPEG in the new Pixart, but the computer crashed each time - with or
> without MagiC and Thing.

There is software, Photoline for example. Also u may use standalone
tga/jpg converters such as Apex module (cpx, nice and offer batch job), or
djeg/cjpeg tools etc, and use your fav Image processing stuff.. Otherwise
Photoline is preety cool, u can do it in Apex as well..

Janez

1977. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:20:53 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <CXpqouEI+eV7EwcM@my-ste.demon.co.uk>
Source record: 43449

In article <3B560623.D90CEA15@ev1.net>,
Charles Richmond <richmond@ev1.net> writes:

>Jon Gibbins wrote:
>>
>> Not tried it yet, but this program alledgedly makes it easy to transfer
>> files PC <> ST via the parallel port.
>> ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh
>>
>Errr...this link is *not* right. Do you have the *real*
>link to this file???

The link should be <URL:ftp://ftp.funet.fi/pub/atari/net/hdd_dmn.lzh>

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/

1978. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:23:27 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j4r7n$m8v$1@neptunium.btinternet.com>
Source record: 43450

Yes, i'm in Essex :)
Where can i get in touch with these companies ?
Any idea how much a TOS upgrade costs ?

Jon

"PuffPuffin" <puffpuffin@aol.com> wrote in message
news:20010717233041.16800.00008454@ng-fo1.aol.com...
> >> If you wanted to upgrade I'd get at least >>TOS 1.04. The rest is fine
TBH.
> >
> >Sounds like a good idea but where can I >get hold of a hardware upgrade ?
> >Surely people are no longer >manufacturing these upgrades ..?
> >Ideally I would like to upgrade the Mega >to as high as version of TOS as
> possible. >TOS v1.02
>
> What country are you located in? In the UK, there's Atari Workshop and
> Keychange Music

1979. Re: automation

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:24:30 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j4ra9mco1@neptunium.btinternet.com>
Source record: 43451

It's currently down, but www.ATARIST.com used to have a lot of stuff ...
I think u can email the author of the site for the complete site on CDR tho
...

JonG

"Marco" <mast99@usa.net> wrote in message news:3B4CA400.B6523288@usa.net...
> probably asked a 1000 times before ...
>
> but where can i get the complete automation disks from ???
>
> lgl and hangloose pages dont work .
>
> please help a "old" atari fan !
>
> M

1980. STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 20:57:25 UTC
From: "Leo.Z" <squirt@blueyonder.co.uk>
Message-ID: <VKm57.1371$li1.263254@news1.cableinet.net>
Source record: 43452

Hello all

I am an ex-atari user who kept his 4meg STE in the loft for the past 3 years or so. I fished it out yesterday, got the HD connected again and am now enjoying a trip down memory lane!

I've got a PC running windows ME, and am wondering if there is anyway to share data between them in a more modern way than by using floppies. I not only would like to share files, but also a net connection (?)

IS any of this possible? I seem to remember a prg which enabled to (or more?) STs or Falcons to be networked by using the midi ports. Maybe this would be some kind of solution?

Any help would be greatly appreciated, even if its to tell me it can't be done!

i look forward to any replies....

Leo Z

1981. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 21:36:06 UTC
From: sidcelery@cix.co.uk
Message-ID: <9j4vg6$lk5$1@plutonium.compulink.co.uk>
Source record: 43453

On 13 Jul 2001 21:25:07 , Uwe Seimet wrote:
> Harry Sideras wrote:
>> On 30 Jun 2001 17:01:34 , Hallvard Tangeraas wrote:
>>> Thanks for the comments everybody.
>>>
>>> So it looks like there's no universal ACC or CPX module which
>>> will do this with any harddisk driver?
>>> I'm particularly interested in CPX modules as you don't have to
>>> worry about the limitation of 6 (I think) ACCessories.
>> If you use Magic there's a HDPark facility by pressing Ctrl-J
> This is not a feature of MagiC but of some desktops and it only
> works with hard disk drivers that support the XHDI protocol, i. e.
> with HuSHI, CBHD or HDDRIVER and for IDE drives I'm not even sure
> that all of these drives work. (HDDRIVER does as long as the IDE
> drive supports IDE power management.)
> In other words, the desktop uses/requires the same mechanism like
> the ACC I already mentioned.

Oops, yes! I should've said that this works with MagxDesk and
HDDriver...

While this does work for me, I should also mention that I've never
been able to unpark the drive, so it gives me a system hang every time
I accidentally use the combo (I'm mis-keying Ctrl-Alt-J) to open the J
drive...)

rgds
H

1982. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 21:45:54 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <3b571c2d$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 43484

Hi Martin,

"Martin "Nightowl" Byttebier" <tos4ever@pandora.be> wrote in message
news:3b55e79c336ae71@pandora.be...
> Even nowadays there are still some programmmers who force people
> to use that dreadfull w_dialog. Take for instance 'attribute'.
> Why one earth do we need w_dialog for such a basic application?

I can totally understand what you're saying here Martin and the
frustration caused but.......
and without dreaming to speak for any authors, from most of the
conversations I've had over the years with programmers is that they
more often than not have programmed the software because it was
something _They_ actually required or to replace some other software
that they weren't happy with. So perhaps if an author actually always
uses MagiC or MiNT for example it's safe to say that they would be
more likely to use the available features within their chosen OS or
the environment they're used to working in.

Just a thought.

Regards
Sean

1983. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 21:47:50 UTC
From: ebaiz@skyenet.net
Message-ID: <aun57.1699$ps6.8790@newsfeed.slurp.net>
Source record: 43454

On 18 Jul 2001 18:16:44 , xlator@cix.compulink.co.uk wrote:
>Hi!
>
>I have some JPEGs that a friend wants to use on his web page.
>Unfortunately the scanner was set far too dark (no, he can't re-scan).
>Is there any Atari ap that would allow me to lighten them and save
>them as JPEGs again? I have tried some of my image processing programs
>but most won't handle JPEGs (other than load them). I finally tried
>Calamus, which loaded and processed them, but couldn't save as JPEG -
>only TIFF and BMP. I saved as TIFF and then used Imagecopy to convert
>to 256-colour GIFs, but what started out as a 25 kB JPEG finished up
>nearly half a meg of GIF! Don't think anyone wants to download that!
>Any ideas how this could be done? I tried converting the GIF back to
>JPEG in the new Pixart, but the computer crashed each time - with or
>without MagiC and Thing.

PhotoTip version 3 does this just fine under Magic/Geneva/N.AES. Just
load in a JPEG and you can lighten or darken it to your pleasure. Then
you can save it out in a TIFF or JPEG form. You can download it at the
site below, but you need to register it to get it's full potential.

http://home.sunrise.ch/dursoft/progs_e.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

1984. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-18 21:56:52 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B560623.D90CEA15@ev1.net>
Source record: 43448

```
Jon Gibbins wrote:
>
> Not tried it yet, but this program alledgedly makes it easy to transfer
> files PC <> ST via the parallel port.
> ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh
>
Errr...this link is *not* right. Do you have the *real*
link to this file???

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

1985. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 00:15:29 UTC
From: sidcelery@cix.co.uk
Message-ID: <9j58r1rfu1@plutonium.compulink.co.uk>
Source record: 43456

On 15 Jul 2001 22:17:29 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> That may not be irrelevant.
> Harry, please re-read what I said. CAB wouldn't initialise except
> in high rez but locked up with the first(?) 'Loading xxx' module
> dialog. I don't think GDOS has been called yet at that time.

Yes, sorry Peter. I was forgetting that dialog and thought you meant
when the page was loading - not the program.

>> ...are you really sure that GDOS is set up properly? CAB uses the
>> fonts it is pointed to in the OPTIONS\FONTS menu. The fonts used
>> in GDOS are different for medium and high res (a different width
>> to height ratio).
> I am not sure as I no longer have the disk. But again, surely if
> the fonts weren't there for a given resolution then CAB would use
> the system fonts.

Sure, but I was implying that maybe the med-res font file was
corrupted?

>> Note also, you won't necessarily have the same font sizes in
>> Medium res as you do in High res. This may be the reason for
>> differing appearances when displayed in CAB.
> I realise that, thanks. As I said - you couldn't run his CAB setup
> in medium or low rez at all.

I think HiRes fonts were available in Lo-res IIRC (though I don't
think CAB runs in low res, does it?)

> His GDOS and fonts came from an ST Club disk with STDCAT on.

Many a corrupt font from PD IME.

> The 'differing appearance' I mentioned affected just the first para
> after the header in high rez, though it had the same font size tags
> as all other paras, which were OK.

I was thinking it might be a different font to the rest of the body
text.

Sorry if this wasn't an appropriate answer...

rgds
H

1986. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 00:15:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <9j58r3rfu2@plutonium.compulink.co.uk>
Source record: 43457

On 17 Jul 2001 23:35:06 , "Rory Street" wrote:
> Hello Guys!
>
> I'm Back!

Wotcha Rory

[Fx: makes sign of cross]

rgds
H

1987. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 00:15:34 UTC
From: sidcelery@cix.co.uk
Message-ID: <9j58r6rfu3@plutonium.compulink.co.uk>
Source record: 43458

On 18 Jul 2001 18:16:44 , xlator@cix.compulink.co.uk wrote:
> Hi!
>
> I have some JPEGs that a friend wants to use on his web page.
> Unfortunately the scanner was set far too dark (no, he can't
> re-scan). Is there any Atari app that would allow me to lighten
> them and save them as JPEGs again? I have tried some of my image
> processing programs but most won't handle JPEGs (other than load them).
> I finally tried Calamus, which loaded and processed them, but
> couldn't save as JPEG - only TIFF and BMP. I saved as TIFF and then
> used Imagecopy to convert to 256-colour GIFs, but what started out
> as a 25 kB JPEG finished up nearly half a meg of GIF!

Hi Peter,
Doesn't LookNSee do this? There's a brightener module with various
settings as well as JPEG import and export (as you must already know).

Alternatives are Positive Image and Imagecopy of course. With IC bear
in mind that if you change the brightness in Options\Screens\Colours
before loading the JPG when you resave as JPG you will be losing
further colours from the screen depth that you are in, so I'd advise
running in maximum colour depth before you try it.

I just had a quick go in IC4 and the X-convert option didn't seem to
account for the brightness for me.

rgds
H

1988. Vintage Computer Festival East 1.0 Next Weekend!!!

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 00:16:09 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <vCp57.30623$yr1.357456@e420r-sjo3.usenetserver.com>
Source record: 43459

Vintage Computer Festival East 1.0
July 28th through July 29th, 2001
10:00am to 5:00pm daily
Best Western Royal Plaza Hotel & Trade Center
Marlborough, Massachusetts, USA
The first Vintage Computer Festival East is being held on July
28th through July 29th at the Best Western Royal Plaza Hotel & Trade Center
in Marlborough, Massachusetts.

The speaker sessions begin at 10:00am and end by 2:00pm, and the
exhibit and marketplace open at 2:00pm and close by 5:00pm each day.

Admission is $15 per day for speakers, exhibition and
marketplace, or $10 per day for exhibition and marketplace only.

For more information, visit their website:

http://www.vintage.org/2001/east/

Curt

1989. Connecting Atari 520ST to ethernet

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 02:12:38 UTC
From: jhuovila@iobox.fi
Message-ID: <3b5641bd.6654148@news-server.pp.htv.fi>
Source record: 43460

Hi everyone!

I'm looking for a way to connect Atari 520 ST to ethernet-based LAN. I know absolutely nothing about network stuff for Atari, so all help is warmly welcome!

Thanks! =)

- Jari

P.S. When replying, please send a CC to my e-mail address (jhuovila@iobox.fi).

1990. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 02:13:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13dd9c209377d2c989684@news-server.nc.rr.com>
Source record: 43461
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com says...

> > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > implemented some sort of paging mechanism to access the 128kB found
> > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > have lying around here, somewhere. (Though my understanding is
> > > the 1MB card for the 8-bit machines used some sort of window into
> > > memory.)
> > >
> > > Byron.
>
> Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> one
> even gets a several 100's bytes of cache ? ;o)

How about Transmeta's Crusoe? This would outsell everything mentioned thus far I guarantee it. It can emulate anything, including x86 at native speed!

Can you imagine UAE ported to Crusoe as its code-morphing layer? incredible.

Modules could be made for just about ANY old school CPU/platform, and an OS wouldn't need to be developed for it, as it could run these platforms OS's natively, maybe even in addition to a custom OS.

Marketing would be a piece of cake, as you could use it from anything from a Kiosk to a webserver, an Amiga emulator to a Unix portable. Webpad's, PDA replacements, hardware controllers, you name it, this thing would be /versatile/!

And the best part is it's /current technology/. Face it, if it can't run Half-Life or get 200fps in Quake, your only buyers will be the people currently reading this thread. :)

Linux Geeks would love it! (if only because Linus works for transmeta). Slashdot would pimp the hell out of it, you wouldn't even need to market it :)

Hell, I'd buy one and just run it as my mail/webserver and
router/firewall. transmeta already has a custom linux distribution
available for it. Not only that, but it could be offered in several
packages, you want WinXP on it? No problem!

The market could even be expanded to commercial vendors, it would be a
viable replacement for say, the hardware TiVo uses now. Cable
descramblers, Sattelite receivers, hell, I can think of very little
you couldn't make this thing do.

R&D required? very little, the hardware is ALL standard, and already
made, produced, and sold, not to mention it already has HUGE "geek
mindshare."

--David Ogg
Then again, maybe not?

1991. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 03:26:53 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B5653DB.B36A4BE7@ataritimes.com>
Source record: 43462

I haven't tried this yet, but I'm assuming this is the ST side to the software... What about the PC side?

Sorry if the answer is stupidly easy. I just haven't opened the file yet.

--
Greg

=-=-=-

1992. Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 03:57:24 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B565B01.5B7C18BF@ataritimes.com>
Source record: 43463

Is it possible for the PC to read an Atari formatted SCSI hard drive?

C'mon. There's GOT to be an easy way to get these blinkin files off of
my ST's hard drive!!

--
Greg

=-=-=-

1993. Finally, 14meg Falcon RAM card works!

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 04:16:46 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b566041$0$18888$272ea4a1@news.execpc.com>
Source record: 43464

Hello,

A Long while back I purchased a RAM card and SIMM module. (New)
One of the connectors on the RAM card got damaged when I
installed it. Probably by an irregualr pin on the motherboard
of my computer. Not sure.
I researched and found a connector (PCB header) that would fit.
One that would allow space for the irregular pin on my motherboard.
Got it back together, Computer would run for 30 minutes then freeze with
vertical dashes on my screen.

I had the SIMM module checked by a technician who had a RAM tester.
Nothing wrong with it.
I could not see anything physically wrong with the RAM card.

After getting some input from the newsgroup, I decided to try
another SIMM module.
I found a 16meg stick with less chips on it.
Put it back together and used electrical tape around the PCB header,
just in case any shielding might be showing.

Booted and works fine! No crashes after 30 minutes!

Thank you for your suggestions.
This has been one of the most difficult problems to solve.
Especially finding a PCB header to match.

I checked RAM through Flash II (Memory) and EXTENDOS.
Everything checks out. But FREERAM.PRG does not seem
to be giving me an accurate byte count.
Is there a limit on this program?

thanks

ken

1994. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 06:27:22 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlcvenh9gb1d9a@corp.supernews.com>
Source record: 43465
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> says...
> >
> > >
> > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > implemented some sort of paging mechanism to access the 128kB found
> > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > have lying around here, somewhere. (Though my understanding is
> > > the 1MB card for the 8-bit machines used some sort of window into
> > > memory.)
> > >
> > > Byron.
> >
> >
> > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > one
> > even gets a several 100's bytes of cache ? ;o)
>
> How about Transmeta's Crusoe? This would outsell everything mentioned
> thus far I guarantee it. It can emulate anything, including x86 at
> native speed!

I dont think thats true. The transmeta chip only deliver a fraction of the performance of a core like the thunderbird at the same mhz.
And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
I dont see the point in using a much slower chip like the transmeta crusoe for a desktop/booksize PC.

just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

>
> Can you imagine UAE ported to Crusoe as its code-morphing layer?
> incredible.

No so sure about that...

>
> Modules could be made for just about ANY old school CPU/platform, and an
> OS wouldn't need to be developed for it, as it could run these platforms

> OS's natively, maybe even in addition to a custom OS.

Their is already so many core running on the x86... From the most obscure to
C64 & amigas.

>
> Marketing would be a piece of cake, as you could use it from anything
> from a Kiosk to a webserver, an Amiga emulator to a Unix portable.
> Webpad's, PDA replacements, hardware controllers, you name it, this
> thing would be /versatile/!

X86 would be a better choice at all level... Unless this is for a PDA form factor.

>
> And the best part is it's /current technology/. Face it, if it can't run
> Half-Life or get 200fps in Quake, your only buyers will be the people
> currently reading this thread. :)

Computer do alot nowdays in term of multimedia because of the power they have.
I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

> Linux Geeks would love it! (if only because Linus works for transmeta).
> Slashdot would pimp the hell out of it, you wouldn't even need to market
> it :)
>
> Hell, I'd buy one and just run it as my mail/webserver and
> router/firewall. transmeta already has a custom linux distribution
> available for it. Not only that, but it could be offered in several
> packages, you want WinXP on it? No problem!

Why would you want to pay for low performance?
Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emulation.

>
> The market could even be expanded to commercial vendors, it would be a
> viable replacement for say, the hardware TiVo uses now. Cable
> descramblers, Sattelite receivers, hell, I can think of very little
> you couldn't make this thing do.

You would need native code to do software encoding on that chipat a decent speed.
Who would write all that code?

>
> R&D required? very little, the hardware is ALL standard, and already
> made, produced, and sold, not to mention it already has HUGE "geek
> mindshare."

Cant that be said for the x86 platform?

Stephan

1995. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 06:51:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B568379.11EFFFF6@seimet.de>
Source record: 43466

Michael and Nicole Freeman wrote:

> pretty sure the same is true for most people. I don't think many people here
> would sing the praises of Windows and MacOS, but modern expectations of
> machines make owning these a requirement. So please don't accuse me and

This is not correct. You can also use Linux. You cannot claim Linux not
to be modern. The company I work for uses Linux as the primary
development platform and at home I am also running Linux.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1996. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 06:58:10 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B568502.82F835A6@seimet.de>
Source record: 43467

Martin \"Nightowl\" Byttebier wrote:

> One big different, the music of the Beatles doesn't get old and
> doesn't contain bugs. Soft do contains bugs and gets outdated.

That has no influence on legal matters. You may only copy softwae if the
author gave the permission to do this. In any other case your copy is
illegal. This cannot really be a point of discussion because the laws
are more than clear.

>
> My believe is that ASH forbid the authors to release their soft.

I know many ASH employees and the authors of software distributed by ASH
in person. ASH has never forced them to to anything. I don't understand
what you are claiming here. You don't seem to know the facts at all.

> way they work. They have done everything to force people to buy
> their products.

Sure. They should have quit the Atari market long time ago, if that's
what you want. But then there would never have been a MagiC 6.2 update,
for example.

> Even nowadays there are still some programmmers who force people
> to use that dreadfull w_dialog. Take for instance 'attribute'.
> Why one earth do we need w_dialog for such a basic application?

Ask the programmers. This is not the fault of those distributing
software.

> It's ofcourse not the fault of your beloved mailer but of you.
> Your postings are rather difficult to read. You should leave one
> blank line between the original and your answer.

If this is your greatest problem you must be a very lucky man.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1997. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 07:03:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B568638.5384E0C6@seimet.de>
Source record: 43468

SWE/YesCREW wrote:

> Whats stoping them? Bloddy "Magic required" message from most apps
> stopping them.

I know programs that say "MiNT required" ...

> users.. All went excited way back with MagicMAC, get Mac's.. well fun
> lasted some time, now all xcept one are real Mac users.. Do blame

So what problems do these users have now? Problems with their Mac? Or do they simply like their Mac and you begrudge them being happy with a machine other than an Atari?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

1998. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 07:04:18 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <m81dltknjnudekmigp5lr6992ahmamjjof@4ax.com>
Source record: 43470
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 18 Jul 2001 23:44:48 GMT, "Timothy A. Seufert"
<tas@mindspring.com> wrote:

>In article <559alto1n92ebbrfjug42gj4pidregesfi@4ax.com>, Bob Retelle
><bobr1@provide.net> wrote:
>
.
>>
>> The 68000 requires an external MMU, taking up more real estate on the
>> motherboard and adding cost to the basic cost of the CPU.
>
>The 68020 requires an external MMU (68851), which doesn't appear to be
>in production anyways. (From Motorola's standpoint, that makes all kind
>of sense; customers which want an MMU and similar performance can just
>buy an 030).
>
>The 68000 cannot use one at all.
>
That's interesting- the MMU in my Atari ST (68000) was one of the
fairly easy "hack" points where you could physically attach memory
expansion cards, since all the address lines were available.

I don't know if Atari used an "off the shelf" Motorola part though.

The reason the ST was limited to 4Mb of RAM was that the MMU only had
enough address lines for a max of 4Mb.

(Atari folks loved to poke fun at PC folks and their "640K" limit-
right up until they tried to put more than 4Mb in their STs. Same
situation- the company "knows best".)

>
>-- Tim
>To mail me unsolicited advertisements: Move to Siberia. Wait until I
>say it's OK to send. Everybody else, remove "NOSPAM" from my address.

BpbR

1999. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 07:04:58 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B56869A.49DBD43F@seimet.de>
Source record: 43469

Harry Sideras wrote:

> Oops, yes! I should've said that this works with MagxDesk and
> HDDriver...
>
> While this does work for me, I should also mention that I've never
> been able to unpark the drive, so it gives me a system hang every time
> I accidentally use the combo (I'm mis-keying Ctrl-Alt-J) to open the J
> drive...)

I don't have all of the other postings available right now, so I have to ask whether this is an IDE or SCSI drive? Which model? If this is an IDE drive there might be something wrong with the drive's power management.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2000. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 07:07:30 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B568732.89909BD2@seimet.de>
Source record: 43471

"Gregory D. George" wrote:
>
> Is it possible for the PC to read an Atari formatted SCSI hard drive?

There is nothing like a Atari formatted drive. The format of all drives
is the same. The difference is the filesystem layout, which is created
when partitioning a drive.
Windows cannot use TOS compatible partitions, but Linux can. You can,
however, either use PC compatible partitions with MiNT or MagiC or with
HDDRIVER create a single partition on a drive that is both Atari and PC
compatible. In the latter case you do not need any additional software,
except HDDRIVER of course.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2001. R: Atari ST Desktop Theme

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 07:58:35 UTC
From: Paolo de felice <p.defelice@engineer.com>
Message-ID: <Lqw57.4586$VO5.168185@news.infostrada.it>
Source record: 43472

LGD didn't vanish: I read it is in a restyling session.
http://www.fatal-design.com/desktop/
Bye.

Pro-Motion <reply.to@address.is.valid> wrote in message
9j4edr$h42$1@news8.svr.pol.co.uk...
> Hello.
>
> I've gone all misty eyed and want my PC to look just like my old Atari
STE -
> anybody any idea where I could get hold of a desktop theme?
>
> I've tried Google without any luck, and the Little Green Desktop site has
> vanished. Damn.
>
> Thanks in advance.
>
>

2002. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 10:12:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B56B295.ABA074A7@seimet.de>
Source record: 43473

Hallvard Tangeraas wrote:

> Will any of this work with MagiCMac, or just on a native ST/Falcon/TT?

Software that is based on the SCSI driver (the complete HDDRIVER 8
package including the auto spin down software is based on it) will work
on any machine where an SCSI driver is installed. For MagiCMac you
should ask Steffen Engel for a current version of his SCSI driver for
MagiCMac. With this driver you can park any device under MagiCMac that
is supported by the SCSI driver.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2003. Gratis Atari's

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 10:15:23 UTC
From: Theo kabel <theodejong@wanadoo.nl>
Message-ID: <B77C7FDB.5D3%theodejong@wanadoo.nl>
Source record: 43474

Ik doe mijn Atari computers met monitors weg.

2 Atari ST 1040
1 Falcon 030
2 sm 124 monitors
1 Sceptre monitor

Ze zijn echter (behalve de Sceptre monitor) niet meer helemaal in orde. De handige knutselaar (wat ik dus niet ben) weet er volgens mij wel raad mee.

HAAL ZE OP ANDERS GOOI IK ZE WEG!

GRATIS!!!!!! GRATIS!!! GRATIS!!!

2004. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 10:43:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995612284-69639AEicMi@cwcom.net>
Source record: 43424

From: "Gregory D. George" <greg@ataritimes.com>
Date: Thu, 19 Jul 2001 03:57:24 GMT

>C'mon. There's GOT to be an easy way to get these blinkin files off of
>my ST's hard drive!!

Haven't you tried my earlier suggestion of Petr Stehlik's PARCP utility yet?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2005. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 11:45:07 UTC
From: timothy anderson <tanderson@tanderson23.freeserve.co.uk>
Message-ID: <9j6grc$o0g$1@news6.svr.pol.co.uk>
Source record: 43475

or you could run gemulator explorer on the PC

"Uwe Seimet" <us@seimet.de> wrote in message
news:3B568732.89909BD2@seimet.de...
> "Gregory D. George" wrote:
> >
> > Is it possible for the PC to read an Atari formatted SCSI hard drive?
>
> There is nothing like a Atari formatted drive. The format of all drives
> is the same. The difference is the filesystem layout, which is created
> when partitioning a drive.
> Windows cannot use TOS compatible partitions, but Linux can. You can,
> however, either use PC compatible partitions with MiNT or MagiC or with
> HDDRIVER create a single partition on a drive that is both Atari and PC
> compatible. In the latter case you do not need any additional software,
> except HDDRIVER of course.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

2006. Redacteur 4

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 15:05:44 UTC
From: maccabeo@jumpy.it
Message-ID: <1ewsxeb.ivxuc9mypf96N%maccabeo@jumpy.it>
Source record: 43477

I have an old copy of Redacteur 3, in my opinion the best WP for the ST. Anyway, now I own a Falcon030, and Redacteur release 3 seems to be too fast (!). I can't input any text, because letters repeats too fast (even with repeat rate at 2 sec.). I've heard about the existence of Redacteur version 4. Anyone got this piece of software ? thanx

2007. Re: Finally, 14meg Falcon RAM card works!

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 15:12:20 UTC
From: bindon@madasafish.com
Message-ID: <tldu6k82l7phfe@corp.supernews.com>
Source record: 43476

On 18 Jul 2001 23:16:46 , Ken Kosut wrote:

Hi

>After getting some input from the newsgroup, I decided to try
>another SIMM module.
>I found a 16meg stick with less chips on it.
>Put it back together and used electrical tape around the PCB header,
>just in case any shielding might be showing.

At last! There are many differnet types of simms, EDO, FPM,
parity, non parity etc. Seems bad how the company supplied the wrong
type of simm though. Not very good.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2008. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 15:33:53 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qGdAwEBh3vV7EwpC@atari.org.uk>
Source record: 43478

In article <9j6grc$o0g$1@news6.svr.pol.co.uk>, timothy anderson
<tanderson@tanderson23.freeserve.co.uk> writes
>or you could run gemulator explorer on the PC

Yep! if you got the FULL version, which comes with gemulator!

The one that's free to everyone only does ONE file at a time:((((

I did drop a line to the powers that be ages ago, as i was prepared to
pay for that program on it's own, but never heard anyting back!

I use HD Driver, with MO optical disks and have had no problems at all.
I;ve also used it with EZ drives (ez135 meg carts), and i think
panansonics PD drive.

If you have a SCSI card in your pc, then i think that would be the best
and easiest method.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2009. ST Survivor and UCM

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 16:08:24 UTC
From: BMaedicke@t-online.de
Message-ID: <1ewt0wa.1aq6ajw11dfytoN%BMaedicke@t-online.de>
Source record: 43479

Hi all,

I search the up to date Url of the demo crew called "ST Survivor".
The old url (http://perso.libertysurf.fr/stsurvivor/) is no longer
accessibility :-(

--
Url: http://home.t-online.de/home/BMaedicke/

2010. FA: 4160 STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 16:37:27 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9j7220$7q7$1@brokaw.wa.com>
Source record: 43480

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255744226

This is a mint 1040 STE that I upgraded to 4MB. I also upgraded to label to indicate the new RAM size. This "4160 STE" custom label is a genuine collectors-item factory product from Atari.

This machine looks and operates like new. Just tested and took these pictures on July 14, 2001. I have owned it for several years, stored in my office and for the majority of the time it was left under its dust cover and not used. It will be a handsome addition to anyone's 16-bit Atari ST collection and should give many more years of service.

This 4160 will be wrapped in plastic, encased in styrofoam and shipped in an original Atari snug-fitting 1040 ST box with assorted accessories including mouse, power cord, and a few books.

Please follow the link above to see pictures.

2011. FA: MIB Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 16:38:23 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <9j723n$852$1@brokaw.wa.com>
Source record: 43481

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255748358

This is an excellent hard drive for the Atari ST line computers (ST, STE, Mega, TT). It has been fully tested (on 7-14-2001) and works and looks like new. The head has parked for shipping, and the unit will be shipped in its original box and blue molded packing foam from Atari. The drive is loaded with desktop publishing and word processing software, along with SLM-804 Atari Laser Printer drivers and fonts.

The drive in its origianal box comes with a power cable and a disk entitled "Atari Hard Disk Utilities".

2012. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 17:19:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b57242a2655360@pandora.be>
Source record: 43482

on Thu 19-07-2001 08:58 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> One big different, the music of the Beatles doesn't get old and
>> doesn't contain bugs. Soft do contains bugs and gets outdated.
>
>That has no influence on legal matters. You may only copy softwae if the
>author gave the permission to do this. In any other case your copy is
>illegal. This cannot really be a point of discussion because the laws
>are more than clear.

Ofcourse but I find it very frustrating that one have to pay for soft of
which one know for sure that the development has stopped.

>
>>
>> My believe is that ASH forbid the authors to release their soft.
>
>I know many ASH employees and the authors of software distributed by ASH
>in person. ASH has never forced them to to anything. I don't understand
>what you are claiming here. You don't seem to know the facts at all.

No I don't know the facts at all. It's just my believe. It's up to you
and others to convince me of the opposite.

>
>> way they work. They have done everything to force people to buy
>> their products.

>Sure. They should have quit the Atari market long time ago, if that's
>what you want. But then there would never have been a MagiC 6.2 update,
>for example.

I don't like to buy or use an app in order to use another app. For
instance Papillon 3.x. To use it you must have NVDI 5. The same goes for
lots of other apps.

>
>> Even nowadays there are still some programmmers who force people
>> to use that dreadfull w_dialog. Take for instance 'attribute'.
>> Why one earth do we need w_dialog for such a basic application?
>
>Ask the programmers. This is not the fault of those distributing
>software.

I wasn't saying it is the fault of ASH. It very sortsighted of the
Magic programmers involved.

>
>> It's ofcourse not the fault of your beloved mailer but of you.
>> Your postings are rather difficult to read. You should leave one
>> blank line between the original and your answer.
>
>If this is your greatest problem you must be a very lucky man.

????????

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2013. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 17:19:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b57242a2655361@pandora.be>
Source record: 43483

on Thu 19-07-2001 09:03 Uwe Seimet wrote:

>SWE/YesCREW wrote:
>
>> Whats stoping them? Bloddy "Magic required" message from most apps
>> stopping them.
>
>I know programs that say "MiNT required" ...

Apart from MiNT-net apps I don't know any program that requires MiNT. The opposite is true.

>> users.. All went excited way back with MagicMAC, get Mac's.. well fun
>> lasted some time, now all xcept one are real Mac users.. Do blame
>
>So what problems do these users have now? Problems with their Mac? Or do
>they simply like their Mac and you begrudge them being happy with a
>machine other than an Atari?

I think he wants to make clear that most emulator users doesn't support the Atari scene at all. This is my believe also. In the long term emulators means the end of the original Atari scene. I know a few former Atarians who have a Mac now. In the beginning they were very enthousiastic about MagiCMac. Nowadays they hardly use MagicMac lets stand that they buy new Atari apps. The only reason why they still use MagiCMac is because in the past they have spent quite some money on Calamus and because the MaC opponent of Calamus is too expensive.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2014. Re: Connecting Atari 520ST to ethernet

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 17:55:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b572d24193b6a3@tripnet.se>
Source record: 43487

On Thu 19-07-2001 02:12 (GMT) Jari Huovila wrote:

>I'm looking for a way to connect Atari 520 ST to ethernet-based LAN. I
>know absolutely nothing about network stuff for Atari, so all help is
>warmly welcome!

This can be made in two different ways:

Get an Ethernet adapter/card for your Atari. This is at the moment not an easy task. Some are sold out and others are not finished yet :-(

Let one of the other computers act as a router and connect your Atari via the COM port. This is a bit more complicated but can be done. I have some instructions (slightly outdated by now) on this subject on my home page. Url in signature.

>P.S. When replying, please send a CC to my e-mail address

You might want to add the header line:

Mail-Copies-To: jhuovila@iobox.fi

This will make any descent newsreader do this automatically.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2015. Re: STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 17:55:41 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b572d24193b6a5@tripnet.se>
Source record: 43488

On Wed 18-07-2001 20:57 (GMT) Leo.Z wrote:

>I've got a PC running windows ME, and am wondering if there is anyway to
>share data between them in a more modern way than by using floppies. I not
>only would like to share files, but also a net connection (?)
>
>IS any of this possible? I seem to remember a prg which enabled to (or
>more?) STs or Falcons to be networked by using the midi ports. Maybe this
>would be some kind of solution?

No, install STinG tcp/ip get a nullmodem cable and setup the pc to route
via COM port and off you go with a ftp server on the Atari running at
19200bps. Slow but fun, and works with single TOS too.

(But off course an Atari is fully capable of running tcp/ip over MIDI
cables as well. I have never heard of a PC capable to achieve this little
trick, though)

This is actually a bit complicated but can be done!

Some info on the subject can be found on my home page below.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2016. Re: Internet connection kit

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:15:47 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlh0qalai4uv75@corp.supernews.co.uk>
Source record: 43374

Hi Jon Gibbins

> Yes, i'm in Essex :)

So have you heard of the Cheshunt Computer Club, a friendly local(ish)
meeting of Atari users in Herts, a short drive around the M25 from Essex.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2017. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:17:25 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tledq6hb86oa3f@corp.supernews.co.uk>
Source record: 43494

"Rory Street" <rory@atheniaglobe.com> wrote in message
news:9j2edo$ov2$1@uranium.btinternet.com...

> Hello Guys!

!!!.

> I'm Back!

How, I gave them enough evidence to lock you up for 20 years at least!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2018. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:19:00 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tledp5rsujdu3b@corp.supernews.co.uk>
Source record: 43491

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9j58r3rfu2@plutonium.compulink.co.uk...

> On 17 Jul 2001 23:35:06 , "Rory Street" wrote:
> > Hello Guys!
> >
> > I'm Back!
>
> Wotcha Rory
>
> [Fx: makes sign of cross]

Whilst I make the sign of a 'V' with one hand, and an 'l' with the other.
:-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2019. Re: CAB 1.5 problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:21:32 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tledp7htqlb03c@corp.supernews.co.uk>
Source record: 43492

Hi Pete.

> > CAB wouldn't initialise except
> > in high rez but locked up with the first(?) 'Loading xxx' module
> > dialog. I don't think GDOS has been called yet at that time.

You could try disabling the modules.

2020. Re: STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:26:27 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tledp8qodroa3d@corp.supernews.co.uk>
Source record: 43493

Hi Leo

"Leo.Z" <squirt@blueyonder.co.uk> wrote in message
news:VKm57.1371$Ii1.263254@news1.cableinet.net...

> I am an ex-atari user who kept his 4meg STE in the loft for the past 3
years
> or so. I fished it out yesterday, got the HD connected again and am now
> enjoying a trip down memory lane!
>
> I've got a PC running windows ME, and am wondering if there is anyway to
> share data between them in a more modern way than by using floppies. I
not
> only would like to share files, but also a net connection (?)

You could use MagicPC to share a net connection, effectively transferring
the Atari to the PC, file sharing is as simple as plugging your SCSI chain
into a SCSI card on the pc so your PC will see the Atari drives.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2021. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 18:46:45 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b573920229a4a1@tripnet.se>
Source record: 43490

On Thu 19-07-2001 17:19 (GMT) Martin "Nightowl" Byttebier wrote:

>on Thu 19-07-2001 08:58 Uwe Seimet wrote:

>I don't like to buy or use an app in order to use another app. For
>instance Papillon 3.x. To use it you must have NVDI 5. The same goes for
>lots of other apps.

But, in fact you actually had to by TOS itself to be able to run any
other software. So by now you should be quite used to that :-)

I see no harm whatsoever in this as long as it is clearly stated before
you buy the program. And, NVDI really is an OS extension and as such
comparable to TOS itself!

>>> Your postings are rather difficult to read. You should leave one
>>> blank line between the original and your answer.
>>
>>If this is your greatest problem you must be a very lucky man.
>
>????????

We should all consider ourseleves lucky to be able to take part in this
healthy and uplifting thread :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2022. Re: Redacteur 4

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 19:12:18 UTC
From: bindon@madasafish.com
Message-ID: <tlec8ihcgj80a8@corp.supernews.com>
Source record: 43489

On 19 Jul 2001 15:05:44 , Maccabeo wrote:
>I have an old copy of Redacteur 3, in my opinion the best WP for the ST.
>Anyway, now I own a Falcon030, and Redacteur release 3 seems to be too
>fast (!). I can't input any text, because letters repeats too fast (even
>with repeat rate at 2 sec.). I've heard about the existence of Redacteur
>version 4. Anyone got this piece of software ? thanx

Sounds odd that that is the problem, maybe the TOS version is causing an
odd effect like that. Anyway, you can slow the Falcon down with some
CPXs.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2023. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 19:45:05 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b574654410a300@pandora.be>
Source record: 43495

on Wed 18-07-2001 22:45 Sean Barbieri wrote:

>Hi Martin,
>
>"Martin "Nightowl" Byttebier" <tos4ever@pandora.be> wrote in message
>news:3b55e79c336ae71@pandora.be...
>> Even nowadays there are still some programmmers who force people
>> to use that dreadfull w_dialog. Take for instance 'attribute'.
>> Why one earth do we need w_dialog for such a basic application?
>
>I can totally understand what you're saying here Martin and the
>frustration caused but.......
>and without dreaming to speak for any authors, from most of the
>conversations I've had over the years with programmers is that they
>more often than not have programmed the software because it was
>something _They_ actually required or to replace some other software
>that they weren't happy with. So perhaps if an author actually always
>uses MagiC or MiNT for example it's safe to say that they would be
>more likely to use the available features within their chosen OS or
>the environment they're used to working in.

Attribute is a small utility to change the file flags. So why does it
needs W_dialog?
I can understand that programmers uses w_dialog for certain programs but
I can't understand why they force people to use it. Attribute refuses to
start up without w_dialog. Why?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2024. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 20:03:11 UTC
From: timothy anderson <tanderson@tanderson23.freeserve.co.uk>
Message-ID: <9j7e18$5ik$1@newsg3.svr.pol.co.uk>
Source record: 43396

Well, You learn something new every day. Thankyou for the knowledge.

Tim

"Steve Stupple" <Steve@atari.org> wrote in message
news:qGdAwEBh3vV7EwpC@atari.org.uk...
> In article <9j6grc$o0g$1@news6.svr.pol.co.uk>, timothy anderson
> <tanderson@tanderson23.freeserve.co.uk> writes
> >or you could run gemulator explorer on the PC
>
> Yep! if you got the FULL version, which comes with gemulator!
>
> The one that's free to everyone only does ONE file at a time:((((
>
> I did drop a line to the powers that be ages ago, as i was prepared to
> pay for that program on it's own, but never heard anyting back!
>
> I use HD Driver, with MO optical disks and have had no problems at all.
> I;ve also used it with EZ drives (ez135 meg carts), and i think
> panansonics PD drive.
>
> If you have a SCSI card in your pc, then i think that would be the best
> and easiest method.
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2025. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 20:10:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b574c4845b1a90@pandora.be>
Source record: 43397

on Thu 19-07-2001 18:46 Kenneth Medin wrote:

>On Thu 19-07-2001 17:19 (GMT) Martin "Nightowl" Byttebier wrote:
>
>>on Thu 19-07-2001 08:58 Uwe Seimet wrote:
>
>>I don't like to buy or use an app in order to use another app. For
>>instance Papillon 3.x. To use it you must have NVDI 5. The same goes for
>>lots of other apps.
>
>But, in fact you actually had to by TOS itself to be able to run any
>other software. So by now you should be quite used to that :-)

Buying TOS?

>I see no harm whatsoever in this as long as it is clearly stated before
>you buy the program. And, NVDI really is an OS extension and as such
>comparable to TOS itself!

Right, but Papillon 3.x requires NVDI 5. It will not run with NVDI 3.
It's stated on the homepage of ASH.
Lots of people are still using an older version of NVDI. If they wish to
use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
the methodes Bill uses.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2026. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 20:21:08 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107192015520.154-100000@localhost>
Source record: 43485

On Thu, 19 Jul 2001, Martin "Nightowl" Byttebier wrote:

> >I know programs that say "MiNT required" ...
>
> Apart from MiNT-net apps I don't know any program that requires MiNT. The
> opposite is true.

Yes. I think AFTP ask for MiNT, but there is Stik version as well and
run in Magic as well as i know..

> I think he wants to make clear that most emulator users doesn't support
> the Atari scene at all. This is my believe also. In the long term
> emulators means the end of the original Atari scene. I know a few former
> Atarians who have a Mac now. In the beginning they were very
> enthousiastic about MagiCMac. Nowadays they hardly use MagicMac lets
> stand that they buy new Atari apps. The only reason why they still use
> MagiCMac is because in the past they have spent quite some money on
> Calamus and because the MaC opponent of Calamus is too expensive.

Yes that was my point.. I respect ppl who said "well its enough, im
moving to PC/MAC" and migrate.. so i dont feel bad since ppl move.. But
Magic Mac was reason that lotsa ppl move to Mac (or PC) and most of them
aint Atari users anymore.. ASH is happy, 1st user buys Magic Atari and
later Magic XXX, great business move, i must admit.. Since i know few such
persons i dont talk rubbish... And all are happy, looser is Atari scene

Janez

2027. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 20:25:30 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107192022280.154-100000@localhost>
Source record: 43486

On Wed, 18 Jul 2001, Sean Barbieri wrote:

> > Even nowadays there are still some programmmers who force people
> > to use that dreadfull w_dialog. Take for instance 'attribute'.
> > Why one earth do we need w_dialog for such a basic application?
>
> I can totally understand what you're saying here Martin and the
> frustration caused but.......
> and without dreaming to speak for any authors, from most of the
> conversations I've had over the years with programmers is that they
> more often than not have programmed the software because it was
> something _They_ actually required or to replace some other software
> that they weren't happy with. So perhaps if an author actually always
> uses MagiC or MiNT for example it's safe to say that they would be
> more likely to use the available features within their chosen OS or
> the environment they're used to working in.
>
> Just a thought.

Nothing wrong with it.. Problem is: they all are Atari apps, so they
should run on all or most OS-es.. Thats particulary hard to achieve with
TCP/IP stacks, so maybe they can be excused, still other apps with no
special needs should try to be more flexible.

Janez

2028. Atari-Workshop?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:12:01 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b574d21$0$24130@news.zetnet.co.uk>
Source record: 43398

Hi, Gang!

Having difficulty in accessing Atari-Workshop's site, I wonder if there's
something wrong there. It took nearly an hour to get minimal display
and nothing further: no images, no links, no etc...

Strange: I can get to Ozzieland or California, but not UK :(

TTFN,
Charles.

2029. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:12:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j7ig5$2ku$1@plutonium.compulink.co.uk>
Source record: 43399

In message <995480536-41759AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>>Not to mention that iwe seen with my own eyes, that ASH in CAB 2.x manuals
>>says that only IConnect offers pppd, that not even MiNTnet have pppd and
>>that Sting/Mintnet ovls are not free, which is clearly damn lie.. Yes u re
>>right, i dont like such apps and attitude!
>You are referring to the English manual, translated by Joe Connor and
>published by System Solutions. You're absolutely right, they goofed...

Can't find it in my 2.5 manual - guess it has been corrected. Or
have I missed it?

Regards, /Peter/

2030. Re: FOUND THIS : easy transfer between PC & ST

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:15:51 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B574E07.6F734946@ti.com>
Source record: 43401

I have tried this a few years ago and could not get it to work. It comes
with a DOS program and a PC program if I remember correctly. I built the
interface, but never debugged it, so......I don't think this is _that_ easy.

--Chris

David Bolt wrote:

> In article <3B560623.D90CEA15@ev1.net>,
> Charles Richmond <richmond@ev1.net> writes:
>
> >Jon Gibbins wrote:
> >>
> >> Not tried it yet, but this program alledgedly makes it easy to transfer
> >> files PC <> ST via the parallel port.
> >> ftp://ftp.funet.fi/pub/atari/nethdd_dmn.lzh
> >>
> >Errr...this link is *not* right. Do you have the *real*
> >link to this file???
>
> The link should be <URL:ftp://ftp.funet.fi/pub/atari/net/hdd_dmn.lzh>

2031. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:18:43 UTC
From: bindon@madasafish.com
Message-ID: <tlejlj60v8cpfe@corp.supernews.com>
Source record: 43400

On 19 Jul 2001 19:45:05 , "Martin \"Nightowl\" Byttebier" wrote:

Hi

>Attribute is a small utility to change the file flags. So why does it
>needs W_dialog?
>I can understand that programmers uses w_dialog for certain programs but
>I can't understand why they force people to use it. Attribute refuses to
>start up without w_dialog. Why?

Well, if it's that easy, perhaps you could suggest that to the programmer.
I see no reason why he/she should refuse to alter this.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2032. Re: Hooking up a SCSI external to a PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:24:09 UTC
From: mug <me@wouldntuliketoknow.co.uk>
Message-ID: <3b5751e4_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 43402

"Steve Stupple" <Steve@atari.org> wrote in message
news:qGdAwEBh3vV7EwpC@atari.org.uk...
> In article <9j6grc$o0g$1@news6.svr.pol.co.uk>, timothy anderson
> <tanderson@tanderson23.freeserve.co.uk> writes
> >or you could run gemulator explorer on the PC
>
> Yep! if you got the FULL version, which comes with gemulator!
>
> The one that's free to everyone only does ONE file at a time:((((

make big zips??

2033. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 21:49:22 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9j7kl2joj1@news6.svr.pol.co.uk>
Source record: 43403

```
On 16 Jul 2001 22:29:10 , xlator@cix.compulink.co.uk wrote:
>In message <tl46suslk60ke3@corp.supernews.co.uk>, chris_thorley@lineone.net said:
>
>>I did exactly the same. I felt that they deserved some support from the
>>Atari community but I received one mag and not another peep. Down to
>>experience (again) I suppose.
```

I never got the first issue of Atari Applications, sold out according to
the compliments slip, my subscription apparently starts with Issue 2!!
Whenever that comes out NOT. FaST Club are another £20 richer.

```
Neil :-(
```

2034. Re: Connecting Atari 520ST to ethernet

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 22:21:21 UTC
From: Jon Gibbins <email@Modula.8m.com>
Message-ID: <9j7mgo$65a$1@uranium.btinternet.com>
Source record: 43404

I'd also like some advice on that too :)
Im willing to read the messages in here if it makes it any easier 4u !

JonG

"Jari Huovila" <jhuovila@iobox.fi> wrote in message
news:3b5641bd.6654148@news-server.pp.htv.fi...
> Hi everyone!
>
> I'm looking for a way to connect Atari 520 ST to ethernet-based LAN. I
> know absolutely nothing about network stuff for Atari, so all help is
> warmly welcome!
>
> Thanks! =)
>
> - Jari
>
> P.S. When replying, please send a CC to my e-mail address
> (jhuovila@iobox.fi).

2035. Re: ST Survivor and UCM

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 22:24:38 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0107200023200.11769-100000@newgem.atari.org>
Source record: 43405

```
On Thu, 19 Jul 2001, Bernd Maedicke wrote:

> I search the up to date Url of the demo crew called "ST Survivor".
> The old url (http://perso.libertysurf.fr/stsurvivor/) is no longer
> accessibility :-(

ST Survivor is a person, not a demo crew. His homepage is located at
http://survivor.atari.org/.

--
Anders Eriksson
ae@dhs.nu
```

2036. Re: Color VT102/ansi Over telnet/ssh

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 22:27:54 UTC
From: mb@gem.win.co.nz
Message-ID: <GGqrqK.8E@gem.win.co.nz>
Source record: 43358

Brian J. Roland (bjr@localink4.com) wrote:
: I.E. Connect, or STalker, or Flash would be a perfect place to start
: *thoe I don't know if source code is avilable*...just add in support
: to pipe into the tcp/ip stack. It already has excellent emulation and
: compatablility that works on all TOS machines! Then as a bonus, one
: could eventually add ssh encryption...possibly even port forwarding
: features of some type for secure proxy like channeling.

You can already do all of this with CoNnect. It is a while since I used
it, so I cannot remember the details, but it has the capability to run a
shell in a CoNnect window, and then you can run telnet, ssh or whatever
programs you like.

--
--
Mario Becroft <mb@gem.win.co.nz>
http://gem.win.co.nz/mb/

2037. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 22:39:23 UTC
From: vdjole@EUnet.yu
Message-ID: <9j7nip$it8$1@news.eunet.yu>
Source record: 43408

>Take a look at the readme from the latest version (that's the one you've
>downloaded). AFAICR the Atari versions on the Godel site are old.

Thank you for the explanation. So, I have need to bother with an upgrade.
Now, if only Christian had compiled a 68000+68881 version as well as a
plain 68000 one... probably a FPU would help in an application like this...

Cu

2038. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 22:42:44 UTC
From: bindon@madasafish.com
Message-ID: <tleoj4692g0a7a@corp.supernews.com>
Source record: 43406

On 19 Jul 2001 21:49:22 , Neil Chester wrote:
>On 16 Jul 2001 22:29:10 , xlator@cix.compulink.co.uk wrote:
>>In message <tl46suslk60ke3@corp.supernews.co.uk>, chris_thorley@lineone.net said:
>>
>>>I did exactly the same. I felt that they deserved some support from the
>>>Atari community but I received one mag and not another peep. Down to
>>>experience (again) I suppose.
>
>I never got the first issue of Atari Applications, sold out according to
>the compliments slip, my subscription apparently starts with Issue 2!!
>Whenever that comes out NOT. FaST Club are another £20 richer.

I think I was going to start subscribing to this when Atari
Computing closed down. Instead I decided to buy a modem and get news
that way. I do miss having a nice printed mag though.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2039. MORE Atari Games NIB! Jaguar! Discounts! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-07-19 23:04:10 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107191600370.15260-100000@shell.pacifier.com>
Source record: 43407
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Preferred Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a regular customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. I added 16 more Jaguar Titles, including Bubsy, Checkered Flag, Evolution: Dino Dudes, DooM, Fight for Life & Flip Out! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as LucasFilm Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! To Redeem Discounts, sales &/or special offers, use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

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Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2040. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:01:36 UTC
From: Roy Miller <millers@iliveinnebraska.com>
Message-ID: <3B5774C9.62BEADCD@iliveinnebraska.com>
Source record: 43409
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Paul Schlyter wrote:

> The address space of the 286 was 24 bit, although those 16 MB of
> memory was addressable only in protected mode -- in real mode, the
> 286 could address 1 MB + 64 KB.

Ahhhh, so that's why with DR-DOS 6.0 or MS-DOS 6.0 you could load DOS high!!
I didn't know about the extra 64K (rather, I didn't know how you could use 64K of the remaining 15 megs of protected mode.)

Roy

>
>
> --
> ---
> Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
> Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
> e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
> WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

2041. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:06:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j7sn2bcg1@plutonium.compulink.co.uk>
Source record: 43410

In message <Pine.MNT.4.21.0107182016400.180-100000@localhost>, jvalant@m42.cx said:

>On 18 Jul 2001 xlator@cix.compulink.co.uk wrote:
>
>> Hi!
>>
>> I have some JPEGs that a friend wants to use on his web page.
>> Unfortunately the scanner was set far too dark (no, he can't re-scan).
>> Is there any Atari ap that would allow me to lighten them and save
>> them as JPEGs again? I have tried some of my image processing programs
>> but most won't handle JPEGs (other than load them). I finally tried
>> Calamus, which loaded and processed them, but couldn't save as JPEG -
>> only TIFF and BMP. I saved as TIFF and then used Imagecopy to convert
>> to 256-colour GIFs, but what started out as a 25 kB JPEG finished up
>> nearly half a meg of GIF! Don't think anyone wants to download that!
>> Any ideas how this could be done? I tried converting the GIF back to
>> JPEG in the new Pixart, but the computer crashed each time - with or
>> without MagiC and Thing.
>
>
> There is software, Photoline for example. Also u may use standalone
>tga/jpg converters such as Apex module (cpx, nice and offer batch job), or
>djeg/cjpeg tools etc, and use your fav Image processing stuff.. Otherwise
>Photoline is preety cool, u can do it in Apex as well..

Thanks Janez!

Don't have Photoline, do have Apex - but I haven't tried the CPXs
(I have two, V1 and V2 - I think the first is for 68000 and V2
for 68030 as well?). Can't find my manual at present, and don't
think I have djeg/cjpeg tools, only the apex viewers. I find these
very good as they will show TruColor or 256-colour images with the
screen at any resolution - even monochrome! But of course they
won't convert.

Regards, /Peter/

2042. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:07:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j7sn6bch1@plutonium.compulink.co.uk>
Source record: 43413

In message <Pine.LNX.4.21.0107182135140.11769-100000@newgem.atari.org>, ae@dhs.nu said:

>ImageCopy v4 can load the Jpegs, automaticly add more light and save back
>as Jpeg again. Same with several other programs, GemView for example.

How do you do that? The only brightness etc. sliders I can find
are for the screen and another for printing. Are you saying there
is a way to use them for copying as well? I can't find that in
the manual. Or would this need another screen grab? Difficult as
I am running in 32k colours max at present on my RGB monitor.

Regards, /Peter/

2043. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:07:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j7sn7bci1@plutonium.compulink.co.uk>
Source record: 43411

In message <aun57.1699$ps6.8790@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>PhotoTip version 3 does this just fine under Magic/Geneva/N.AES. Just
>load in a JPEG and you can lighten or darken it to your pleasure. Then
>you can save it out in a TIFF or JPEG form. You can download it at the
>site below, but you need to register it to get it's full potential.
>
>http://home.sunrise.ch/dursoft/progs_e.html

Thanks - I'll try it. I have Photochrome, but I guess that's
different.

Regards, /Peter/

2044. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:07:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9j7sn8bcj1@plutonium.compulink.co.uk>
Source record: 43412

In message <9j58r6rfu3@plutonium.compulink.co.uk>, sidcelery@cix.co.uk said:

>Doesn't LookNSee do this? There's a brightener module with various
>settings as well as JPEG import and export (as you must already know).

Hi Harry!

I thought the Brightener module only affected the screen display
and didn't affect exported images - at least there is nothing
about it in the HYP.

>Alternatives are Positive Image and Imagecopy of course. With IC bear
>in mind that if you change the brightness in Options\Screens\Colours
>before loading the JPG when you resave as JPG you will be losing
>further colours from the screen depth that you are in, so I'd advise
>running in maximum colour depth before you try it.

Haven't played with Positive Image yet, though I have V2. With
Imagecopy, as I said elsewhere, do the Options\Screen\Colours
affect saving as well? I thought it was just the screen, and
having just tried it for Convert, the sliders seem to have no
effect. Or do you mean I should make a new screen grab with the
lightened image? In that case I only have 32k colours available on
my RGB monitor, but that should do in this case.

Regards, /Peter/

2045. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 00:10:55 UTC
From: Gill Bates <myarse@myarse.co.ck>
Message-ID: <INK57.2599$Bp3.54198@news2-hme0>
Source record: 43414

```
> >I never got the first issue of Atari Applications, sold out according to
> >the compliments slip, my subscription apparently starts with Issue 2!!
> >Whenever that comes out NOT. FaST Club are another o20 richer.
>
```

looks like the fraud / stolen amounts varied from £10 to £20 depending on
when the " subscription" was taken out, in a similar situation a simple
phone call to the local police station got lightning results for me

2046. Re: STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 01:08:02 UTC
From: ebaiz@skyenet.net
Message-ID: <SvL57.26111$B4.2555@newsfeed.slurp.net>
Source record: 43415

On 18 Jul 2001 20:57:25 , "Leo.Z" wrote:
>Hello all
>
>I am an ex-atari user who kept his 4meg STE in the loft for the past 3 years
>or so. I fished it out yesterday, got the HD connected again and am now
>enjoying a trip down memory lane!
>
>I've got a PC running windows ME, and am wondering if there is anyway to
>share data between them in a more modern way than by using floppies. I not
>only would like to share files, but also a net connection (?)
>
>IS any of this possible? I seem to remember a prg which enabled to (or
>more?) STs or Falcons to be networked by using the midi ports. Maybe this
>would be some kind of solution?
>
>Any help would be greatly appreciated, even if its to tell me it can't be
>done!

There are two program that will do this. One is Ghostlink which needs a
null modem cable. The is PARCP (I use this) which needs a special cable
connected to the printer ports of each computer.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2047. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 03:39:07 UTC
From: puffpuffin@aol.com
Message-ID: <20010719233907.28924.00000588@ng-ch1.aol.com>
Source record: 43416

>Right, but Papillon 3.x requires NVDI 5. It will not run with NVDI 3.
>It's stated on the homepage of ASH.
>Lots of people are still using an older version of NVDI. If they wish to
>use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
>the methodes Bill uses.
>

I have to speak out here. No one is forcing to buy or use Papillion 3. If you don't like it, don't buy it (and don't steal it). I'm sure there are other programs that can do what Papillion does without NVDI.

As stated before, Papillion needs a GDOS/NVDI type graphics OS extension but this feature was never built into TOS. They make the requirement because it NEEDS the features of NVDI 5. What's wrong with that? A program pushing the hardware to its limits via software.

NVDI is still a damn good piece of software. And you can actually buy it.

TOS is not a "modern" OS with tons of doohickeys like a graphics font system, screen saver, etc. built in. If you don't like having to buy NVDI, Magic, Geneva or other OS extensions, why don't you buy/use an OS that has these features built in since it's bugging you so much? Bill isn't forcing you to buy a separate graphics font system - it's built in already.

Phil
(who's tired of some people who call themselves Atari users wanting everything Atari for free...)

2048. FA: Atari SC1224 Color Monitor - 1 day left (currently at $10)

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 05:48:59 UTC
From: michel@chromaticon.com
Message-ID: <3b58c680.216960@news.telusplanet.net>
Source record: 43417
Cross-posted to: comp.sys.atari.st,maus.sys.atari.hardware,maus.sys.atari.hardware

FA: Atari SC1224 Color Monitor - NO RESERVE

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255615214

This is an original factory Atari color monitor, manufactured by
Goldstar for Atari .

(the faded spot in the middle of the screen is due to my digital
camera's inability to match the screen's sync)

It has a built in speaker, volume control, brightness control, and
contrast control. It's in perfect shape and the screen has no
discoloration at all:

The monitor has a standard 3-prong power connector and the power cable
is included. The cable to connect to the computer is built-in and is
in good condition (no bent pins).

michel

2049. FA: Atari SM124 Monochrome Monitor - 1 day left (currently at $10)

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 05:49:20 UTC
From: michel@chromaticon.com
Message-ID: <3b59c697.239129@news.telusplanet.net>
Source record: 43418
Cross-posted to: comp.sys.atari.st,maus.sys.atari.hardware,maus.sys.atari.hardware

FA: Atari SM124 Monochrome Monitor - NO RESERVE

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255614522

Atari SM124 Monochrome Monitor - NO RESERVE
This is an original factory Atari monochrome monitor, manufactured by Goldstar for Atari. Supports the Atari Hi-Res standard of 640 x 400. Great for working on Atari apps like word-processors and midi sequencers.

It has a built in speaker, volume control, brightness control, and contrast control. It's in perfect shape and the screen has no discoloration at all:

The monitor has a standard 3-prong power connector and the power cable is included. The cable to connect to the computer is built-in and is in good condition (no bent pins).

michel

2050. FA: Atari STacy Laptop 4mb RAM 130mb HD, MIDI Software pre-installed - 1 DAY LEFT, currently at $256 !!

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 05:52:52 UTC
From: michel@chromaticon.com
Message-ID: <3b61c749.417436@news.telusplanet.net>
Source record: 43419
Cross-posted to: rec.music.makers.synth,rec.music.makers.marketplace,comp.sys.atari.st,maus.sys.atari.hardware,rec.audio.pro, maus.sys.atari.hardware

FA: Atari STacy Laptop 4mb RAM 130mb HD, MIDI Software pre-installed

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255558306

A classic Atari computer: has been upgraded to 4mb of RAM and has a 130mb internal SCSI hard drive. Keyboard mylar was recently replaced with OEM part from Best Electronics.

Amazing tool for MIDI production! Scroll down to take a look at all the midi software that comes with this stacy. This STacy has *NEVER* crashed in the 6 years that I've owned it, and the MIDI timing is proven to be more solid than 99.9% of PC's. This is thanks to the custom built in midi hardware:

Case has a few scratches and a couple of chips but everything works perfectly. Cosmetically 6.5/10, 100% functional.

The screen still lights up (as you can see from the pictures). It's missing a couple of plastic covers but this doesn't affect operation.

BONUS!! Power supply has been mounted internally so that you don't need to lug around an external adapter. This STacy now takes regular PC power cord which is included here.

(I really don't want to part with it but alas, I'm saving up to buy some new studio equipment)

Software Included:

Midi Sequencers

-Dr. T's KCS Omega Sequencer 4.0
-Master Tracks Pro 3.6
-Cubase 3.1 (Doesn't need a dongle)
-Hybrid Arts Edit Track Platinum 7.1
-Intelligent Music "M" Interactive Composing System
-Electronic Cow Midi Arpeggiator

Algorithmic Composers

-Electronic Cow Charming Chaos
-Intelligent Music Realtime Algorithmic Sequencing
-The Groove Analogue Sequencer Simulator
-KCS Tiger Cub

Synths and Sample Players/Processors

-Electronic Cow Scribble Additive Synth
-Electronic Cow EC-909 Drum Machine
-Electronic Cow Snippit Granular Synth
-Electronic Cow Squashit Sample Processor
-Electronic Cow Sound Chip Synth

Utilities

-NVDI 5.0
-HDDriver 7.8

Operating Systems

-Magic 6.1

SPECIFICATIONS
CPU: Motorola 68HC000 @ 8Mhz

RAM:
4Mb

ROM:
192Kb

Sound:
Yamaha 3 Voice PSG

Graphics:
320*200*16 (ST-Low) (Need external Monitor for this mode)
640*200*4 (ST-Medium) (Need external Monitor for this mode)
640*400*2 (ST-High)
512 Colour Palette (Need external Monitor for this mode)

Storage:
Internal 3.5" 720Kb FDD
Internal 3.5" 170mb HDD

Ports:
Mouse/Joystick Port
Joystick Port
Serial Port
Printer Port
SCSI Port (Internal HD, Type I SCSI only)
ACSI Port (External HD)
Monitor Port
Cartridge Port
MIDI In/Out

michel

2051. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 06:51:22 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D4EA.DE63035B@seimet.de>
Source record: 43420

Martin \"Nightowl\" Byttebier wrote:

> Ofcourse but I find it very frustrating that one have to pay for soft of
> which one know for sure that the development has stopped.

You don't have to buy such software. But if you do you pay for the
software in its current state. Of course it is desirable that there will
be updates and support for this software in the future. But for updates
you have to pay separately anyway.
>
> >
> >>
> >> My believe is that ASH forbid the authors to release their soft.
> >
> >I know many ASH employees and the authors of software distributed by ASH
> >in person. ASH has never forced them to to anything. I don't understand
> >what you are claiming here. You don't seem to know the facts at all.
>
> No I don't know the facts at all. It's just my believe. It's up to you
> and others to convince me of the opposite.

Just talk the those who have been writing software that was/is
distributed by Atari. All of these programmers have e-mail addresses.
Note that HDDRIVER is also distributed by ASH. But I also sell it and a
few other dealers like Atari Workship also do. Nobody forced me to do
anything. It was my free decision to enable customers of ASH, that
otherwise probably would not even know my software, to also buy from
ASH. DISKUS, my hard disk tool, was initially exclusively sold by the
firm CCD, until they quit the market. I would not have had the time to
organise distributing software, that's why I asked CCD to do this.
Again, I was not forced into this decision. Finally, my OUTSIDE software
was distributed by Maxon computer, unless they quit the Atari market.
The reasons were the same: Not enough time and experience to do this on
my own. You cannot expect private persons, who do programming for the
Atari as a hobby, to study (most programmers were students) and at the
same time lead a company. Nowadays this is different and that's why I
sell DISKUS and HDDRIVER on my own now: There are not very much interest
in full versions and updates left, so doing this is much less time
consuming. And there are hardly any (reliable) companies left that you
can ask for selling Atari software.

> I don't like to buy or use an app in order to use another app. For
> instance Papillon 3.x. To use it you must have NVDI 5. The same goes for
> lots of other apps.

Without NVDI 5 there would probably no Papillon 3.x at all. NVDI
provides system calls that would have to be written by the authors of
Papillon themselves, which would have taken a lot of time, which they
did not have or were not willing to spend considering that the number of
Atari user was shrinking anyway. It's a waste of time if lots of
programmers write the same functions instead of using a software package
like NVDI the includes all these functions.

>
> I wasn't saying it is the fault of ASH. It very sortsighted of the
> Magic programmers involved.

In most of your posting you were blaming ASH. What you say now is
different from what you said before. And, as indicated above, there are
good reasons why some software requires certain other software
installed. I don't think you are a programmer, aren't you?

> >> It's ofcourse not the fault of your beloved mailer but of you.
> >> Your postings are rather difficult to read. You should leave one
> >> blank line between the original and your answer.
> >
> >If this is your greatest problem you must be a very lucky man.

What I meant was that this problem is really a minor problem compared
with other problems a human can have.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2052. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 06:54:17 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D599.4BDB4256@seimet.de>
Source record: 43421

Martin \"Nightowl\" Byttebier wrote:

> Apart from MiNT-net apps I don't know any program that requires MiNT. The
> opposite is true.

I know a lot. Just have a look at the SpareMiNT webpages. Almost any
program requires MiNT, does not run on TOS at all and only some run with
MagiC.

> I think he wants to make clear that most emulator users doesn't support
> the Atari scene at all. This is my believe also. In the long term
> emulators means the end of the original Atari scene. I know a few former
> Atarians who have a Mac now. In the beginning they were very
> enthousiastic about MagiCMac. Nowadays they hardly use MagicMac lets
> stand that they buy new Atari apps. The only reason why they still use
> MagiCMac is because in the past they have spent quite some money on
> Calamus and because the MaC opponent of Calamus is too expensive.

I know what he means. But if these users find the Mac to be a better
platform or just another platform that also fits their needs, what's
wrong about that? Everybody is free to chose the platform he wants.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2053. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 06:55:30 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D5E2.6AF17D23@seimet.de>
Source record: 43422

Martin \"Nightowl\" Byttebier wrote:

> Attribute is a small utility to change the file flags. So why does it
> needs W_dialog?
> I can understand that programmers uses w_dialog for certain programs but
> I can't understand why they force people to use it. Attribute refuses to
> start up without w_dialog. Why?

Ask the author, don't blame ASH for it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2054. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 06:59:32 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D6D4.7EC1F34A@seimet.de>
Source record: 43423

Martin \"Nightowl\" Byttebier wrote:

> Right, but Papillon 3.x requires NVDI 5. It will not run with NVDI 3.
> It's stated on the homepage of ASH.
> Lots of people are still using an older version of NVDI. If they wish to
> use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
> the methodes Bill uses.

So you would have been willing to pay considerably more for Papillon 3.x
because the authors would have had to spend a lot of time for writing
code that is already included in NVDI 5? I don't believe that. And you
would have probably complained that Papillon 3.x consumes too much
memory, which would have been the case, of course, if additional code
was required.
Maybe when writing all this additional code, knowing that this work is
useless because everything they needed would have already been present
in NVDI 5, they would have cancelled the whole project.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2055. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 07:01:37 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D751.AC167DFE@seimet.de>
Source record: 43425

SWE/YesCREW wrote:

> Yes that was my point.. I respect ppl who said "well its enough, im
> moving to PC/MAC" and migrate.. so i dont feel bad since ppl move.. But
> Magic Mac was reason that lotsa ppl move to Mac (or PC) and most of them
> aint Atari users anymore.. ASH is happy, 1st user buys Magic Atari and
> later Magic XXX, great business move, i must admit.. Since i know few such
> persons i dont talk rubbish... And all are happy, looser is Atari scene

Sure, but the users that are now using a Mac are happy, as you already
said. This is bad for the Atari scene, but happy users is the really
important thing, isn't it? It's the human that counts, not the platform.
Computers are just machines.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2056. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 07:42:46 UTC
From: nurmix@spam-free.com
Message-ID: <3b57e068.6698307@news-server.socal.rr.com>
Source record: 43426

On 18 Jul 2001 06:44:34 GMT, mc9931@mclink.it (Lodovico Zanier) wrote:

>If I recall correctly, when Parx closed, Studio Son developement was
>continued by authors (until early 2000) under the name V-Trax.
>Early 2000 V-Trax developement was discontinued, but the program is
>now freely downloadable. Not sure if the manual is available for
>download.
>
>try this site: http://www.chez.com/ricard/realisations/index.html
>
>Lodovico

Thank you so much for that information, I'll check it out.

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2057. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 07:43:41 UTC
From: nurmix@spam-free.com
Message-ID: <3b57e0c2.6788669@news-server.socal.rr.com>
Source record: 43427

On Wed, 18 Jul 2001 09:22:25 +0200, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>How about the Soundpool AudioTracker ? If you don't know the Soundpool
>products you can read about their range of products at
>
>http://www.soundpool.de/home.html

Yes, I'm somewhat familiar with the Soundpool products, but I will
download the demo you mention and give it a try.

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2058. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 07:52:45 UTC
From: nurmix@spam-free.com
Message-ID: <3b57e0f6.6840878@news-server.socal.rr.com>
Source record: 43428

On Wed, 18 Jul 2001 20:57:53 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>Fixes or no fixes, I'm pretty sure that your problem is due to either a
>fragmented harddisk or that the CPU-clock needs a fix (or another than the
>one that's been made...)

You might very well be right with regard to the clock fix. But it's
definitely not hard disk fragmentation, as now that my Falcon is used
exclusively in my studio, most of the hard disk partitions are simply
empty, and used "fresh" for each recording session - and previous work
is archived to CD-R when finished.

>I've heard of problems when running CAF with the Nemesis installed, so maybe
>you should try disabling it.

Enabled or disabled, same results of random noises in recorded tracks.
And I did have this problem before the Nemesis was installed, though
possibly not to the same degree (it's hard to remember for sure).

>AudioTracker from SoundPool is nice if you want to work only with audio -
>but it has no midi sequencer.

I don't think Audio Tracker would work for me, but thanks for the
suggestion.

>I continued using my Falcon for a very long time after they started claiming
>that VST on the PC really did work well. About 2 years ago, I took the
>platform leap and I must say that I've never had such a beautifully running
>system.

Well, I did make the switch to the PC platform for pretty much
everything _but_ music/MIDI almost 2 years ago, but the Falcon is
currently the only computer in my studio. Although even if I do try
another program, or get CAF working better, I think I'm still moving
in the direction of building myself another PC just for music/MIDI in
the near future.

Thanks for all the help, and I'll visit your site again (I've been
there a few times in the past).

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor

^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2059. Re: Atari Online News, Etc. #03-26

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 07:54:52 UTC
From: sinclap@nospam.net
Message-ID: <200720010253413173%sinclap@nospam.net>
Source record: 43429
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <20010713182458.19559.00004309@ng-fy1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> >Oh my...Getting touchy here.. See you can't take a comment very well.
> >In other words, I am not to entrepreneur enough to attend trade shows
> >and other events for original content.
>
>
> Touchy? No, just bored with your monotonous droning about nothing. You ask
> questions for which you already have answers. You antagonize for the sake of
> antagonism. You make outrageous statements and claims with nothing to back
> them up. You want to comment about my magazine, but you have never read a
> single issue. Your opinion means nothing to me, be it good or bad. You have
> no credibility. You're an asshole. My invitation still stands - feel free to
> take it and crawl back into your hole where you belong.

Typical double speak from one who can't take criticism well. What is
your credential(s) and others in your organaization in regard to the
publication of the Atari Online News? What credibility and why should
we take face value of the content when it seems cut and paste from
others? Don't you have any original thought out content or do Atari
Online just gergitates others? Seems like a new name is in order..-)

sinclap!
somewere in mpls

2060. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:09:59 UTC
From: Denis Huguet <deunstg@free.fr>
Message-ID: <3B57E801.F5EB507F@free.fr>
Source record: 43430

Uwe Seimet wrote :

> Without NVDI 5 there would probably no Papillon 3.x at all. NVDI
> provides system calls that would have to be written by the authors of
> Papillon themselves, which would have taken a lot of time, which they
> did not have or were not willing to spend considering that the number of
> Atari user was shrinking anyway. It's a waste of time if lots of
> programmers write the same functions instead of using a software package
> like NVDI the includes all these functions.

I guess using shared libs would avoid this common trouble of always rewritting code or depending on another commercial software... Both Mint and Magic supports SLB, and TOS does support it aswell with recent versions of Metados.

STGHOST/SECTOR ONE

2061. Re: Redacteur 4

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:29:18 UTC
From: jflemaire@belgacom.net
Message-ID: <3b57feb812b089b0@belgacom.net>
Source record: 43432

Hello,

Le jeudi 19-07-10 15:05, Maccabeo ï¿½crivait:

>I have an old copy of Redacteur 3, in my opinion the best WP for the ST.
>Anyway, now I own a Falcon030, and Redacteur release 3 seems to be too
>fast (!). I can't input any text, because letters repeats too fast (even
>with repeat rate at 2 sec.). I've heard about the existence of Redacteur
>version 4. Anyone got this piece of software ? thanx

Rï¿½dacteur 4 is exactly the same WP than Rï¿½d 3 but with spreadsheet,
database and the rest integrated. I'm pretty sure the latest version of
Rï¿½dacteur 3 was 3.16.
Maybe your problem is that your copy is just for the ST and TT ? Did
you try it in ST High ? Rï¿½dacteur 3.15 works fine on my TT, but only in ST
High resolution. There was a VGA release of the program for the Falcon
(and possibly other machines too), maybe this is what you need. I can ask
for further information on the french newsgroup if you like, since
Rï¿½dacteur 3 is a French program.

J-F.

2062. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:36:56 UTC
From: jflemaire@belgacom.net
Message-ID: <3b57feb812b089b1@belgacom.net>
Source record: 43433

Hello Martin,

Le jeudi 19-07-10 19:45, Martin \"Nightowl\" Byttebier ï¿½crivait:

>Attribute is a small utility to change the file flags. So why does it
>needs W_dialog?
>I can understand that programmers uses w_dialog for certain programs but
>I can't understand why they force people to use it. Attribute refuses to
>start up without w_dialog. Why?

It crashes even with Wdialog enabled under N.AES, so this is not the
last of your problems with that program :-)

J-F.

2063. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:47:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B57F033.AFFCA912@seimet.de>
Source record: 43431

Denis Huguet wrote:
>
> Uwe Seimet wrote :
>
> > Without NVDI 5 there would probably no Papillon 3.x at all. NVDI
> > provides system calls that would have to be written by the authors of
> > Papillon themselves, which would have taken a lot of time, which they
> > did not have or were not willing to spend considering that the number of
> > Atari user was shrinking anyway. It's a waste of time if lots of
> > programmers write the same functions instead of using a software package
> > like NVDI the includes all these functions.
>
> I guess using shared libs would avoid this common trouble of always rewritting
> code or depending on another commercial software... Both Mint and Magic supports
> SLB, and TOS does support it aswell with recent versions of Metados.

Shared libraries might be a solution in certain respects, but remember
that NVDI 5 could also be a commercial shared library.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2064. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:57:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b57ffe61a78d80@pandora.be>
Source record: 43434

on Fri 20-07-2001 03:39 PuffPuffin wrote:

>>Right, but Papillon 3.x requires NVDI 5. It will not run with NVDI 3.
>>It's stated on the homepage of ASH.
>>Lots of people are still using an older version of NVDI. If they wish to
>>use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
>>the methodes Bill uses.
>>
>
>I have to speak out here. No one is forcing to buy or use Papillion 3. If you
>don't like it, don't buy it (and don't steal it). I'm sure there are other
>programs that can do what Papillion does without NVDI.

Are you accussing me of theft?

>(who's tired of some people who call themselves Atari users wanting everything
>Atari for free...)

I call myself a real Atarian. I paid for every application I have on my
Hades. I even have given some money to programmers who didn't ask money
for their programs.
I just only sick and tired to pay for programs that aren't developed
anymore and contains tons of bugs.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2065. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:57:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b57ffe61a78d81@pandora.be>
Source record: 43435

on Thu 19-07-2001 21:18 Lyndon Amsdon wrote:

>On 19 Jul 2001 19:45:05 , "Martin \"Nightowl\" Byttebier" wrote:
>
>Hi
>
>>Attribute is a small utility to change the file flags. So why does it
>>needs W_dialog?
>>I can understand that programmers uses w_dialog for certain programs but
>>I can't understand why they force people to use it. Attribute refuses to
>>start up without w_dialog. Why?
>
>Well, if it's that easy, perhaps you could suggest that to the programmer.
>I see no reason why he/she should refuse to alter this.

Hmm, good idea. I'll do that. I really can't see any reason why
attribute needs w_dialog.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2066. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 08:59:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995706994-88424AEicMi@cwcom.net>
Source record: 43388

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 19 Jul 2001 21:49:22 GMT

>I never got the first issue of Atari Applications, sold out according to
>the compliments slip, my subscription apparently starts with Issue 2!!
>Whenever that comes out NOT. FaST Club are another ï¿½20 richer.

Has anyone tried 'phoning the FaST Club?

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2067. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 09:00:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995706996-88984AEicMi@cwcom.net>
Source record: 43389

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Thu, 19 Jul 2001 22:39:23 +0000 (UTC)

>Now, if only Christian had compiled a 68000+68881 version as well as a
>plain 68000 one... probably a FPU would help in an application like this...

There's a TT version as well as an ST - if that's any help.
--


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```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2068. Re: STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 09:05:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995707000-89580AEicMi@cwcom.net>
Source record: 43390

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Fri, 20 Jul 2001 01:08:02 GMT

>>Any help would be greatly appreciated, even if its to tell me it can't be
>>done!
>
>There are two program that will do this. One is Ghostlink which needs a
>null modem cable. The is PARCP (I use this) which needs a special cable

I've already mentioned PARCP, seems that no-one bothers to even read replies
to their questions, never mind say whether the answer worked or not!

Pardon me for hi-jacking your reply here Edward.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2069. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 09:45:44 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j8uhjeii02$1@news.t-online.com>
Source record: 43436

> Attribute is a small utility to change the file flags. So why does it
> needs W_dialog?
> I can understand that programmers uses w_dialog for certain programs but
> I can't understand why they force people to use it. Attribute refuses to
> start up without w_dialog. Why?
>
W_Dialog provides the system with some quite easy functions to open e.g.
non-modal dialog boxes. So it depends how the programmer use it. If you use
only the font selector you don't have to force people to use W_Dialog but I
guess Attribute uses Wdialog for the main dialog.
The other alternative would be to program the routines yourself or use a GEM
library. Both alternatives would increase the program size.

BTW, doesn't N_Dialog work for NAES?

Greetings,
Matthias

2070. Re: ST Language

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 10:45:39 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9221$b98$06$1@news.t-online.com>
Source record: 43438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> my problem is: I've got an Atari 1040ST, but I don't have the ST Language
> Disc. Me was told this disc is need to uses the PC.
> Can anyone help me pleas??

You don't need the disk to run your ST. It contains an outdated version of
Omikron Basic.

Greetings,
Matthias

2071. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 11:25:36 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B581530.C3A4A4E4@seimet.de>
Source record: 43439

Martin \"Nightowl\" Byttebier wrote:

> I just only sick and tired to pay for programs that aren't developed
> anymore and contains tons of bugs.

Nobody has to pay for programs like that. But if these programs are
commercial or non-free software you must not use them if you don't pay.
It is not legal to claim that you can use commercial software without
paying for it just because it is not developed anymore or because it has
bugs.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2072. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 11:30:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B581652.F619BCDF@seimet.de>
Source record: 43440

Matthias Jaap wrote:

> BTW, doesn't N_Dialog work for NAES?

I think N_Dialog is missing some features of NAES. Maybe these can be added when thos that complain about WDIALOG help the author of N_Dialog. BTW, WDIALOG is free, isn't it? If I'm correct in this assumption its even more strange why people complain about ASH. Instead they should be happy that WDIALOG exists. The only purpose of WDIALOG is not to force users to use MagiC, isn't it?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2073. ST Language

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 12:20:29 UTC
From: Dirk <dirk@klettern-stuttgart.de>
Message-ID: <B77DD28D.7E75%dirk@klettern-stuttgart.de>
Source record: 43437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
my problem is: I've got an Atari 1040ST, but I don't have the ST Language
Disc. Me was told this disc is need to uses the PC.
Can anyone help me pleas??
Thanks
Dirk

2074. Re: ST Language

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 12:24:12 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9j981d$t1m$1@news.comnet.co.nz>
Source record: 43442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Matthias Jaap" <mjaap@t-online.de> wrote ...
> > my problem is: I've got an Atari 1040ST, but I don't have the ST
Language
> > Disc. Me was told this disc is need to uses the PC.
> > Can anyone help me pleas??
>
> You don't need the disk to run your ST. It contains an outdated
version of
> Omikron Basic.

What was "Omikron Basic" like?

All the ST language discs (admittedly either UK or US oriented) I've seen have either had ST Basic (either original or the Metacomco "Enhanced" version), or, if you go far enough back, you'd also get ST Logo.

(BTW: I've added "comp.sys.atari.programmer" to the newsgroup list, as this may also be of some help)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

2075. wdialog (was Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 12:52:53 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.oontcgbb@localhost>
Source record: 43441

Uwe Seimet wrote:

> I think N_Dialog is missing some features of NAES. Maybe these can be
> added when thos that complain about WDIALOG help the author of
> N_Dialog. BTW, WDIALOG is free, isn't it? If I'm correct in this
> assumption its even more strange why people complain about ASH.
> Instead they should be happy that WDIALOG exists. The only purpose of
> WDIALOG is not to force users to use MagiC, isn't it?

I don't believe it is written in order to make ppl use MagiC, but some
may not like to support it since it has had a history with many bugs
and still is not perfect. I have WDialog installed for the programs
that need it, but prefer not to support it when I write programs myself.

/Joakim

2076. Re: ST Language

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:21:33 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9en2$vh7$01$1@news.t-online.com>
Source record: 43443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

> > You don't need the disk to run your ST. It contains an outdated
> version of
> > Omikron Basic.
>
> What was "Omikron Basic" like?

Omikron Basic can use libraries (there were a lot of them e.g. the
Easy-GEM-Lib), can run with or without line numbers and has a
pseudo-GEM-Interface. However, at that time GFA-Basic was already too
popular. Omikron is more similar to the classic basic.
There was a version 5 with a GEM editor and horrible looking dialog boxes.

>
> All the ST language discs (admittedly either UK or US oriented) I've
> seen have either had ST Basic (either original or the Metacomco
> "Enhanced" version), or, if you go far enough back, you'd also get ST
> Logo.

I forgot to mention that the decision to replace ST-Basic with Omikron was
made by Atari Germany - maybe because the Atari market in Germany was
different to the UK/US one.

Greetings,
Matthias

2077. FS Atari Mega 4 STE/100megHD/monitor etc.

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:25:41 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <iafglto1k9a2jjm759mle6di3bfaju2uap@4ax.com>
Source record: 43444

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
(for switching to colour monitor)
Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.

2078. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e30@pandora.be>
Source record: 43445

on Fri 20-07-2001 08:51 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Ofcourse but I find it very frustrating that one have to pay for soft of
>> which one know for sure that the development has stopped.
>
>You don't have to buy such software. But if you do you pay for the
>software in its current state. Of course it is desirable that there will
>be updates and support for this software in the future. But for updates
>you have to pay separately anyway.

Ofcourse not. That's why I don't buy MagiC, ASH mailer and thelikes.
With the exception of one program (Adamas) I always happely pays for
updates. You know that.

>> >> My believe is that ASH forbid the authors to release their soft.
>> >
>> >I know many ASH employees and the authors of software distributed by ASH
>> >in person. ASH has never forced them to to anything. I don't understand
>> >what you are claiming here. You don't seem to know the facts at all.
>>
>> No I don't know the facts at all. It's just my believe. It's up to you
>> and others to convince me of the opposite.
>
>Just talk the those who have been writing software that was/is
>distributed by Atari. All of these programmers have e-mail addresses.

Do you think they will answer?

>Note that HDDRIVER is also distributed by ASH. But I also sell it and a
>few other dealers like Atari Workship also do. Nobody forced me to do
>anything.

You're not exclusively bound on ASH. Maybe that makes the different.
Tell me why of all these exclusively ASH products not one single app
sees the light as freeware or whatever. Lots of people who doesn't have
the time or equippement anymore to develope their programs release it as
freeware. AFAIK, you did that also with Outside. Right?

>
>> I don't like to buy or use an app in order to use another app. For
>> instance Papillon 3.x. To use it you must have NVDI 5. The same goes for
>> lots of other apps.
>
>Without NVDI 5 there would probably no Papillon 3.x at all. NVDI

>provides system calls that would have to be written by the authors of
>Papillon themselves, which would have taken a lot of time, which they
>did not have or were not willing to spend considering that the number of
>Atari user was shrinking anyway. It's a waste of time if lots of
>programmers write the same functions instead of using a software package
>like NVDI the includes all these functions.

Agree. Programmers have much better things to do then reinventing the
wheel but couldn't they make their program accessible (with restrictions)
for those who doesn't use the latest version of NVDI?

>>
>> I wasn't saying it is the fault of ASH. It very sortsighted of the
>> Magic programmers involved.
>
>In most of your posting you were blaming ASH. What you say now is
>different from what you said before. And, as indicated above, there are
>good reasons why some software requires certain other software
>installed. I don't think you are a programmer, aren't you?

Right you are, I'm not a programmer at all. Sometimes I wished I was.
Most programs which relies on w_dialog for printing and other stuff does
work without w_dialog so again why do need certain programs w_dialog in
order to start up? Magicism?

>
>> >> It's ofcourse not the fault of your beloved mailer but of you.
>> >> Your postings are rather difficult to read. You should leave one
>> >> blank line between the original and your answer.
>> >
>> >If this is your greatest problem you must be a very lucky man.
>
>What I meant was that this problem is really a minor problem compared
>with other problems a human can have.

A minor problem it is indeed, but I found I had to report this to
Dennis. His postings are something hard to read. If everybody shouts up he
never will know that.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2079. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e31@pandora.be>
Source record: 43346

on Fri 20-07-2001 08:54 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Apart from MiNT-net apps I don't know any program that requires MiNT. The
>> opposite is true.
>
>I know a lot. Just have a look at the SpareMiNT webpages. Almost any
>program requires MiNT, does not run on TOS at all and only some run with
>MagiC.

First of all I was talking about common GEM apps. For me it's very
logical ported Un*x stuff needs MiNT. But it's very unlogical GEM apps
needs a certain OS, be it MagiC or MiNT to run. As said I don't know a
GEM app which needs MiNT.
Anyway why do need Magic-users (Un*x crap) to run with MagiC? The
sources are there for free. Everyone can adapt then. So go ahead.

>
>> I think he wants to make clear that most emulator users doesn't support
>> the Atari scene at all. This is my believe also. In the long term
>> emulators means the end of the original Atari scene. I know a few former
>> Atarians who have a Mac now. In the beginning they were very
>> enthousiastic about MagiCMac. Nowadays they hardly use MagicMac lets
>> stand that they buy new Atari apps. The only reason why they still use
>> MagiCMac is because in the past they have spent quite some money on
>> Calamus and because the MaC opponent of Calamus is too expensive.
>
>I know what he means. But if these users find the Mac to be a better
>platform or just another platform that also fits their needs, what's
>wrong about that? Everybody is free to chose the platform he wants.

He also said -and that's my opinion too- that there is nothing wrong
about people migrating to other platforn, *BUT* that most people
(luckely not all) using these emulators doesn't support the Atari scene
at all. On the contrary I should say. Lots of these emulators-users are
only interested in free stuff (or illegal copies). That's the reason why
I left years ago an local Atari club. With the exception of three people
the rest were using emulators. On meetings they were only talking about
pc problems. The true Atarians were tolerated because they thought they
could use us as a source for free Atari stuff.

For a good understanding, I'm not saying that all emulators-users are
acting like this. There are emulator-users who still supports the Atari
scene but they are in the minority.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2080. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e32@pandora.be>
Source record: 43347

on Fri 20-07-2001 08:55 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Attribute is a small utility to change the file flags. So why does it
>> needs W_dialog?
>> I can understand that programmers uses w_dialog for certain programs but
>> I can't understand why they force people to use it. Attribute refuses to
>> start up without w_dialog. Why?
>
>Ask the author, don't blame ASH for it.

Read my postings again. I didn't blame ASH for this at all.
Anyway I've asked the author the reason for this. I'm waiting for an
answer.

TTYS
Martin

--
***** Greetings from Okami Newsreader *****
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2081. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e33@pandora.be>
Source record: 43348

on Fri 20-07-2001 08:59 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Right, but Papillon 3.x requires NVDI 5. It will not run with NVDI 3.
>> It's stated on the homepage of ASH.
>> Lots of people are still using an older version of NVDI. If they wish to
>> use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
>> the methodes Bill uses.
>
>So you would have been willing to pay considerably more for Papillon 3.x
>because the authors would have had to spend a lot of time for writing
>code that is already included in NVDI 5? I don't believe that.

Yes

>And you would have probably complained that Papillon 3.x consumes too much
>memory, which would have been the case, of course, if additional code
>was required.

No. Why should I? My Hades has lots of memory.

>Maybe when writing all this additional code, knowing that this work is
>useless because everything they needed would have already been present
>in NVDI 5, they would have cancelled the whole project.

Which is the case now I believe.

CU
Martin

--
***** Greetings from Okami Newsreader *****
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2082. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:25 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e34@pandora.be>
Source record: 43350

on Fri 20-07-2001 10:36 Jean-Franï¿½ois Lemaire wrote:

>Hello Martin,
>
>Le jeudi 19-07-10 19:45, Martin \"Nightowl\" Byttebier ï¿½crivait:
>
>
>>Attribute is a small utility to change the file flags. So why does it
>>needs W_dialog?
>>I can understand that programmers uses w_dialog for certain programs but
>>I can't understand why they force people to use it. Attribute refuses to
>>start up without w_dialog. Why?
>
>
>It crashes even with Wdialog enabled under N.AES, so this is not the
>last of your problems with that program :-)

Hmm, I don't have this problem. I can use it if I wish too but as it
requires w_dialog to start I've put it in the dustbin where it belongs.

regards,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2083. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 14:45:26 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5850665972e35@pandora.be>
Source record: 43349

on Fri 20-07-2001 11:45 Matthias Jaap wrote:

>> Attribute is a small utility to change the file flags. So why does it
>> needs W_dialog?
>> I can understand that programmers uses w_dialog for certain programs but
>> I can't understand why they force people to use it. Attribute refuses to
>> start up without w_dialog. Why?
>>
>W_Dialog provides the system with some quite easy functions to open e.g.
>non-modal dialog boxes. So it depends how the programmer use it. If you use
>only the font selector you don't have to force people to use W_Dialog but I
>guess Attribute uses Wdialog for the main dialog.

As said before I understand that for certain thing w_dialog is very
handy for the programmers, but I really can't understand why programs
needs w_dialog to start up. Cab uses w_dialog and so does Papillon,
Phototip, etc.... They all run happely without W_dialog. Sure there are
some restriction but I can live with that.

>BTW, doesn't N_Dialog work for NAES?

It does work but I don't use it.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2084. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 15:28:14 UTC
From: ralmin <xbiber@bigpond.net.au>
Message-ID: <i6Y57.18018$Xr6.150425@news-server.bigpond.net.au>
Source record: 43351
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> >I overhead people today in a store discovering why they PC with one click
cd burning
> >was not working... they put the original cd in the CDRW and the blank in
the DVD player.
>
> <sigh> it just ain't possible to design human stupidity out of the
> system.

That's not human stupidity. If they were clearly labelled 'CD Burner' and
'CD/DVD Reader' then they probably wouldn't have put them in the wrong
places.

Ralmin.

2085. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 15:48:41 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5852D9.E8625D59@seimet.de>
Source record: 43352

Martin \"Nightowl\" Byttebier wrote:

> Anyway why do need Magic-users (Un*x crap) to run with MagiC? The

Don't ask me. I have never used the term "Unix crap".

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2086. Wdialog

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 15:51:53 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9k0iuaq04$1@news.t-online.com>
Source record: 43353

>
> Agree. Programmers have much better things to do then reinventing the
> wheel but couldn't they make their program accessible (with restrictions)
> for those who doesn't use the latest version of NVDI?

It's a matter how much you have to change. Making the program accessible for
users without a certain system extension requires additinal programming
code. It's not only a matter of memory - the program code gets more complex
and therefore more difficult for the programmer to maintain.
It really depends on the function the program uses.

> Right you are, I'm not a programmer at all. Sometimes I wished I was.
> Most programs which relies on w_dialog for printing and other stuff does
> work without w_dialog so again why do need certain programs w_dialog in
> order to start up? Magicism?

Wdialog offers three main functions:
- Window dialogs
- Listboxes
- Font selection
- Print dialogs (Wdialog doesn't print it only offers the dialog)

Now, font selection and print dialogs can easily be replaced or disabled.
The first two are much more complicated.
Another problem is where to stop? You'd have to make replacements for users
without NVDI, BubbleGEM, OLGA, WDialog/MagiC etc. . Then there's also
SingleTOS, Geneva, N.AES, MagiC...

What I don't like are programs which simply check for a MagiC/MiNT cookie
and then refuse to run.

Greetings,
Matthias

2087. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 15:57:08 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5854D4.4566528C@seimet.de>
Source record: 43354

Martin \"Nightowl\" Byttebier wrote:

> >Just talk the those who have been writing software that was/is
> >distributed by Atari. All of these programmers have e-mail addresses.
>
> Do you think they will answer?

I don't know. But you cannot simply say ASH forced them to do something
without verifying this. I, on the other hand, can say that I know ASH
did not force them because I did talk to them.

> You're not exclusively bound on ASH. Maybe that makes the different.

No, it does not make the difference. With DISKUS and OUTSIDE I was
exclusively bound to CCD and Maxon, resp. And there was nothing wrong
with that. These firms had a lot of work to do with printing manuals,
advertising etc., which I could not have done. Distributing software is
simply a lot of work you cannot do on a large scale besides being a
student or having a profession.

> Agree. Programmers have much better things to do then reinventing the
> wheel but couldn't they make their program accessible (with restrictions)
> for those who doesn't use the latest version of NVDI?

I don't think so. NVDI (actually GDOS) has so many sophisticated
features that not using them would make the restricted version unusable.

> Right you are, I'm not a programmer at all. Sometimes I wished I was.
> Most programs which relies on w_dialog for printing and other stuff does
> work without w_dialog so again why do need certain programs w_dialog in
> order to start up? Magicism?

No. The programmers (but not ASH) for reasons already elaborated used
WDIALOG as a basis for their software.
A solution to this is not really complicated: N_DIALOG would have to be
completed so that it provides all the functions WDIALOG provides.
Considering the fact that N_DIALOG and WDIALOG are quite small this
should not be very hard to do. Wouldn't this be a project with more
potential for success than writing new browsers? Actually a new browser
could then even profit from WDIALOG/NDIALOG.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2088. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 16:01:42 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5855E6.F0272A38@seimet.de>
Source record: 43355

Martin \"Nightowl\" Byttebier wrote:

> >So you would have been willing to pay considerably more for Papillon 3.x
> >because the authors would have had to spend a lot of time for writing
> >code that is already included in NVDI 5? I don't believe that.
>
> Yes

And you would also pay more for other programs that would be more
expensive for the same reaons? Note that in the end (with only two or
three programs) you would spend much more money than if you had bought
NVDI 5 in the first place.

> >And you would have probably complained that Papillon 3.x consumes too much
> >memory, which would have been the case, of course, if additional code
> >was required.
>
> No. Why should I? My Hades has lots of memory.

I don't think those who own an ST/STE will like this attitude.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2089. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 16:13:57 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b58645a6919a10@pandora.be>
Source record: 43356

on Fri 20-07-2001 13:25 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> I just only sick and tired to pay for programs that aren't developed
>> anymore and contains tons of bugs.
>
>Nobody has to pay for programs like that. But if these programs are
>commercial or non-free software you must not use them if you don't pay.
>It is not legal to claim that you can use commercial software without
>paying for it just because it is not developed anymore or because it has
>bugs.

Sure. You do everything to keep this thread going isn't it?
Have I said somewhere that one can do this?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2090. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 16:13:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b58645a6919a11@pandora.be>
Source record: 43357

on Fri 20-07-2001 13:30 Uwe Seimet wrote:

>Matthias Jaap wrote:
>
>> BTW, doesn't N_Dialog work for NAES?
>
>I think N_Dialog is missing some features of NAES. Maybe these can be
>added when thos that complain about WDIALOG help the author of N_Dialog.
>BTW, WDIALOG is free, isn't it? If I'm correct in this assumption its
>even more strange why people complain about ASH. Instead they should be
>happy that WDIALOG exists. The only purpose of WDIALOG is not to force
>users to use MagiC, isn't it?

Again where have I blamned ASH for this? This way you can discuss for
ever.
All this could be avoided if some Magic programmers weren't so
evangelistic. There is no reason whatsoever why w_dialog is needed to
launch a program. Cab, Phototip, etc starts up without w_dialog.

CU
Martin

--
***** Greetings from Okami Newsreader *****
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
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Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2091. Re: PC Word format for Papyrus?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 16:40:27 UTC
From: dziewon@xs4all.nl
Message-ID: <9j9mtr$nc2$1@news1.xs4all.nl>
Source record: 43359

On 17 Jul 2001 18:51:16 , Peter Slegg wrote:

when you're multi-tasking [NVDI p.e.], why are you not
using vector-fonts like Bitstream Speedo or TrueType?

Get rid of all the Signum! fonts from your Papyrus font-folder
because there is no reasonable way of mapping any RTF-text into
Signum! limited fonts like *.E24 and the like.....

When there's no Signum! font left, Papyrus will look for a 'proper'
TrueType 'Times New Roman' [any Windows fan should provide you with
such fonts ;)]

gtx, Rein

>
>I have encountered some problems when converting Word Docs with
>Papyrus.
>
>It often produces an error dialog that says something about failing to find
>"Times New Roman.e24"
>
>I have found that I can drag&drop the word doc onto the conversion
>TTP. This produces an RTF that cannot be opened for the same reason
>but I then use a text editor to change the Times New Roman entries
>to Life.
>
>I have checked the font directory at this .E24 file definately exists
>so I am not sure what the problem is.
>
>Has anyone else experienced this ?
>
>Regards,
>
>Peter

2092. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 17:26:19 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5876f077a8d40@pandora.be>
Source record: 43363

on Fri 20-07-2001 18:01 Uwe Seimet wrote:

>
>> >And you would have probably complained that Papillon 3.x consumes too much
>> >memory, which would have been the case, of course, if additional code
>> >was required.
>>
>> No. Why should I? My Hades has lots of memory.
>
>I don't think those who own an ST/STE will like this attitude.

They surely will not like this alltitude, that's for sure. You posed you
question directly to me. Personaly I don't bother.
I also don't think Papillon would be that bigger but I'm not a
programmer so you can tell me everytime what you like I can't check it
if it's true or not.

CU
Martin

--
***** Greetings from Okami Newsreader *****
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** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2093. Re: Wdialog

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 17:26:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5876f077a8d41@pandora.be>
Source record: 43362

on Fri 20-07-2001 17:51 Matthias Jaap wrote:

>>
>> Agree. Programmers have much better things to do then reinventing the
>> wheel but couldn't they make their program accessible (with restrictions)
>> for those who doesn't use the latest version of NVDI?
>
>It's a matter how much you have to change. Making the program accessible for
>users without a certain system extension requires additinal programming
>code. It's not only a matter of memory - the program code gets more complex
>and therefore more difficult for the programmer to maintain.
>It really depends on the function the program uses.

At last an answer that goes further then meaningless blabla ;-)
I don't think 'attribute' offers lots of functions.

>> Most programs which relies on w_dialog for printing and other stuff does
>> work without w_dialog so again why do need certain programs w_dialog in
>> order to start up? Magicism?
>
>Wdialog offers three main functions:
>- Window dialogs
>- Listboxes
>- Font selection
>- Print dialogs (Wdialog doesn't print it only offers the dialog)
>
>Now, font selection and print dialogs can easily be replaced or disabled.
>The first two are much more complicated.
>Another problem is where to stop? You'd have to make replacements for users
>without NVDI, BubbleGEM, OLGA, WDialog/MagiC etc. . Then there's also
>SingleTOS, Geneva, N.AES, MagiC...

Sticking to the standard would be the solution I guess.

>What I don't like are programs which simply check for a MagiC/MiNT cookie
>and then refuse to run.

Totally agree.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
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** ICQ 37138054 **

But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2094. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 17:35:04 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.prpgcpmp@localhost>
Source record: 43364

Uwe Seimet wrote:

> A solution to this is not really complicated: N_DIALOG would have to
> be completed so that it provides all the functions WDIALOG provides.

Or find a lib that does similiar things for you. Or implement the
functions into the AES.

> Considering the fact that N_DIALOG and WDIALOG are quite small this
> should not be very hard to do. Wouldn't this be a project with more
> potential for success than writing new browsers?

This can hardly be seriously meant, can it?

You really wish them to fail with the browser don't you? Of course it
would be easier to finish up a wdialog thingy for naes/xaaes than
writing a browser, but so would a lot of other less important things be
too. Personally I can start formating floppies instead of writing a
browser, that will probably turn out just fine. (this is a sarkasm, but
you seem to know how get along with those)

> Actually a new browser could then even profit from WDIALOG/NDIALOG.

A browser would be able to use it for the gui stuff, not for the
rendering engine as far as I can see. And since it would make more
sense to start with the rendering engine it would be better to put all
efforts into that instead. At least for those involved working with the
browser, I am sure there are others who could start the work to improve
n_dialog....

I am not saying that fixing n_dialog would be a bad idea, just find it
remarkable you feel the need to be all negative about browser projects
any time you can. I am beginning to think you are getting involved in
arguments just for the sake of arguing... But if arguing about
potential future browsers one could expect you to at least have heard
about the Highwire project....

/Joakim

2095. Maybe "Truemagic"?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 17:46:17 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9qmk$702$05$1@news.t-online.com>
Source record: 43365

> > A solution to this is not really complicated: N_DIALOG would have to
> > be completed so that it provides all the functions WDIALOG provides.
>
> Or find a lib that does similiar things for you. Or implement the
> functions into the AES.

"Truemagic" (not related to MagiC) - it's a shared library that has more functions than WDialog. It's disadvantage is however that all users would have to download the shared lib. I think there are also the sources available for that one.

BTW, I think enhancing a shared lib can make software development easier e.g. built-in JPEG/PNG display abilities.

Greetings,
Matthias

2096. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:10:13 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B587405.1B8397C5@seimet.de>
Source record: 43366

Martin \"Nightowl\" Byttebier wrote:

> Again where have I blamned ASH for this? This way you can discuss for
> ever.

Yes, you have. You said ASH forced the programmers of their software to
act against their will. This is what kept this thread going on because
this is wrong.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2097. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:17:44 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B5875C8.5336940B@seimet.de>
Source record: 43369

gokmase wrote:

> You really wish them to fail with the browser don't you? Of course it

I don't wish anybody anything.

> would be easier to finish up a wdialog thingy for naes/xaaes than
> writing a browser, but so would a lot of other less important things be

Ah. From the postings in this group I got the impression that this
WDIALOG issue is important for several users. If this is not the case,
fine.

> I am not saying that fixing n_dialog would be a bad idea, just find it
> remarkable you feel the need to be all negative about browser projects
> any time you can. I am beginning to think you are getting involved in

I'm not against browser projects in general. All that I am saying is
that projects as huge as that are likely to fail because there are not
enough programmers left to finish such a project and not enough users to
finance this, which was asked in the poll if I remember correctly.

> arguments just for the sake of arguing... But if arguing about
> potential future browsers one could expect you to at least have heard
> about the Highwire project....

There is no need to have heard about this project in order to say that
huge projects for the Atari are likely to fail and keep people from
concentrating on smaller projects that might have more success.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2098. Re: ST Survivor and UCM

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:20:58 UTC
From: BMaedicke@t-online.de
Message-ID: <1ewv0wp.lk3d6j56f6diN%BMaedicke@t-online.de>
Source record: 43370

Anders Eriksson <ae@dhs.nu> wrote:

> ST Survivor is a person, not a demo crew.

Oh, I think, itï¿½s a crew :-)

> His homepage is located at
> http://survivor.atari.org/.

Thanx.

--
Url: http://home.t-online.de/home/BMaedicke/

2099. Strong crytographie (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:38:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B587A9C.30D77791@seimet.de>
Source record: 43371

Peter Slegg wrote:

> I believe that the restriction is on exporting of the more secure form
> of SSL outside the USA.
>
> The less secure (64 bit?) version is not a problem AFAIK.
>
> I did ask Dan Ackerman about SSL and he wasn't sure what the situation
> was either. Though as others have pointed out, Mint-Net is available
> and uses SSL. Maybe the Mint-Net developers could enlighten us as to the
> status of SSL ?

It might not be prohibited anymore to export strong crytographie. At
least there were several changes some months ago, e. g. Netscape may be
exported even with strong crytographie (128 bit) as far as I know.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2100. Re: Wdialog

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:48:13 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9uao$582$00$1@news.t-online.com>
Source record: 43373

> >It really depends on the function the program uses.
>
> I don't think 'attribute' offers lots of functions.

I wasn't talking about the functions attribute offers because I know it's a very basic utility :-)
WDialog/NDialog/MagiC has 15 extensions to the AES to handle window dialogs, events and iconify. It's not that you can display a non-modal dialog and handle events (mouse clicks, buttons) with one command. In fact you'll need almost all 15 in most cases. Without the Wdialog extension you have to program a substitute for each of them.

If I build a basic program in faceVALUE (which does not use Wdialog) with the same functions as "Attribute" it would result in a program that consists of 98% library code and the rest is the program code.

The problem is that TOS has no built-in support for modal dialogs. That's why we have now dozens of GEM libraries. It's also strange to see that programs with only 2-3 lines of program code (like "Fahrenheit" :-)) are blown up to 50k in size because of their GEM lib.

The ideal case would be that the operating system offers all the features of the GEM libs so that the programs only carry a minimum GEM lib with them. I'm not saying that the features introduced by MagiC are the best solution but they are currently built-in into two operating systems.
There is another shared lib which was developed independently from MagiC but it suffered obviously from the fact that everyone has to download the lib.

Greetings,
Matthias

2101. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:48:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b588a5c86d4460@pandora.be>
Source record: 43372

on Fri 20-07-2001 19:11 Peter Slegg wrote:

>The second problem is more serious. AFAIK Thing 1.27 cannot
>handle long filenames > 32 characters. I have been sent files
>with such filenames and they cause TOS errors to be reported by
>Thing when accessing the partition. Has this bug ever been fixed ?

That's true. Thing 1.27 can't handle very long file names. I usely
resolve this via the shell with 'mv'.
AFAIK, that bug has been solved in the latest Thing beta. Only I wished
the author would release it. I don't know what is keeping him up.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2102. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 18:58:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107201854360.154-100000@localhost>
Source record: 43360

On 20 Jul 2001 xlator@cix.compulink.co.uk wrote:

Hi Peter,

> Don't have Photoline, do have Apex - but I haven't tried the CPXs
> (I have two, V1 and V2 - I think the first is for 68000 and V2
> for 68030 as well?). Can't find my manual at present, and don't
> think I have djeg/cjpeg tools, only the apex viewers. I find these
> very good as they will show TruColor or 256-colour images with the
> screen at any resolution - even monochrome! But of course they
> won't convert.

Odd, there is APEXJPEG.CPX bundled with ApexMedia package and its nice converting tool (converts jpegs to tga and gif and other way arround, with smoothness or greyscales). Djpeg/cjpeg are cli tools (TTP on non MiNT) but there is GEM frontend for it from Kellis...

Janez

2103. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 19:01:24 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107201900340.154-100000@localhost>
Source record: 43361

Me again Peter,

Forgot to mention, APEXJPG.CPX may be f030 only (DSP)..

Janez

2104. Re: Connecting Atari 520ST to ethernet

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 19:12:54 UTC
From: John Oyler <jojo4@mediaone.net>
Message-ID: <Wo%57.52356$Lc3.10912844@typhoon.jacksonville.mediaone.net>
Source record: 43376

"Jari Huovila" <jhuovila@iobox.fi> wrote in message
news:3b5641bd.6654148@news-server.pp.htv.fi...
> Hi everyone!
>
> I'm looking for a way to connect Atari 520 ST to ethernet-based LAN. I
> know absolutely nothing about network stuff for Atari, so all help is
> warmly welcome!

There is a homebrew device that can allow you to attach a isa ne2000 card to the hard drive port. Haven't built it myself yet....

John

PS If someone wants one but doesn't feel up to the task of building it, I'd be willing to do that for a modest fee.

2105. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 19:21:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5891fe8ccbed0@pandora.be>
Source record: 43375

on Fri 20-07-2001 20:10 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Again where have I blamned ASH for this? This way you can discuss for
>> ever.
>
>Yes, you have. You said ASH forced the programmers of their software to
>act against their will. This is what kept this thread going on because
>this is wrong.

This thread is going to look like baby talk.
For the last time. I hope you have your eyes open now.

1) I said that I believe ASH force the programmers not to release their
soft. Still not convinced.

2) In another postings (e.g. Message-ID: <3b574654410a300@pandora.be>)
I stated that I could understand why programmers uses w_dialog but that
I couldn't understand why some programmers force others to use w_dialog.
So where have I accuse ASH?

Matthias Jaap did explain the reason. All what you do is given me a
meaningless answer. Are you a politician? If not you maybe could consider
to go in politics. You certainly have the skills to talk for hours without
saying anything.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2106. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 20:11:55 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b58746b.0@energise.enta.net>
Source record: 43367

On 13 Jul 2001 19:45:13 , "Martin \"Nightowl\" Byttebier" wrote:
>on Fri 13-07-2001 15:20 Edward S. Baiz Jr. wrote:
>
>>Hello All,
>>
>>Well I am finally going to install MintNet on my Hades, I have all the
>>files and am ready to go. I want to especially load in the X Server
>>that will allow me to run X Window appications right on the GDEM
>>desktop. The computer needs to be in the 256 color mode for this. The
>>problem is that when I try to boot up in the 256 color mode, Thing
>>gives me a BUS error along with Twilight, Edith, and Gemjing. I can boot up
>>in all the other color modes (mono, 32k, 64k, 24bit, 32bit). Anyone
>>know as to why this happening?
>
>I don't have any idea why this happens. I always use 256 color with
>N_AES (2.0.0) and Thing 1.27.
>
>CU
>Martin

Hi Martin,

I am using Thing 1.27 on my Milan. I never know if to call it
Ming or not.

I know of two problems with this version. The first is trivial.
When the Milan boots and the Ming logo is displayed in the
centre of the screen the graphic is missing from the centre.
I think it is due to the English RSC file I am using.

The second problem is more serious. AFAIK Thing 1.27 cannot
handle long filenames > 32 characters. I have been sent files
with such filenames and they cause TOS errors to be reported by
Thing when accessing the partition. Has this bug ever been fixed ?

I had a look at the Jinnee demo and found that I could delete
these very longname files. I prefer Thing though.

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |


```
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
 ------------------------------------------------------------------
 ------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
 ------------------------------------------------------------------
```

2107. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 20:12:01 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b587471.0@energise.enta.net>
Source record: 43368

On 15 Jul 2001 23:16:54 , "Pascal Ricard" wrote:
>Hello,
>
> in article <995211840-61307AEicMi@gmx.net> (comp.sys.atari.st)
> Dennis Vermeire wrote on Sun 15-07-2001 02:45 (+0200):
>
>> .../... I don't
>> know the exact details but Sven Kopacz once wrote me that adding SSL to the
>> original CAB.OVL couldn't be done because the encryption is protected by US
>> law and may not be exported and implemented without permission and obtaining
>> that permission would take years...
>
>I think (and may be wrong) that Sven may be wrong here: the use of SSL
>may have some restrictions _in the USA_ but AFAIK the code is free and
>freely usable elsewhere.
>
>Bye,
>/Pascal/

I believe that the restriction is on exporting of the more secure form
of SSL outside the USA.

The less secure (64 bit?) version is not a problem AFAIK.

I did ask Dan Ackerman about SSL and he wasn't sure what the situation
was either. Though as others have pointed out, Mint-Net is available
and uses SSL. Maybe the Mint-Net developers could enlighten us as to the
status of SSL ?

Peter S.

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2108. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 20:13:15 UTC
From: nurmix@spam-free.com
Message-ID: <3b588ff2.10413031@news-server.socal.rr.com>
Source record: 43377

On 18 Jul 2001 06:44:34 GMT, mc9931@mclink.it (Lodovico Zanier) wrote:

>If I recall correctly, when Parx closed, Studio Son developement was
>continued by authors (until early 2000) under the name V-Trax.
>Early 2000 V-Trax developement was discontinued, but the program is
>now freely downloadable. Not sure if the manual is available for
>download.
>
>try this site: http://www.chez.com/ricard/realisations/index.html

Well, I downloaded and tried V-Trax. It looks nice, but I can't seem
to get it to use the FDI as the input source. I set it to FDI, and
make sure the small "input selector knob" is set to digital, but I get
no signal. Recording through the Falcon's input works though (which
as mentioned before, is useless to me).

I've also made sure to run FDI_INIT.PRG. It's strange since the
original "Studio Son" works great with the FDI, and it seems to share
a lot of similarities with V-Trax. Any suggestions?

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2109. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 21:07:03 UTC
From: ebaiz@skyenet.net
Message-ID: <X3167.11835$kP1.2049@newsfeed.slurp.net>
Source record: 43378

On 20 Jul 2001 18:58:44 , SWE/YesCREW wrote:

> Odd, there is APEXJPEG.CPX bundled with ApexMedia package and its nice
>converting tool (converts jpegs to tga and gif and other way arround, with
>smoothness or greyscales). Djpeg/cjpeg are cli tools (TTP on non
>MiNT) but there is GEM frontend for it from Kellis...
>
>
>
> Janez
>

I still say that PhotoTip version 3.0 does a great job also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2110. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 22:07:16 UTC
From: "supportUSA.com" <incoming@supportUSA.com>
Message-ID: <oY167.1448$Px1.155547@newsread2.prod.itd.earthlink.net>
Source record: 43379
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I would suggest you build it based around the Timex Sinclair
ZX-80...That's worth $300, and it's really powerful too!

"Ralf Quint" <Ralf_Quint@hot_mail.com> wrote in message
news:jg5sktgdj963nhe66qk951fo32lp3gniv5@4ax.com...
> On Thu, 12 Jul 2001 22:09:21 +0200, "T.J.T van Kooten"
> <thomas@-nospam-worldonline.nl> wrote:
>
> >For the sake of argument let's suppose you could design a next generation
> >$300 homecomputer. The goal is to make a userfriendly machine for general
> >use and for hobbyists. How would such a system look?
> >
> >CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >type of thing, you should be looking at the $20-35 level)
> Well, in quantities, you might get pretty close for low end
> Celerons....
> >As OS? (Linux is a dead giveaway, but there also other OS's out there)
> FreeDOS?? It's getting closer to be usable everyday....
> Linux for a home user, no way, not in this decade AFAIAC... ;-)))
> >Build in programming language? (please choose anything but Basic!)
> What's wrong with BASIC? It's easy to be "build in", as it is an
> interpreter and there are a lot of BASIC variations out there that
> would stand any comparison for ease of use and performance....
> Or you you suggest something more academic like Smalltalk, Lisp or
> Java???
> >Amount of memory? (RAM and ROM)
> Not as much a question of cost (128MB SDRAM is less than $10 these
> days), as of a combination of the above specs...
> >Graphic and Sound?
> VGA style graphics with 4MB RAM and at least 800x600, 16bit colors is
> not a problem these days either..
> And SB compatible sound probably not...
> >Network capabilities? (internet capable)
> an onboard solution with a Realtek chip and TP 10/100 RJ-45
> connector...
> >Plug in capabilities (remember you're making it as cheap as possible so
> >modems, CD-Roms, HD's are all extras)
> >Video (TV? or Monitor?)
> Well, a monitor is probably the most expensive part. As for the
> possible graphics capabilities, a TV (if it's not a fancy digital HDTV

> one) is far below the capablities of the graphics chips...
> >The real costs should below $200 or even below the $150 level. You may
> >presume that a million units would be manufactured so take volume
discounts
> >for components into account
> If you buy a million pieces of ANY component, you get FAR below the
> usual retail prices. a quick look on pricewatch reveals
> CPU: AMD Duron 700Mhz $24 (Celeron 700MHz $42, VIA Cyrix 700 $37)
> Memory: 128MB PC133 $9
> Mobo: Intel 810 $38 (build-in video!, USB, keyboard,...)
> case w/ p/s $25 (ATX desktop)
>
> Ok, that is a pretty mix, bu assuming large quantities as you
> mentioned, this is less than $100 for the major parts. Add a few $10
> for network and sound and smaller stuff, no problem...
>
> >
> >Let's see what sort of systems people come up with.
> >
> Ok, just a rough sketch, but it should give you an idea.
> The problem is to finance this and to get the software for it (BeOS
> might be nice, but....)
> And these days, you will have a hard time selling something that is
> not Playstation or PC compatible...
> And than you are up against M$ with their XBox or whatever it is
> called these days......
>
> just my 2c,
>
> Ralf
>
>

2111. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-20 23:04:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b58c612b5870f0@pandora.be>
Source record: 43380

on Fri 20-07-2001 21:07 Edward S. Baiz Jr. wrote:

>On 20 Jul 2001 18:58:44 , SWE/YesCREW wrote:
>
>> Odd, there is APEXJPEG.CPX bundled with ApexMedia package and its nice
>>converting tool (converts jpegs to tga and gif and other way arround, with
>>smoothness or greyscales). Djpeg/cjpeg are cli tools (TTP on non
>>MiNT) but there is GEM frontend for it from Kellis...

>
>I still say that PhotoTip version 3.0 does a great job also.

There is also Gemview and Looknsee. Nice apps. Both can be found on
several ftp-servers including the Belgian server (unfortunately
down for the moment).

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2112. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 01:26:51 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.grchohre@localhost>
Source record: 43381

Uwe Seimet wrote:

> Ah. From the postings in this group I got the impression that this
> WDIALOG issue is important for several users. If this is not the case,
> fine.

Might be important to some people, I never said anything about that,
but it is hardly more important than a decent browser for the atari.
But do go on twisting my words...

> I'm not against browser projects in general. All that I am saying is
> that projects as huge as that are likely to fail because there are not
> enough programmers left to finish such a project and not enough users
> to finance this, which was asked in the poll if I remember correctly.

Yes it WOULD be a huge project, so the sooner something like that is
started, the faster there MIGHT be something coming out of it. And if
there would be a browser, I definitely think it would keep a few ppl
from switching platform. It is one of those projects that could make a
big difference for crying out loud!

> There is no need to have heard about this project in order to say that
> huge projects for the Atari are likely to fail and keep people from
> concentrating on smaller projects that might have more success.

Well if it will fail or not is something that lies in the future, and I
think we will still see smaller successful projects around even if ppl
would get involved in browser project. Better take a chance than just
give up, like you are suggesting. You keep on talking about realistic
this and that, but what you really are doing is spreading negative
thinking if you ask me.

Btw, since you have no positive visions in your crystal ball to share
with us, why are you still working with ataris?

2113. SoundPool's Audio Tracker

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 05:49:46 UTC
From: nurmix@spam-free.com
Message-ID: <3b59169b.2245919@news-server.socal.rr.com>
Source record: 43382

Well, after having it recommended to me by a couple people here, I downloaded the demo version of SoundPool's Audio Tracker. I was pleasantly surprised by it's performance, features, and looks. I think it might work out for me as an addition to Cubase Audio, when vocal tracks are needed.

Anyway, now the only problem is that I can't seem to find it anywhere in the US. I haven't paid as much attention to the Atari scene in the last year or so as I used to, but did Systems For Tomorrow and chro_Magic more or less liquidate their Atari stuff? Seems like there isn't much on the sites anymore. Are there any other US or Canadian Atari dealers still around that carry SoundPool's product line? If not, I suppose I could try to order it directly from SoundPool themselves.

Any suggestions or help would be appreciated.

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor
^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2114. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 07:12:12 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B592B4C.925B081A@seimet.de>
Source record: 43385

Martin \"Nightowl\" Byttebier wrote:

> AFAIK, that bug has been solved in the latest Thing beta. Only I wished
> the author would release it. I don't know what is keeping him up.

Just ask him.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2115. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 07:13:28 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B592B98.E2A23AA2@seimet.de>
Source record: 43386

Martin \"Nightowl\" Byttebier wrote:

> 1) I said that I believe ASH force the programmers not to release their
> soft. Still not convinced.

Ask the programmers instead of telling things that are wrong.

> 2) In another postings (e.g. Message-ID: <3b574654410a300@pandora.be>)
> I stated that I could understand why programmers uses w_dialog but that
> I couldn't understand why some programmers force others to use w_dialog.
> So where have I accuse ASH?
>
> Matthias Jaap did explain the reason. All what you do is given me a
> meaningless answer. Are you a politician? If not you maybe could consider
> to go in politics. You certainly have the skills to talk for hours without
> saying anything.

Looks as my explanation was too technical for non-programmers, sorry.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2116. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 07:26:23 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B592E9F.BE5E9C3B@seimet.de>
Source record: 43387

gokmase wrote:

> Btw, since you have no positive visions in your crystal ball to share
> with us, why are you still working with ataris?

Mainly because there are users that have paid for my software and are entitled to get support for it. Most of the time I'm running a PC with Linux.

Obviously it is easier just to stop helping others when they have problems or questions. Most of those that quit the Atari scene in the past simply stopped all their projects at once. They virtually disappeared. No support anymore, no help in newsgroups anymore, nothing. Those that remain and still sell software, like ASH for example, are the black sheep now. Luckily it is only a minory of people in this group reproaching them to destroy the Atari market with being critical, claiming that they force programmers not to sell their software on their own etc.
Those still supporting their software have hopefully read this thread and have realised that sooner or later its them that will be the black sheep because nobody else is left.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2117. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 08:21:44 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107210817360.155-100000@localhost>
Source record: 43383

On Fri, 20 Jul 2001, Edward S. Baiz Jr. wrote:

> On 20 Jul 2001 18:58:44 , SWE/YesCREW wrote:
>
> > Odd, there is APEXJPEG.CPX bundled with ApexMedia package and its nice
> >converting tool (converts jpegs to tga and gif and other way arround, with
> >smoothness or greyscales). Djpeg/cjpeg are cli tools (TTP on non
> >MiNT) but there is GEM frontend for it from Kellis...
> > >
> >
> I still say that PhotoTip version 3.0 does a great job also.

I can judge it actualy, it asks foe wdialog and even with it, crash constantly.. For picture processind id vote or PhotoLine, backdraw may be that require FPU. Djpeg/cjpeg are just deapcker and packer, altough very good ones.. There is also Nview/Nconvert which knows some 200+ picture formats.

Janez

2118. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 08:23:26 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107210822180.155-100000@localhost>
Source record: 43384

On Fri, 20 Jul 2001, Martin "Nightowl" Byttebier wrote:

> >I still say that PhotoTip version 3.0 does a great job also.
>
> There is also Gemview and Looknsee. Nice apps. Both can be found on
> several ftp-servers including the Belgian server (unfortunately
> down for the moment).

I prefer ImageCopy.. But Gemview is also great, esp with
dithering. Never used Looooknsee much though.

Janez

2119. [INFO] Atari sponsors a soccer team !

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 09:28:21 UTC
From: NOSPAM.david.ducassou@free.fr
Message-ID: <3b594b37.5457517@news.free.fr>
Source record: 43391

[INFO] Atari sponsors a soccer team !

The software company Infogrames that recently bought the Atari brand,
is located in the town of Lyon in France.

For the season of 2001, the soccer (football) team of the town of Lyon
will be sponsored by Atari !.

Follow the link to see the nices clothes with Atari logo onto !! :-D
Prepare yourself for the "Atari fashion" comeback ! ;-)

http://www.olympiquelyonnais.com/4/archives/402_archives_62.asp

--
Ma "maison page": http://www.multimania.com/dadu/

2120. Re: [INFO] Atari sponsors a soccer team !

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 10:52:22 UTC
From: bindon@madasafish.com
Message-ID: <tlinn6t6dohtc3@corp.supernews.com>
Source record: 43392

On 21 Jul 2001 09:28:21 , David Ducassou wrote:
>[INFO] Atari sponsors a soccer team !
>
>The software company Infogrames that recently bought the Atari brand,
>is located in the town of Lyon in France.
>
>For the season of 2001, the soccer (football) team of the town of Lyon
>will be sponsored by Atari !.
>
>Follow the link to see the nices clothes with Atari logo onto !! :-D
>Prepare yourself for the "Atari fashion" comeback ! ;-)
>
>http://www.olympiquelyonnais.com/4/archives/402_archives_62.asp

I didn't see it on the kit, but IT'S RED!!! It should be blue!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2121. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 11:10:34 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.lltsbkbe@localhost>
Source record: 43393

Uwe Seimet wrote:

> Mainly because there are users that have paid for my software and are
> entitled to get support for it. Most of the time I'm running a PC with
> Linux.

I respect your continued work a lot, even if your main platform has changed. However, I do believe the ones of us that are left must be entitled to some hopes for the future when it comes to important software like browsers or other big projects. Those initiating such things are the ones giving the rest of us a reason to stay atari.

> Obviously it is easier just to stop helping others when they have
> problems or questions. Most of those that quit the Atari scene in the
> past simply stopped all their projects at once. They virtually
> disappeared. No support anymore, no help in newsgroups anymore,
> nothing. Those that remain and still sell software, like ASH for
> example, are the black sheep now. Luckily it is only a minory of
> people in this group reproaching them to destroy the Atari market
> with being critical, claiming that they force programmers not to sell
> their software on their own etc.

I don't think ASH is considered being a black sheep because they try to be a commercial software company actively working for atari. I think what many says is unfortunate with ASH is their software often requires MagiC or/and iConnect to run properly. (I know there are exceptions) In the past it seems like ASH has not looked outside their own domains enough in the past, so therefore I think it is good to hear that they now are working on increased MiNT compatibility on GEMDOS level for next MagiC.

About the TCP/IP-stack problem we have nowadays, couldn't that be helped if there was PPPD under MagiCNet, allowing MagiC users to get MiNTnet compatible connection? It would be perfectly possible to initate a project to code an emulating bridge between MagiCnet/iConnect, to allow programs requiring iConnect to run happily in the future. I think we need a standard that both MiNT ppl as well as MagiC ppl could adhere to.

STiK programs runs happily under MagiCnet with the help of GlueSTiK for MagiCnet, so I say if the emulating bridge would be written, why not go for MagiCnet? (This is probably something for a different thread though ;)

I do think it is great to see commercial software being produced for atari in year 2001, but I would not want to have to use a certain OS or

TCP/IP-stack to benefit from it.

/Joakim

2122. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 11:19:22 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9jboadivp1@neptunium.btinternet.com>
Source record: 43394

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:tledp5rsujdu3b@corp.supernews.co.uk...
> > > I'm Back!
> > Wotcha Rory
> > [Fx: makes sign of cross]
> Whilst I make the sign of a 'V' with one hand, and an 'l' with the other.
> :-)

You guys keep on hiding and I keep on finding you.. Mmm great game this.
Anyway what has everyone been doing the old bunch (sigh) how you lot bring
back memories.

Trendy Steve Sweet
Detective Harry Sideras - And what a surprise it is to see him around again.

But where are..

Spencer Davies?
Colin Docherty?
Derryck Croker?
Andy ?
Gordan..

There are some more and because I don't have my BBS archives on me can't
remember them all..

Whats been going on in the Atari world then guys?

Rory

Athenia Globe http://www.atheniaglobe.com 24hrs
FTN style Messages bases on the Internet the Web based BBS

2123. Free Atari emulator for your PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 11:39:39 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9jbpgehqi1@uranium.btinternet.com>
Source record: 43395

Just in case none of you knew it you can get a free Atari ST emulator at http://www.emulators.com/ all you need to do is get hold of a copy of Atari ROM's if you have a copy of MAGIC you can use the ROM's from there and just take them off the disk otherwise they provide you with software to copy the ROM off an ST.

Most features work with it even the modem ports work which is good. And you get a free bit of software called GEM explorer to allow you to transfer information from Atari ST and MAC disks to your PC.

The nice thing is the same software (slightly different version) allows you to emulate a Mac on your computer.

--

Athenia Globe http://www.atheniaglobe.com 24hrs
FTN style Messages bases on the Internet the Web based BBS

2124. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 11:46:58 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9jbpu1pg1@plutonium.btinternet.com>
Source record: 43296

Hello Steve,

"Steve Stupple" <Steve@atari.org> wrote in message
news:iISiDHBY$xU7EwAs@atari.org.uk...
> It depends what you mean by CD's for the ST.. I think I have around 40,
> but there are lots I don't have.
>
> This is what I have to date, some are also in transit:)
[snip]

Yeah I also have a quite a few here from the old days when I had them
running off the BBS. It may be an idea actually if I put an FTP site
together on my server for people to get hold of the files on these CD's. All
of them had PD software on them so it should'nt be to much of a problem if
people are interested?

Rory

Athenia Globe http://www.atheniaglobe.com 24hrs
FTN style Messages bases on the Internet the Web based BBS

2125. Atari Online News, Etc. #03-29

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 12:49:37 UTC
From: danap8@aol.com
Message-ID: <20010721084937.05853.00000436@ng-mj1.aol.com>
Source record: 43298

A-ONE #0329 07/20/01

~ Napster Is Back Online ~ People Are Talking! ~ Windows XP: No Java!
~ ExtenDOS Gold Update! ~ Vintage Computer Fest! ~ MacWorld Letdown?
~ NetZero Founders Quit! ~ "Peekabooty" Software! ~ Final Fantasy X!
~ Hackers: Go Straight! ~ Atari 30th Anniversary ~ STeem Upgrade!

-* Internet Tax Issues Complex! *-
-* Who Is The Most Downloaded Woman?!? *-
-* Microsoft Seeks Browser Monopoly Rehearing *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

2126. WinCommander ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 13:57:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <26954_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 43297

Is there anything like Windows (norton/Volkov/whatever) Commander running on the Atari, ahem with MagiCMac ? There are various archive programs (shells) like Twoinone, STZip, with the two filelist window, but what about a file utility ? Maybe Kobold, but does it work with MagiCMac ?

Best it would be an open project, and put in comparing directories and other features. I'm ready to put my hands in such a project if you can give a starting point, as I do not have so much time to start from "Hello World!".

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2127. Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 15:06:13 UTC
From: bindon@madasafish.com
Message-ID: <tlj6j5sblpmib3@corp.supernews.com>
Source record: 43299

Hi All!

I need scan some pics for my website using GT Look 2. I'm trying to think what DPI I should scan at. Is it better to scan at around 100DPI and 50% to make it roughly the right size for my website or scan at 50DPI but 100%?

Also would a better result be given if I scan at a high (320DPI) resolution then half the DPI. I can't see how to do this in Imagecopy 4?

Scanning is done in 24bit colour and after processing would be converted to JPEGs. It would be nice to have the image quite sharp.

Thanks!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2128. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 15:38:36 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b59a5dc3c2def1@free.fr>
Source record: 43300

Hello,

in article <3b587471.0@energise.enta.net> (comp.sys.atari.st)
Peter Slegg wrote on Fri 20-07-2001 19:12 (-0100):

> I believe that the restriction is on exporting of the more secure form
> of SSL outside the USA.
>
> The less secure (64 bit?) version is not a problem AFAIK.

Again, I think that it's the use of the more secure mode that is (or
was) forbiden _in USA_ only, and this is why it was not released by the
author of the ovl himself.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2129. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 15:47:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B59A419.64EDFA4A@seimet.de>
Source record: 43301

gokmase wrote:

> I respect your continued work a lot, even if your main platform has
> changed. However, I do believe the ones of us that are left must be
> entitled to some hopes for the future when it comes to important
> software like browsers or other big projects. Those initiating such
> things are the ones giving the rest of us a reason to stay atari.

Sure but others must also be entitled to say that they don't believe in
the success of certain projects but think that the time spent for this
projects might be better spent on other issues.
What I find very annoying is if users (not you) start telling fairy
tales about the relationship between companies and programmers who
decided *on their own* that they wanted somebody else to distribute
their software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2130. ESNA

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 16:42:34 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B77F0D1A.1CD6%bengy@mac.com>
Source record: 43302

Hey everyone,
We've been working pretty hard lately getting everything ready for the opening of Europe Shareware North America, which will officially open this Monday! Currently, we carry the complete Europe Shareware catalogue, but will further expand it in the future to fit the needs of our customers. Anyway, if you haven't registered your shareware or bought any new programs lately because you did not want to deal international transactions, you should give ESNA a look. We're non-profit, so our prices are very competitive. (American and Canadian customers only please)

ESNA: http://www.europe-shareware.org/english/

Bengy
Magical-sides.de

2131. Re: Displaying other charsets

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 18:17:27 UTC
From: dziewon@xs4all.nl
Message-ID: <9jcgvn$g45$2@news1.xs4all.nl>
Source record: 43303

On 17 Jul 2001 18:52:56 , Uwe Seimet wrote:
>Matthias Jaap wrote:
>>
>> "Denis Huguet" <claude1@d1.fr> schrieb im Newsbeitrag
>> news:3B53F0DA.E89D05F8@d1.fr...
>> > Is it possible to display characters in some charsets like Shift-JIS
>> > where a character can be more than 1 byte long ? Does NVDI5 allow such a
>> > thing with an appropriate font ? If so, can it be done transparently
>> > done by GEM or does it have to be done through some specific VDI calls ?
>>
>> Do you mean Unicode? papyrus can display and use the extra characters which
>> can sometimes be found in TrueType fonts. I think NVDI is required for this.

Using Papyrus, NVDI and a very large TrueType font [Bitstream's Cyberbit is
some 13MB big] I can see most Chinese and Japanese characters on my screen
[TT030/8 + 19"] but it gets terribly slow ;)

>I guess Denis does not refer to Unicode but rather multibyte codesets
>where each character can have a variable length, not a fixed length like
>Unicode. Shift-JIS is a codeset of its own.

Doesn't Papyrus's pseudo-Unicode format also have more than one byte per character?

gtx, Rein

>

2132. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 18:28:26 UTC
From: spike1@freenet.co.uk
Message-ID: <akhcj9.0v1.ln@ridcully.freenet.co.uk>
Source record: 43307
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> I guess I would suggest you build it based around the Timex Sinclair
> ZX-80...That's worth $300, and it's really powerful too!

Well it is!
It could power a nuclear powerstation!
It must be true. It was in the adverts.
:)

--
---
spike1@freenet.co.uk	Windows95 (noun): 32 bit extensions and a
	graphical shell for a 16 bit patch to an 8 bit
Andrew Halliwell BSc(hons)	operating system originally coded for a 4 bit
in	microprocessor, written by a 2 bit company, that
Computer Science	can't stand 1 bit of competition.

2133. Mouse, anyone ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 18:37:58 UTC
From: Jan Vanden Bossche <j.vd.bossche@pi.be>
Message-ID: <01c11213$0e2a0d00$LocalHost@amd5x86>
Source record: 43304

In a computer dumpstore I foud an Atari 1040 STF with a SM124 monitor.

But no mouse, and no software.

I can get most software on the net, I suppose, - any hints are welcome -
but where do I find a mouse ? Is it possible to hook up a PC mouse to an ST
? Please let me know, 'cause I don't know much about these machines.

Greetings from the TyRannoSaurus
Jan-80

2134. Re: Color VT102/ansi Over telnet/ssh

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 18:56:44 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107211056.6b91fe7c@posting.google.com>
Source record: 43305

> You can already do all of this with CoNnect. It is a while since I used
> it, so I cannot remember the details, but it has the capability to run a
> shell in a CoNnect window, and then you can run telnet, ssh or whatever
> programs you like.

Almost, but not quite...
In a Mint set-up, sometimes, but it requires a good bit of 'messing
around'
for 'several minutes' to get a connection and reset all your term
options manually each and every time on both ends of the
connection...and still,
it's prone to crash.

There is no plain telnet for STiK that I know of that runs on the
console of your choice *I.E. inside a VT52 or Term window*. They all
have some kind of terminal attached to them.

There is a plain Telnet for Majic, it only works with PPPConnect.
I've tried that in ConNect...I think I remember it freezeing the
system at least part of the time.

Brian

2135. Software Upgades in the US: HD Driver, NVDI, CAB, MajiC

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 19:12:54 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107211112.7616d250@posting.google.com>
Source record: 43306

My usual Atari retail outlet informs me I'm
now an ASH orphan, at least through him.

Anyplace in the USA I can upgrade these titles?

HD Driver 7.61
NVDI 5.1
CAB 2.7
MagiC 6

In all cases It has been about 2 years since I
updated. I'm at least one version behind in them
all.

It I'm forced to go over seas for upgrades, and
they can't be done online. It would be nice if
one place could take care of it all.

Thanks,
Brian

2136. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 19:54:41 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpdum8jf3a4e@corp.supernews.co.uk>
Source record: 43336

Hi Uwe et al.

> > No. Why should I? My Hades has lots of memory.

I'm alright Jack attitude.
It wouldnt be Atari software if it wouldnt work on a basic Atari hardware
setup would it?.

> I don't think those who own an ST/STE will like this attitude.

And people complain that specifying Magic only is restrictive, imagine if an
authour stated 16Mbyte minimum reqd, that would go down well.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2137. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 19:57:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe0348jqf4f@corp.supernews.co.uk>
Source record: 43337

Hi Martin

> I also don't think Papillon would be that bigger but I'm not a
> programmer so you can tell me everytime what you like I can't check it
> if it's true or not.

It would be likely to increase in size by a factor at least equal to the
size and memory requirements of NVDI itself.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2138. FS: Atari format Music software and More!

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 19:59:09 UTC
From: jamesbrey@aol.com
Message-ID: <20010721155909.09372.00000438@ng-ff1.aol.com>
Source record: 43308

All disks and cards are BEST OFFER!

ROLAND:

Foundations Club 50 Sample CD for S-770/S-750 and SP-700 ($550 list)
D-50/Sound Source Unlimited -- Country/Acoustic folk -- Atari ST format floppy
D-50/Sound Source Unlimited -- Atmospheric textures and FX -- Atari ST format floppy
D-110/Sound Source Unlimited -- Digital Synths -- Atari ST format floppy
D-110/Sound Source Unlimited -- Dance Mix -- Atari ST format floppy
D-110/Sound Source Unlimited -- New Age -- Atari ST format floppy
SC-55/Sound Source Unlimited -- Film/New Age -- Roland MC-500 format floppy
SC-55/Sound Source Unlimited -- Stage & Studio -- Roland MC-500 format floppy

YAMAHA:

SY99/Sound Source Unlimited -- Vector Emulations -- Atari ST format floppy
SY99/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
SY99/Sound Source Unlimited -- Rock, Pop, and Roll -- Atari ST format floppy
SY99/Sound Source Unlimited -- Killer B3's -- Atari ST format floppy
SY99/Sound Source Unlimited -- Radical Film textures -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Ultimate Top 40 -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- SY77 Impressions -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Proteus Impressions -- Atari ST format floppy
TG33/Sound Source Unlimited -- New Age/Orchestral -- Atari ST format floppy
TG33/Sound Source Unlimited -- R&B/Industrial -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Soundtrack II -- Atari ST format floppy
DX7II/Sound Source Unlimited -- New Age Collection -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
TG500/Sound Source Unlimited -- Radical Film Textures -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Country/Acoustic Folk -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Hybrid Textures -- MacIntosh format floppy
SY55/TG55 Funk Set floppy for SY55 format disk drive
Standard Collection 1 -- Euro Ballads for PSR-6700 floppy with jewel case, docs
Standard Collection 3 -- Evening Dance for PSR-6700 floppy with jewel case, docs
Standard Collection 5 -- Sweet Sixteen for PSR-6700 floppy with jewel case, docs
Modern Collection 1 -- Dance House for PSR-6700 floppy with jewel case, docs
Latin Collection 3 -- Cocktail for PSR-6700 floppy with jewel case, docs

KORG:

Wavestation AD/Pro Rec -- FilmTexture -- Atari ST format floppy
Wavestation/Pro Rec -- Filmscape -- Atari ST format floppy
M3R/Sound Source Unlimited -- Multi-Timbral, Vol.1 -- Macintosh format floppy
M3R/Sound Source Unlimited -- Pop/Rock Collection -- Macintosh format floppy
M3R/Sound Source Unlimited -- Radical Film Textures -- Macintosh format floppy

ENSONIQ:

MC-32 RAM card -- Ensoniq brand 160 voice locations
Voice Crystal 1 160 voice RAM card for SQ1/SQR (80 patches, 80
blank $129 list)
SD-1 Sequencer OS Disk 4.00 includes preset files and demos

EMU:

Proteus/1/XR Sound Source Unlimited -- Library Pack (3 banks) -- Atari ST
format

KURZWEIL:

Atari Object Mover for K1000 series (includes disk and docs)

PEAVEY:

64k RAM Expander for DPM3
Profex II -- Ed. 1 -- Industrogrungedelica ROM card for ProFEX II FX unit

CAKEWALK SEQUENCER:

DNA Groove Templates Volume 1: R&B Collection

2139. Re: Atari-Workshop?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:05:10 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe1dcgqs350@corp.supernews.co.uk>
Source record: 43338

Hi Charles

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message
news:3b574d21$0$24130@news.zetnet.co.uk...

> Having difficulty in accessing Atari-Workshop's site, I wonder if there's
> something wrong there.

I was looking at that site last evening, worked OK for me, maybe some local
problems for you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2140. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:09:55 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe2nmrtml51@corp.supernews.co.uk>
Source record: 43339

Hi Lyndon

> >I never got the first issue of Atari Applications, sold out according to
> >the compliments slip, my subscription apparently starts with Issue 2!!
> >Whenever that comes out NOT. FaST Club are another o20 richer.

> I think I was going to start subscribing to this when Atari
> Computing closed down. Instead I decided to buy a modem and get news
> that way. I do miss having a nice printed mag though.

It was probably the most technical mag available this side of the pond which
was why I supported it so long. It then went down the khazie so I dropped
it, on re-subscribing they dumped me!!.

Lets not lose sight of the fact that it was a damn good read!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2141. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:11:24 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe4466jh152@corp.supernews.co.uk>
Source record: 43340

Hi Derryck

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:995706994-88424AEicMi@cwcom.net...

> >I never got the first issue of Atari Applications, sold out according to
> >the compliments slip, my subscription apparently starts with Issue 2!!
> >Whenever that comes out NOT. FaST Club are another £20 richer.

> Has anyone tried 'phoning the FaST Club?

I think that the new dude at CCC tried that and the answering machine was
permanently on!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2142. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:12:11 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.gmeqbipl@localhost>
Source record: 43309

Uwe Seimet wrote:

>
> Sure but others must also be entitled to say that they don't believe
> in the success of certain projects but think that the time spent for
> this projects might be better spent on other issues.

Agreed, but lets keep some perspectives.

> What I find very annoying is if users (not you) start telling fairy
> tales about the relationship between companies and programmers who
> decided *on their own* that they wanted somebody else to distribute
> their software.

I would not know about that :)

2143. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:15:42 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe5eebd6653@corp.supernews.co.uk>
Source record: 43341

Hi Dennis

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:995706996-88984AEicMi@cwcom.net...

> >Now, if only Christian had compiled a 68000+68881 version as well as a
> >plain 68000 one... probably a FPU would help in an application like
this...

> There's a TT version as well as an ST - if that's any help.

My experience is that 030 versions aint much faster, that could be because I
use Magic, an purely 68000 emulator, but a FPU version usually screams.

I do hope this new version of Magic has some 030 bits in it.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2144. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 20:24:20 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tllpe6p8ijp454@corp.supernews.co.uk>
Source record: 43342

Hi Rory

"Rory Street" <rory@atheniaglobe.com> wrote in message
news:9jboadivp1@neptunium.btinternet.com...

> > > [Fx: makes sign of cross]
> > Whilst I make the sign of a 'V' with one hand, and an 'l' with the
other.
> > :-)

> You guys keep on hiding and I keep on finding you..

We aint moved.

> Mmm great game this.

Whatever turns you on dude.

> Anyway what has everyone been doing the old bunch (sigh) how you lot bring
> back memories.

Carefull, theres children watching

> Trendy Steve Sweet
> Detective Harry Sideras - And what a surprise it is to see him around
again.
>
> But where are..

> Spencer Davies?

His mum dont let him play with us.

> Colin Docherty?

Missing in action!

> Derryck Croker?

Buried, awaiting death!

> Andy ?

Taylor?., missing in action.

> Gordan..

Storey?, missing in action.

> There are some more and because I don't have my BBS archives on me can't
> remember them all..
>
> Whats been going on in the Atari world then guys?

You really should stick around a bit!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2145. Re: Mouse, anyone ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 21:15:53 UTC
From: bindon@madasafish.com
Message-ID: <tljs89dt03nf3c@corp.supernews.com>
Source record: 43310

On 21 Jul 2001 18:37:58 , "Jan Vanden Bossche" wrote:
>In a computer dumpstore I foud an Atari 1040 STF with a SM124 monitor.
>
>But no mouse, and no software.
>
>I can get most software on the net, I suppose, - any hints are welcome -
>but where do I find a mouse ? Is it possible to hook up a PC mouse to an ST
>? Please let me know, 'cause I don't know much about these machines.

Use tha ALT keys in combination with arrow keys and insert and clr/home.

Either get an original mouse (difficult these days) or buy mouseburster
from Mario Becroft which lets a PC mouse plug in. Or use a PC mouse on the
modem port, but it needs drivers and so auto booting games don't tend to work
if thet require a mouse.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2146. Re: Software Upgades in the US: HD Driver,

Newsgroup: comp.sys.atari.st
Date: 2001-07-21 21:45:33 UTC
From: bindon@madasafish.com
Message-ID: <tljtvt84qrtl53@corp.supernews.com>
Source record: 43311

On 21 Jul 2001 12:12:54 , Brian J. Roland wrote:
>My usual Atari retail outlet informs me I'm
>now an ASH orphan, at least through him.
>
>Anyplace in the USA I can upgrade these titles?
>
>HD Driver 7.61
>NVDI 5.1
>CAB 2.7
>MagiC 6
>
>In all cases It has been about 2 years since I
>updated. I'm at least one version behind in them
>all.

HDDriver can be upgraded by the author Uwe Seimet and I think hes German.
Not too difficult, he'll probably pop up here or go to his website.
NVDI can be updated to 5.3 for free if you go to Atari Workshops site.
CAB, not sure, latest is 2.8 and I think there is little between the two
versions. Magic 6 can be updated to 6.1 I think, and Europe Shareware seem
to be opening a branch in North America so I think you're in luck. These
programs above (except HDDriver) haven't seen an update for some time, Magic
6.20 might be around the corner.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2147. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 02:38:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B5A3C91.27B15FB8@greeleynet.com>
Source record: 43312

Lyndon Amsdon wrote:
>
> Hi All!
>
> I need scan some pics for my website using GT Look 2. I'm trying to
> think what DPI I should scan at. Is it better to scan at around 100DPI and
> 50% to make it roughly the right size for my website or scan at 50DPI but
> 100%?
>
> Also would a better result be given if I scan at a high (320DPI) resolution
> then half the DPI. I can't see how to do this in Imagecopy 4?
>
> Scanning is done in 24bit colour and after processing would be converted
> to JPEGs. It would be nice to have the image quite sharp.

The question sounds simple enough, but it's more complicated than you
think! <G>

If you look at my website (link in the signature), you'll see I scanned
quite a few pictures. And the wiring diagrams came from the CAD program
that was used to create them (I think). I may have imported the CAD
drawing into a different CAD program to create the file. The pictures
of the finished aircraft are digital, and nothing was done to them. The
other pictures are either 35mm or Polaroid instant pictures.

First decision- Do you think you'll ever want to print the pictures)?
If so, scan them as if you would be printing and then modify as
necessary in a program like Photoline. Or do two scans at the same
time, one for printing, and one for the web.

As for the web pictures, some assumptions have to be made at your end.
One is the resolution you are going to assume the the person viewing the
page will be using, how big physically you would like the pictures to
appear on the page, and if you want on the fly scaling of the picture by
the viewer's browser. At least, I think you can make the browser
autoscale the pictures. I've only created my pages, and it's been about
a year since I made them and I can't remember for sure.

At any rate, making it a jpeg is the very last step you want to do. Do
all your color corrections, touch ups, sharpening, etc. on a copy of the
original scan, then save the edited version in a file format that will
retain the full range of colors. JPEG's will decrease the colors.

I could go into more detail, but I'll quit here. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2148. Re: Mouse, anyone ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 02:58:59 UTC
From: Video61@webtv.net
Message-ID: <22370-3B5A4173-38@storefull-174.iap.bryant.webtv.net>
Source record: 43313

go to,
www.myatari.com
he has brand new mice in stock,
thanksl
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2149. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 04:44:46 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmi3eiu8sc18@corp.supernews.com>
Source record: 43314
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Then you need to design a 300$ box that kick ass compared to a 300$ PC, otherwise you lost before you even started pouring $ in R&D.

Make sense?

My best hope is Nforce/Duron for sub 500$ systems of really high design standing.

"SWE/YesCREW" <jvalant@m42.cx> wrote in message news:Pine.MNT.4.21.0107151703040.181-100000@localhost...
> On Sun, 15 Jul 2001, Beyonder wrote:
>
> > You people are insane.
> > for $300 you can get a high end pentium 3 system, loaded.
> > for $100 more you can get a high end 1.4gig system, loaded.
> > and these are retail prices! that doesn't include monitor, but who
> > cares?
> >
> > get with the times.
>
> Why buying a PC, topic say, "if u could design" not what would u buy..
>
>
>
> Janez
>
>

2150. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 04:50:31 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlkmt3ej412jc7@corp.supernews.com>
Source record: 43315
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them. (Me included)
My casio PB1000 died, and I'm reduce to my 1liner PB100 .. a pocket 'amiga 500' would be a nice replacement.

"Byron Desnoyers Winmill" <wbdesnoy@acs5.acs.ucalgary.ca> wrote in message news:9j0b67$1jsc$1@nserve1.acs.ucalgary.ca...
> Bob Retelle (bobr1@provide.net) wrote:
> : The question is, who will buy this new $300 box?
>
> Perhaps nobody. We are simply playing with ideas here.
>
> Or, perhaps, somebody. Look at the groups this discussion is taking place in.
> How many people would even consider using these machines in an era of GHz
> computers? After all some of these machines run at a poky 1MHz, and are
> crippled by 8 bit wide words. (My Apple II fits in that category.)
>
> Apparently a large number of us still use those machines. Some of us still
> buy those machines. Sometimes we pick up the original thing (Apples, Atari's,
> Commodores, and so forth) for a bargain. Sometimes we pickup devices which
> have similar, embedded processors. The TI graphing calculators use the Z80
> and 68000 processors. These calculators appear to fit in the $80 to $220
> Canadian range, and I'm willing to bet that there are good margins.
>
> So maybe there is a market. But that still shouldn't prevent us from
> discussing ideas.
>
> Byron.

2151. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 04:56:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk>
Source record: 43316
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem <tthai@mindspring.com> writes
>I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.

Would the computers come with a news-reader that prohibited top-posting,
too?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

2152. Re: STE / PC network

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 06:12:02 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3B5A6E95.2C37DABC@village.uunet.be>
Source record: 43317

howdy,

Leo.Z wrote:
>
> I've got a PC running windows ME, and am wondering if there is anyway to
> share data between them in a more modern way than by using floppies. I not
> only would like to share files, but also a net connection (?)

share files and a net connection :
like the other ppll already said you can use serial/parallel or scsi
connection.
but you can also use a real ethernet connection and make your atari part of
the LAN.

A solution is possible. If you don't like to solder and make a PCB yourself,
you'll have to wait a while (a few weeks) till Elmar Hilgart makes his
available for public.

furthermore check out :
http://gallery.uunet.be/saka/atari/index.htm

Greets,

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2153. Re: Software Upgades in the US: HD Driver,

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 06:14:31 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B5A6F47.3FE449C@seimet.de>
Source record: 43318

Lyndon Amsdon wrote:
>
> On 21 Jul 2001 12:12:54 , Brian J. Roland wrote:
> >My usual Atari retail outlet informs me I'm
> >now an ASH orphan, at least through him.
> >
> >Anyplace in the USA I can upgrade these titles?
> >
> >HD Driver 7.61
> >NVDI 5.1
> >CAB 2.7
> >MagiC 6
> >
> >In all cases It has been about 2 years since I
> >updated. I'm at least one version behind in them
> >all.
>
> HDDriver can be upgraded by the author Uwe Seimet and I think hes German.

HDDRIVER can also be upgraded by Atari Workshop in England. In case you
are not yet a registered user of HDDRIVER your original HDDRIVER floppy
disk is required for the update. The current version is HDDDRIVER 8 and
more information is available on my webpage:
http.//www.seimet.de/atari_english.html.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2154. Re: SoundPool's Audio Tracker

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 06:14:42 UTC
From: puffpuffin@aol.com
Message-ID: <20010722021442.17913.00000998@ng-md1.aol.com>
Source record: 43319

Paul,

Wizztronics in NY is the North American Distributor for Soundpool products. Go to http://www.wizztronics.com.

They've also got a sale on their Falcon Rack (it's a big sucker!) if interested.

Phil

>
>Well, after having it recommended to me by a couple people here, I
>downloaded the demo version of SoundPool's Audio Tracker. I was
>pleasantly surprised by it's performance, features, and looks. I
>think it might work out for me as an addition to Cubase Audio, when
>vocal tracks are needed.
>
>Anyway, now the only problem is that I can't seem to find it anywhere
>in the US. I haven't paid as much attention to the Atari scene in the
>last year or so as I used to, but did Systems For Tomorrow and
>chro_Magic more or less liquidate their Atari stuff? Seems like there
>isn't much on the sites anymore. Are there any other US or Canadian
>Atari dealers still around that carry SoundPool's product line? If
>not, I suppose I could try to order it directly from SoundPool
>themselves.
>
>Any suggestions or help would be appreciated.
>

2155. Re: Software Upgades in the US: HD Driver, NVDI, CAB, MajiC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 07:18:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200107220918.a46233@b.maus.de>
Source record: 43320

>Anyplace in the USA I can upgrade these titles?

As from monday Europe Shareware North America (ESNA) will be in business. Maybe they can help you.

<http://www.europe-shareware.org/english/>

2156. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 11:24:06 UTC
From: bindon@madasafish.com
Message-ID: <tlldumbuuuqu15@corp.supernews.com>
Source record: 43321

On 21 Jul 2001 20:38:09 , Ken Springer wrote:

Hi

>At any rate, making it a jpeg is the very last step you want to do. Do
>all your color corrections, touch ups, sharpening, etc. on a copy of the
>original scan, then save the edited version in a file format that will
>retain the full range of colors. JPEG's will decrease the colors.
>
>I could go into more detail, but I'll quit here. <G>

Thanks! I'm more concerned though if scanning at 100DPI at 50% zoom or 50DPI at 100% zoom as they come out the same size physically but which would be better? I found that the best setting was gamma corrrection for 24 pin printer rather than the CRT options! The site is just designed to be viewed on a monitor. Or do I scan big at 300DPI and somehow convert it smaller with some utitility to get the file size acceptable.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2157. Re: Mouse, anyone ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 12:21:52 UTC
From: Pro-Motion <reply.to@address.is.valid>
Message-ID: <9jegf8$647$1@newsg1.svr.pol.co.uk>
Source record: 43322

"Jan Vanden Bossche" wrote...

> In a computer dumpstore I foud an Atari 1040 STF with a SM124
> monitor.
>
> But no mouse, and no software.
>
> I can get most software on the net, I suppose, - any hints are
> welcome - but where do I find a mouse ? Is it possible to hook up
> a PC mouse to an ST? Please let me know, 'cause I don't know
> much about these machines.

There is an ST mouse for sale here...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1255706985

Currently at £10 plus shipping.

2158. Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 12:25:16 UTC
From: Pro-Motion <reply.to@address.is.valid>
Message-ID: <9jeglh$f0t$1@newsg4.svr.pol.co.uk>
Source record: 43323

Between 1993 and 1995 I made The Cheaters Digest, awarded a decent 76% by ST Format. I still have all the original disks but, sadly, no ST.

Short of buying myself an Atari, has anybody any idea how I can get these onto my PC?

From memory I think the disk format was fairly standard, with 80 tracks and 10 sectors. I don't recall putting any tricky copy protection on.

Thanks to all in advance.

--
Phil Huff

2159. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 12:41:08 UTC
From: vdjole@EUnet.yu
Message-ID: <9jehl2$4d7$2@news.eunet.yu>
Source record: 43332

On 20 Jul 2001 09:00:52 , Derryck Croker wrote:

>>Now, if only Christian had compiled a 68000+68881 version as well as a
>>plain 68000 one... probably a FPU would help in an application like this...
>
>There's a TT version as well as an ST - if that's any help.

I know, I got it in the same package- and of course it is not of use to
me on a MegaST- I would need just a 68881 version, not 68020+68881 :(

cu.

2160. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 12:51:49 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B5ACC65.278A6AC9@greeleynet.com>
Source record: 43329

Derryck Croker wrote:
>
> You should look at http://www.scantips.com

This is a great site! I'm glad you posted about it. A lot of his info
I've already figured out over the years, but not histograms! <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2161. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 13:03:45 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9jeivh$t5e$1@venus.itns.co.za>
Source record: 43330
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

2162. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 13:09:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995805100-631668AEicMi@08002go.com>
Source record: 43324

From: "Rory Street" <rory@atheniaglobe.com>
Date: Sat, 21 Jul 2001 12:19:22 +0100

>But where are..
>
>Spencer Davies?

Spencer drops in from time to time...

>Derryck Croker?

Dunno ;-)

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2163. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 13:12:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995805102-632148AEicMi@08002go.com>
Source record: 43325

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 21 Jul 2001 15:06:13 -0000

>I need scan some pics for my website using GT Look 2. I'm trying to
>think what DPI I should scan at. Is it better to scan at around 100DPI and

You should look at http://www.scantips.com

It's got some very interesting info, including how to use histograms.

--


```
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2164. Re: Software Upgades in the US: HD Driver,

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 13:16:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995805104-632588AEicMi@08002go.com>
Source record: 43326

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sat, 21 Jul 2001 21:45:33 -0000

>CAB, not sure, latest is 2.8 and I think there is little between the two
>versions. Magic 6 can be updated to 6.1 I think, and Europe Shareware seem

Mostly bugfixes and updates to html handling - and the changing of the jpeg
overlay to one that also displays png format graphics.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2165. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 13:22:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B5AD393.F9062EA0@greeleynet.com>
Source record: 43331

HI, Lyndon,

First of all, go check out the site that Derryck mentions in his post. I've just done a quick glance at it, but it looks like everything I would write, you will find there. So my comments below are based solely on my own experiences. <G>

Lyndon Amsdon wrote:
>
> Thanks! I'm more concerned though if scanning at 100DPI at 50% zoom or 50DPI
> at 100% zoom as they come out the same size physically but which would be
> better?

That will depend on the material being scanned and the algorithms used by your scan software. To me, in theory the results should be the same visually, but technically they may not be an exact match. But if you can't see the differences, what difference does it make?

You could also scan at 100 dpi at 100% zoom, make color correction steps in Photoline (or similar), then reduce the size there.

> I found that the best setting was gamma corrrection for 24 pin
> printer rather than the CRT options! The site is just designed to be
> viewed on a monitor.

This is where you have to make compromises. As noted on the scantip pages, you have no control over the hardware and settings used by the viewer. I run a high resolution on this Windows machine, 1280 X 1024 24 bit. So I sized my pictures to be good at this resolution. (I figured anyone interested in my aviation services AND could afford them would be running in higher resolutions anyway.) So my pictures will be very large when viewed on the original EGA screen of 640 X 480. And they will even be large at 800 X 600. If I would have had the time, a better solution would have been to place smaller sized pictures on the pages, and let the user click on them to get a larger picture. But that is more work, and I didn't have the time. Except for the wiring diagram.

FYI, he mentions 72 dpi and "early Apple screens". He's correct, the original Macintosh monitor is 72 dpi, and the Mac is what got desktop publishing off the ground.

> Or do I scan big at 300DPI and somehow convert it
> smaller with some utitility to get the file size acceptable.

Photoline, or similar will make it smaller. Even when printing at 600 dpi, you don't need a 300 dpi scan if you are doing color or greyscale. 200 dpi is all you need, assuming you want the printed version to be the

same size as the original and you choose the right file type.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2166. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:23:57 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b5af018249d740@tripnet.se>
Source record: 43333

On Sun 22-07-2001 13:25 (+0100) Pro-Motion wrote:

>Short of buying myself an Atari, has anybody any idea how I can get these
>onto my PC?
>
>From memory I think the disk format was fairly standard, with 80 tracks and
>10 sectors. I don't recall putting any tricky copy protection on.

Win-95 can read DD floppies formatted with 10 sectors and 82 tracks. The
reason is that initially Win-95 itself came on floppies. I don't think
newer Windows versions have this feature any more, but I havn't tried.

Btw, I just formatted a floppy as above and put it in my Win-95 and it
worked fine. Be shure to keep the floppies _write protected_ as Windows
actually will try to write to the bootsector even if you only read from
them (sic!).

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2167. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:32:17 UTC
From: Paul Kitching <paul.a.kitching@ntlworld.com>
Message-ID: <FtB67.4638$lz3.1775955@news2-win.server.ntlworld.com>
Source record: 43335
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephen Shaw <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!
>

Urgh!

What does it say? I am guessing "(C) Microsoft Corp."

Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
for it (and the Amiga, and probably the VIC-20).

Paul.

2168. Re: Software Upgades in the US: HD Driver, NVDI, CAB, MajiC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:37:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5AE51A.BC29B7A4@seimet.de>
Source record: 43334

Detlef Lewin wrote:
>
> >Anyplace in the USA I can upgrade these titles?
>
> As from monday Europe Shareware North America (ESNA) will be in business. Maybe
> they can help you.
>
> <http://www.europe-shareware.org/english/>

As far as HDDRIVER is concerned they will not be able to help. Updates
for HDDRIVER are only available from certain dealers, basically Atari
Workshop and me.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2169. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:39:59 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b5ac99f.0@energise.enta.net>
Source record: 43327

```
On 21 Jul 2001 08:21:44 , SWE/YesCREW wrote:
>On Fri, 20 Jul 2001, Edward S. Baiz Jr. wrote:
>
>> On 20 Jul 2001 18:58:44 , SWE/YesCREW wrote:
>>

>> I still say that PhotoTip version 3.0 does a great job also.
>
>
> I can judge it actualy, it asks foe wdialog and even with it, crash
>constantly.. For picture processind id vote or PhotoLine, backdraw may be
>that require FPU. Djpeg/cjpeg are just deapcker and packer, altough very
>good ones.. There is also Nview/Nconvert which knows some 200+ picture
>formats.
>
> Janez
>

I think the Photoline installation disk has both ST and TT versions.

Peter
---------------------------------------------------------------------
| Support independance for Britain |
| http://www.ukip.org |
---------------------------------------------------------------------
---------------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

2170. Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:40:01 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b5ac9a1.0@energise.enta.net>
Source record: 43328

I think that most of us have some shareware on our Ataris that we use from time to time if not regularly.

I am sure that many of you have registered it or at least tried to.

A few years ago I tried to register as much of my shareware as I could via Danny and Joe Connor and I think that all my regular apps are either registered or commercial and paid for.

Registering the shareware didn't cost much and I felt much better having made a contribution to the development of these apps.

My suggestion is this...

How about nominating one week as "Shareware Week". The idea being that we try to get as many people as possible to register the shareware that they use.

As well as encouraging more people to register it may encourage the developers to continue their work. A sudden influx of shareware fees should brighten their week.

Maybe we shouldn't just restrict this to "shareware", if there is a piece of commercial software that you have long considered buying then maybe "Shareware Week" is the time to but it.

This isn't compulsory it's just an suggestion.

Peter

```
---------------------------------------------------------------------
| Support independance for Britain |
| http://www.ukip.org |
---------------------------------------------------------------------
---------------------------------------------------------------------
| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

2171. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:44:27 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <9jpllt8m192ikfk17l3rd83itncq0u2pa5@4ax.com>
Source record: 43252
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 21 Jul 2001 18:28:26 +0000, spike1@freenet.co.uk said:

>supportUSA.com <incoming@supportusa.com> did eloquently scribble:
>> I guess I would suggest you build it based around the Timex Sinclair
>> ZX-80...That's worth $300, and it's really powerful too!
>
>Well it is!
>It could power a nuclear powerstation!
>It must be true. It was in the adverts.

I just got a PDP-11. Those machines really *were* used for
controlling nuclear reactors. Amongst other things. Mine, however,
never did anything more glamourous than routing parcels for a
nationwide courier service.

--
David Cantrell | http://www.cantrell.org.uk/david

2172. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 14:47:00 UTC
From: bindon@madasafish.com
Message-ID: <tllpr4qb0c9h46@corp.supernews.com>
Source record: 43343

On 22 Jul 2001 13:12:12 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 21 Jul 2001 15:06:13 -0000

Hi

>>I need scan some pics for my website using GT Look 2. I'm trying to
>>think what DPI I should scan at. Is it better to scan at around 100DPI and
>
>You should look at http://www.scantips.com
>
>It's got some very interesting info, including how to use histograms.

Cheers Derryck, I was thinking, there must be some sort of FAQ on the net about scanning!
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2173. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:16:02 UTC
From: bindon@madasafish.com
Message-ID: <tllrhictuqnba1@corp.supernews.com>
Source record: 43344

On 22 Jul 2001 13:40:01 , Peter Slegg wrote:

Hi Peter

>Registering the shareware didn't cost much and I felt much better
>having made a contribution to the development of these apps.

Yes, I agree. I recently started registering my shareware apps, starting
with Aniplayer and AtarICQ. However some people just don't give a damn.
I would be nice if more poeple would register the soft to make them
know it is worth the time.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2174. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:16:05 UTC
From: bindon@madasafish.com
Message-ID: <tllrhl7i120lad@corp.supernews.com>
Source record: 43246

On 22 Jul 2001 07:22:27 , Ken Springer wrote:

Hi

>First of all, go check out the site that Derryck mentions in his post.
>I've just done a quick glance at it, but it looks like everything I
>would write, you will find there. So my comments below are based solely
>on my own experiences. <G>

I did take some time out to read the stuff about DPI, so I'm thinking about
80 to 100DPI considering most Atarians use around 800*600 which is what
the site is aimed at.

>> Or do I scan big at 300DPI and somehow convert it
>> smaller with some utitility to get the file size acceptable.
>
>Photoline, or similar will make it smaller. Even when printing at 600
>dpi, you don't need a 300 dpi scan if you are doing color or greyscale.
>200 dpi is all you need, assuming you want the printed version to be the
>same size as the original and you choose the right file type.

I see. I don't own Photoline, and for that matter hardly any art packages!
I recently got Positive Image so I'll see if that offers anything useful.
I was impressed with the results I saw of Photoline in Atari Computing
and what people are saying here so I'll check it out. I quite like
messing with images, especially now I have a Falcon.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2175. Re: Ghostcript. Where?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:16:08 UTC
From: bindon@madasafish.com
Message-ID: <tllrho5raloab6@corp.supernews.com>
Source record: 43345

On 21 Jul 2001 21:15:42 , "Steve Sweet" wrote:

Hi

>> >Now, if only Christian had compiled a 68000+68881 version as well as a
>> >plain 68000 one... probably a FPU would help in an application like
>this...
>
>> There's a TT version as well as an ST - if that's any help.
>
>My experience is that 030 versions aint much faster, that could be because I
>use Magic, an purely 68000 emulator, but a FPU version usually screams.
>
>I do hope this new version of Magic has some 030 bits in it.

The 030 version bombs on my Falcon either from TOS or Magic. I'm guessing
that to use the 030 prg, I need the FPU. I currently use the 68000 version.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2176. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:16:11 UTC
From: bindon@madasafish.com
Message-ID: <tllrhr1fd6o8c0@corp.supernews.com>
Source record: 43247

On 21 Jul 2001 21:09:55 , "Steve Sweet" wrote:
Hi Steve

>> I think I was going to start subscribing to this when Atari
>> Computing closed down. Instead I decided to buy a modem and get news
>> that way. I do miss having a nice printed mag though.
>
>It was probably the most technical mag available this side of the pond which
>was why I supported it so long. It then went down the khazie so I dropped
>it, on re-subscribing they dumped me!!.
>
>Lets not lose sight of the fact that it was a damn good read!.

At first I didn't like it! No games like ST Format, but I soon relaised that
there were better things to do on my ST and I still look back at them for
reference to some hardware stuff. And the price was good too.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2177. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:16:12 UTC
From: bindon@madasafish.com
Message-ID: <tllrhsmbpjlvc6@corp.supernews.com>
Source record: 43248

On 21 Jul 2001 21:11:24 , "Steve Sweet" wrote:
Hi

>> Has anyone tried 'phoning the FaST Club?
>
>I think that the new dude at CCC tried that and the answering machine was
>permanently on!.

I'm still thinking if I should ring up to see if I can update Imagecopy.
It is the same number as in the adverts in AC? I'll look like a plank
if it's some other place now.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2178. Re: Software Upgades in the US: HD Driver,

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:22:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5afd3654cfd70@pandora.be>
Source record: 43250

on Sun 22-07-2001 13:16 Derryck Croker wrote:

>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sat, 21 Jul 2001 21:45:33 -0000
>
>>CAB, not sure, latest is 2.8 and I think there is little between the two
>>versions. Magic 6 can be updated to 6.1 I think, and Europe Shareware seem
>
>Mostly bugfixes and updates to html handling - and the changing of the jpeg
>overlay to one that also displays png format graphics.

And better support for progressiev jpg's. They are much faster
displayed now.

Test page containing 13 progressive jpg's ranging from 30kb to 70kb.

1) Cab 2.70e: load time: 1'46"31
2) Cab 2.80: 0'49"75

Strange enough some (MagiC) users didn't notice any speed different. Why? I
don't know.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2179. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 15:22:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5afd3654cfd71@pandora.be>
Source record: 43249

on Sat 21-07-2001 20:54 Steve Sweet wrote:

>Hi Uwe et al.
>
>> > No. Why should I? My Hades has lots of memory.
>
>I'm alright Jack attitude.
>It wouldnt be Atari software if it wouldnt work on a basic Atari hardware
>setup would it?.

Have you seen my answer?

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2180. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 16:20:23 UTC
From: Pro-Motion <reply.to@address.is.valid>
Message-ID: <9jeupkgkm1@newsg1.svr.pol.co.uk>
Source record: 43251

"Kenneth Medin" wrote...

>> Short of buying myself an Atari, has anybody any idea how I can
>> get these onto my PC?
>>
>> From memory I think the disk format was fairly standard, with 80
>> tracks and 10 sectors. I don't recall putting any tricky copy
>> protection on.
>
> Win-95 can read DD floppies formatted with 10 sectors and 82
> tracks. The reason is that initially Win-95 itself came on floppies. I
> don't think newer Windows versions have this feature any more,
> but I havn't tried.
>
> Btw, I just formatted a floppy as above and put it in my Win-95 and
> it worked fine. Be shure to keep the floppies _write protected_ as
> Windows actually will try to write to the bootsector even if you only
> read from them (sic!).

That could explain things. I have Windows ME - it can read the directory OK, but refuses to copy any files. I'll find a Windows 95 box and have a go with that.

--
Phil Huff

Atari equipment>>

2181. Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 17:22:09 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B5B0BFC.932D68B@ataritimes.com>
Source record: 43253

Remember my issue about wanting to get my STOS game off of my ST to the PC so I could finish it! Well, I discovered that I already had a very recent version of the game on the PC! So, now I just need to finish up some of the levels and it'll be done. Or, at least as done as it's gonna get!

--
Greg

=-=-=-

2182. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 17:48:04 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlm5to72ap347f@corp.supernews.co.uk>
Source record: 43255
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi Stephen.

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9jeivh$t5e$1@venus.itns.co.za...

> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

Couldn't you just post it, there's not likely to be many peop's with access
to that hardware.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2183. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 17:54:33 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlm5tqnejcg880@corp.supernews.co.uk>
Source record: 43256

Hi Kenneth
> Btw, I just formatted a floppy as above and put it in my Win-95 and it
> worked fine. Be shure to keep the floppies _write protected_ as Windows
> actually will try to write to the bootsector even if you only read from
> them (sic!).

Works with Win ME as well, but it dont try to write to my floppies, are you sure youre not virus infected.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2184. FS: Gemulator TOS-boartd with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 17:56:11 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <%sE67.9691$qR5.1119882@news01.chello.no>
Source record: 43254

German TOS, 2.06 or 2.05. Make me an offer. VISA card accepted.
--
mvh P&#65533;l Monstad, PM data
www.pm-data.no
www.pm-data.no/skole

2185. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 18:06:36 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlm5tte347jk81@corp.supernews.co.uk>
Source record: 43257

Hi Peter

> How about nominating one week as "Shareware Week". The idea
> being that we try to get as many people as possible to register
> the shareware that they use.

And how do you plan on contacting the authours. Most of them have buggered off and cannot be found.

Some have taken the money and run, leaving behind unsupported buggy translation software.

Other gem's i'd happily re-register for an upgrade have sunk into the programming dark beyond.

Maybe anyone who considers taking up this suggestion should post here and get others to share their experiences.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2186. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 18:53:11 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5B2113.51FDDF85@inebraska.com>
Source record: 43258
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Can you fellows on the east side of the Atlantic help me with an early 80s question?
When I was in grad school in Mississippi, I saw on the Public TV channel (several times) two BBC series on micro computers.

One was called (I think) The Computer Program, and the other was (as I recall) Making the Most of the Micro.

Each was 12-13 episodes long.

I've tried here, through contacts with the Nebraska Public TV to see if anyone has copies, or where I could buy copies. Do any of you know anything about getting old BBC programs on tape?

Both series had the same host (a Scottish surname as I recall) and covered a number of different machine, but esp the one I don't have and would really like to have: the Acorn BBC computer.

Thanks

Roy

spike1@freenet.co.uk wrote:

> supportUSA.com <incoming@supportusa.com> did eloquently scribble:
> > I guess I would suggest you build it based around the Timex Sinclair
> > ZX-80...That's worth $300, and it's really powerful too!
>
> Well it is!
> It could power a nuclear powerstation!
> It must be true. It was in the adverts.
> :)
>
> --
> --
> | spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
> | | graphical shell for a 16 bit patch to an 8 bit |
> |Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
> | in |microprocessor, written by a 2 bit company, that|
> | Computer Science | can't stand 1 bit of competition. |
> --

2187. CAF:SoundPool ADAT & Alesis AI3?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 19:03:51 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107221103.13cbd15f@posting.google.com>
Source record: 43259

I have an opportunity to get an Alesis AI3 at
a really sweet price. This is 24bit A/D/A
converter with 8 balanced inputs and 8 balanced
outputs, thus converting all 16 channels into 2
optical/digital ADAT connections. It claims
to work with all 20 bit ADAT standard equipment.

Does anyone know if this would work with the
SoundPool ADAT box and CueBase Audio? Seems
like it should to me. Can the SoundPool ADAT
device still be purchased?

Thanks,
Brian

2188. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 20:01:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B5B311F.72E36643@greeleynet.com>
Source record: 43260

Lyndon Amsdon wrote:
>
> I did take some time out to read the stuff about DPI, so I'm thinking about
> 80 to 100DPI considering most Atarians use around 800*600 which is what
> the site is aimed at.

OK. Just do the math backwards. There's 800 pixels horizontally to deal with total. You've got this picture you want to display on the screen. But you don't want it to be the full width of the screen. Let's say you want it to cover a horizontal distance of 1 quarter of the screen. Horizontal position doesn't matter here. 1 quarter of the screen is 200 pixels, so you want your horizontal or X size of the scan to be 200 pixels when you are done. Measure the area you want to be displayed on the screen, lets' assume that to be a 4" width, such as a picture. 200 (pixels) divided by 4 (inches) equals 50 pixels for each inch of picture width. 50 dpi scan will get you that exactly, without excessive file size. You might even try a couple of scans with fewer dpi, then display them in your browser and see if it makes a difference. That's basically how I came up with the size of the pictures on my web pages.

> I see. I don't own Photoline, and for that matter hardly any art packages!
> I recently got Positive Image so I'll see if that offers anything useful.
> I was impressed with the results I saw of Photoline in Atari Computing
> and what people are saying here so I'll check it out. I quite like
> messing with images, especially now I have a Falcon.

I've got Positive Image also, but I don't remember if it will scale the picture. I'm pretty sure Imagecopy does.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2189. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 20:45:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5b48508f7f280@pandora.be>
Source record: 43261

on Sun 22-07-2001 14:01 Ken Springer wrote:

>I've got Positive Image also, but I don't remember if it will scale the
>picture. I'm pretty sure Imagecopy does.

I don't think PI can scale down pictures. Furthermore you can expect
lots of troubles on modern systems.
For instance if one use VFAT (MiNT) PI is unable to load the images. It
says 'Picture format not recognised'. Also it have troubles with some
TIF files. It supports only non compressed TIF. Gif isn't supported at
all. OTOH one will be able to load/save picture in PNG format.

IMHO the main drawback of PI is its slowlyness. Even on a Hades one can
see the picture loaded block by block.
I did a test with a 379.468 bytes PNG.
PI ----------> 24:16 (24 sec)
Imagecopy: --> 2:28 (2 sec)

On a Falcon it might be quicker as AFAIK it make use of the DSP. Anyway I
shaw PI once running on the author his Falcon. I didn't notice that it was
slow. That's why I bought me PI. Back at home it was a great
disappointment. At that time I was using a TT030. PI turned out to be
useless. Even now on the Hades it's still useless.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2190. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 21:17:26 UTC
From: bindon@madasafish.com
Message-ID: <tlmgn6sjkqpi36@corp.supernews.com>
Source record: 43262

On 22 Jul 2001 19:06:36 , "Steve Sweet" wrote:
Hi

>Maybe anyone who considers taking up this suggestion should post here and
>get others to share their experiences.

I go direct to the authors, then I know they're getting the money. They don't
seem to mind.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2191. Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 21:46:57 UTC
From: ebaiz@skyenet.net
Message-ID: <IRH67.14451$9e.1255@newsfeed.slurp.net>
Source record: 43263

Hello all,

I am having a strange online problem. Sometimes when sign on to my ISP, I cannot do anything. If I try to get mail or get on a webiste, the modem sends a signal, but no data comes from my ISP. There have been times that if I wait long enough while I am online, things start to work again. My ISP says it is fine at it's end. I though that maybe my ISP was upgrading the sytem, but they say no. When I am locked out, I can still get online if I use my wife's PC. Anyone know what the problem is? My wife thinks it is my modem, but if that was the case I should be not able to sign and get connected. This happens with both Sting and Stik2.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2192. Re: Mouse, anyone ?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 21:48:20 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <hNvySUAko0W7Ewh8@atari.org.uk>
Source record: 43264

As far as i know i can still get brand new Atari/amiga rodents:))

I have tried these myself and they are pretty good:)

I also have the occasional second hand rodent in, usuall from ï¿½5+
depending what type it is etc:)

Steve

In article <01c11213$0e2a0d00$LocalHost@amd5x86>, Jan Vanden Bossche
<j.vd.bossche@pi.be> writes
>In a computer dumpstore I foud an Atari 1040 STF with a SM124 monitor.
>
>But no mouse, and no software.
>
>I can get most software on the net, I suppose, - any hints are welcome -
>but where do I find a mouse ? Is it possible to hook up a PC mouse to an ST
>? Please let me know, 'cause I don't know much about these machines.
>
>Greetings from the TyRannoSaurus
>Jan-80

-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2193. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 21:54:37 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b5b59b616044a1@tripnet.se>
Source record: 43270

On Sun 22-07-2001 18:54 (+0100) Steve Sweet wrote:

>Hi Kenneth
>> Btw, I just formatted a floppy as above and put it in my Win-95 and it
>> worked fine. Be shure to keep the floppies _write protected_ as Windows
>> actually will try to write to the bootsector even if you only read from
>> them (sic!).
>
>Works with Win ME as well, but it dont try to write to my floppies, are you
>sure youre not virus infected.

Almost shure :-)

This fenomema _is_ documented but not well known. To prove it do as
follows:

1. Format a floppy on the Atari.

2. Save the bootsector with FCOPYPRO or any other disk utility.

3. Insert floppy in pc and "open it".

3. Put it back in the Atari and save bootsector again to another filename.

3. Compare the two saved bootsectors with ï¿½gale and watch the difference.

4. Type in the "difference" in your browser and seach the net and you
will find others who have made the same finding.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2194. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 21:57:23 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <29W3OuADx0W7EwBv@atari.org.uk>
Source record: 43265

In article <tllrhictuqnba1@corp.supernews.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>Yes, I agree. I recently started registering my shareware apps, starting
>with Aniplayer and AtarICQ. However some people just don't give a damn.
>I would be nice if more poeple would register the soft to make them
>know it is worth the time.
>Lyndon Amsdon

And thats the problem, there are more people out there not giving a damn
than those who really care.

And guess, you can bet the ones that complain first about lack of
support are the ones that dont give it!!!

I had a major problem trying to trace down some shareware authors a few
years ago, before i took delivery of the 'former' LAPD' library. I go t
a couple to allow the software to be releases as pd, but most others
disappear without a trace:(((

If there are any shareware/licenceware authors that have had software
distributed by LAPD public domain library, please get in touch. Or new
authors.. you never know:))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2195. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 22:02:46 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <0t33a6AG20W7Ewh5@atari.org.uk>
Source record: 43266

In article <9jeupkgkm1@newsg1.svr.pol.co.uk>, Pro-Motion
<reply.to@address.is.valid> writes
>That could explain things. I have Windows ME - it can read the directory OK,
>but refuses to copy any files. I'll find a Windows 95 box and have a go with
>that.
>
>--
>Phil Huff

Windoze 98/se can read extended formatted disks.

What i do is use a program called DC format 3.0 to add an ms-dos
compatible bootsector, and then can read AND write to the disk with no
problems.

For normal use I tend to format the disks via windoze and then transfer
files via floppy that way.

If the disk have a few files you could try GEMexplorer, which is part of
the gemulator system, they do have a trial/limited version for people
who dont have the genulator, but htis only moves ONE file at a time. IT
does read all Atari disks I've thrown at it.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2196. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 22:09:22 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlmn1k62kc69ca@corp.supernews.co.uk>
Source record: 43269

Hi Lyndon

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tllrhsmbpjlvc6@corp.supernews.com...

> >> Has anyone tried 'phoning the FaST Club?
> >
> >I think that the new dude at CCC tried that and the answering machine was
> >permanently on!.

> I'm still thinking if I should ring up to see if I can update Imagecopy.
> It is the same number as in the adverts in AC? I'll look like a plank
> if it's some other place now.

I should try and pay by credit card if you can arrange it so's you'll have
some protection.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2197. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 22:40:16 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlmliipp5ti1ac@corp.supernews.com>
Source record: 43267
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> <tthai@mindspring.com> writes
> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people would buy them.
>
> Would the computers come with a news-reader that prohibited top-posting,
> too?

Anything possible... maybe even refuse to post message with signature 4 time longer then the
message itself? Keep your great idea coming!

Stephan

>
> --
> James Coupe PGP Key: 0x5D623D5D
> "Surely somewhere out there there's a woman who's EBD690ECD7A1F
> been sodomized by her father and is capable of B457CA213D7E6
> composing a few coherent sentences on the subject." 68C3695D623D5D

2198. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 22:53:36 UTC
From: spike1@freenet.co.uk
Message-ID: <ghlfj9.je6.ln@ridcully.freenet.co.uk>
Source record: 43273
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> did eloquently scribble:
> Can you fellows on the east side of the Atlantic help me with an early 80s
> question?
> When I was in grad school in Mississippi, I saw on the Public TV channel
> (several times) two BBC series on micro computers.

> One was called (I think) The Computer Program, and the other was (as I recall)
> Making the Most of the Micro.

> Each was 12-13 episodes long.

> I've tried here, through contacts with the Nebraska Public TV to see if anyone
> has copies, or where I could buy copies. Do any of you know anything about
> getting old BBC programs on tape?

> Both series had the same host (a Scottish surname as I recall)

Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
type sidekick on the computer programme...

Alas. No. Can't gove you any pointers on getting copies. I don't know if the
BBC even still have copies of it.

You could always enquire to the BBC itself.

--
____
spike1@freenet.co.uk	"I'm alive!!! I can touch! I can taste!
Andrew Halliwell BSc(hons)	I can SMELL!!! KRYTEN!!! Unpack Rachel and
in	get out the puncture repair kit!"
Computer Science	Arnold Judas Rimmer- Red Dwarf

2199. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 23:04:18 UTC
From: Justin Scott <djnospam@impakt.net>
Message-ID: <tlmmvi2nmojk7a@corp.supernews.com>
Source record: 43268
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:

> "James Coupe" <james@zephyr.org.uk> wrote:
>
>> Stephan Schaem <tthai@mindspring.com> writes:
>>>
>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>few people would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
> Anything possible... maybe even refuse to post message with signature 4
> time longer then the message itself? Keep your great idea coming!

If you can port the tin reader from unix, it's already got that capability.

;)

It will even insult you, so no-one in the group has to. :)

cheers,
j

2200. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 23:42:10 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <g3pmltcktoir453e6fd88cfqdsqfpfnpug@4ax.com>
Source record: 43272
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
<tthai@mindspring.com> wrote:

>
>"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
>> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
>> <tthai@mindspring.com> writes
>> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
>>
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Here's another one: use a newsreader that uses a decent maximum
line-length, but you don't give a hoot for good netiquette, do you?
All you want to do is troll.

--
Bill Hoggett

2201. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 23:49:19 UTC
From: jba4@po.cwru.edu
Message-ID: <3b5b61f2.21974432@news.cwru.edu>
Source record: 43182

On Wed, 25 Jul 2001 00:41:02 +0200, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

>Browsing through the programmers guide of MagiC 6.0 I was surprised to see
>how Andreas went through great lenghts to make MagiC and MiNT at least a
>little compatible. I can't help thinking if the MiNT developers would make
>the same effort the OS's would both be much more compatible.

Dennis,

Maybe I'm missing something here, but where are these
incompatibilities? I really am not that familiar with MagiC (I've
seen it run, but that's all. I think it's a great OS.). I am familar
with MiNT on the user level, but I don't really know what's going on
in the innermost parts of the OS.

Anyway, I've used quite a few programs with my Atari and I've never
really seen a problem. I run Atari AES 4.1 on top of MiNT, but I also
use the command line in a console window. I've demoed quite a few ASH
applications, which I would assume would be designed towards MagiC and
they've always run well! What exactly is incompatible between the
operating systems.

Personally, I think the MiNT designers are doing a wonderful job at
keeping MiNT very current. I'm not saying MagiC isn't modern, I'm
just saying they both are, but they are in different ways. The MiNT
programmers are doing a great job bringing MiNT closer and closer to
POSIX standards while miraculously maintaining a high level of
compatibilty with the original Atari TOS. They have allowed a lot of
UNIX software ports to be done on the Atari, which is a good thing in
that more software is available. I know some people have different
opinions about porting software and I can understand that. From what
I understand, MagiC is also a wonderful operating system and has many
benefits beyond MiNT.

I know there might be some small incompatibilities between the OSes on
the Atari, but the Atari is a unique hardware/software platform in
that all the OSes are more or less compatible. Most programs (not
counting games and software with direct hardware access) can run under
Atari TOS, MiNT+MultiTOS, MiNT+NAES, MagiC, Geneva, MiNT+Geneva,
MiNT+XaAES, etc. And a lot of differences exist in the approaches to
design in each OS, but they all manage to be compatible.

I don't think another platform offers this amazing feature. Take the
PC. A whole bunch of OSes exist, but, in general, programs cannot be
simply run under different OSes on this platform. A Linux program

cannot be directly run under Windows 98 and a Windows NT program can't be run directly under OS/2 or MS-DOS. There are different flavors of DOS, which, in a way, mirror the Atari situation.

I think we should applaud the programmers of MiNT as well as the programmers of MagiC for keeping this compatibilty. MiNT might be moving in a somewhat different direction sometimes, but the basic compatibility will remain.

Does anyone else have any thoughts on this subject? I've always found the compatibilty in different Atari OSes fascinating.

I was just defending the MiNT programmers. I don't think they're ignoring MagiC development, I think they just have some other goals as well as maintaining compatibilty.

I do think I have a highly simplified argument, however, since I don't have the slightest idea what a thread is for other than sewing on a button ;-)

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2202. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 23:53:31 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <bipmltcql7km5c9ro8f9etrtj37do0p9jj@4ax.com>
Source record: 43271
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 23:04:18 -0000, Justin Scott <djnospam@impakt.net>
wrote:

>In comp.sys.apple2 Stephan Schaem <tthai@mindspring.com> wrote:
>
>> "James Coupe" <james@zephyr.org.uk> wrote:
>>
>>> Stephan Schaem <tthai@mindspring.com> writes:
>>>>
>>>>I think if the design can fit in a 6x3x1 inch format with a color LCD a
>>>>few people would buy them.
>>>
>>> Would the computers come with a news-reader that prohibited top-posting,
>>> too?
>>
>> Anything possible... maybe even refuse to post message with signature 4
>> time longer then the message itself? Keep your great idea coming!
>
>If you can port the tin reader from unix, it's already got that capability.

tin has versions for Amiga and Win32, but the former is a bit old and
the latter needs cygwin. Besides, tin is too un-Windows-like for
Stephan to use. He prefers to inflict Outlook Distress on everyone.
The worse it posts the happier he is. He'll be posting in HTML soon.

I haven't tried compiling a new version of tin under AmigaOS. It
might be interesting to try...

slrn 0.9.7.1 was fun!

>;)
>
>It will even insult you, so no-one in the group has to. :)

He's a troll. He's not happy unless someone insults him. Why do you
think he comes here? :)

--
Bill Hoggett

2203. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-22 23:58:04 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913820-43675AEicMi@gmx.net>
Source record: 43207

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Wed, 18 Jul 2001 18:48:32 GMT

Hi Martin,

>>>ROTFL: ASH mailer can't even quote properly

>>I'm missing the point Martin.... are you suggesting that I quote the posts
>>unproperly?

> It's ofcourse not the fault of your beloved mailer but of you.
> Your postings are rather difficult to read. You should leave one
> blank line between the original and your answer.
> Even if the newsreader works with different colors it's still
> hard to read.

Thanks for yor advice Martin.... as you can see I'm quoting in a "proper" way
now, since you've been ROTFL with ASH Emailer, I suppose it's allright if I
ROTFL with your beloved mailer also ?
It seems to be incapable to set the time zone properly... since a couple of
months *all* your postings are two hours in front of GMT summertime...

Cheers from Belgium
Dennis

2204. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 00:02:21 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com>
Source record: 43274
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > says...
> > >
> > > >
> > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > implemented some sort of paging mechanism to access the 128kB found
> > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > have lying around here, somewhere. (Though my understanding is
> > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > memory.)
> > > >
> > > > Byron.
> > >
> > >
> > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > one
> > > even gets a several 100's bytes of cache ? ;o)
> >
> > How about Transmeta's Crusoe? This would outsell everything mentioned
> > thus far I guarantee it. It can emulate anything, including x86 at
> > native speed!
>
> I dont think thats true. The transmeta chip only deliver a fraction of the performance
> of a core like the thunderbird at the same mhz.
> And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> But then you can get a 750mhz similare core (Duron) for 25$... thats your price.

A notebook CPU costs more than that, heck I can't even find a price for
comparison. You just couldn't use one of those furnaces in a book-size
unit.

> I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.

But it would be a HELL of a lot faster than the 68000/Timex
Sinclair/6502 relics others are suggesting, and it runs without a
heatsink. You ever felt the CPU in a notebook? imagine the temp a

thunderbird would be!

> just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.

Thats under the x86 codemorphing layer with the optimizations set to
"don't cache code", The Crusoe is a tricky beast to benchmark,
especially against it's own codemorphing layer. The codemorphing tends
to cache the benchmark loops giving unrealistically high scores, so for
simplicity, it's turned off.

> > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > incredible.
>
> No so sure about that...

It would be wild, a codemorphing layer that abstracts a 68040, and the
chipset! come to think of it, I wonder if UAE would even be needed?

> > Modules could be made for just about ANY old school CPU/platform, and an
> > OS wouldn't need to be developed for it, as it could run these platforms
> > OS's natively, maybe even in addition to a custom OS.
>
> Their is already so many core running on the x86... From the most obscure to
> C64 & amigas.

But those are "emulators", Crusoe's codemorphing is a much different
beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

> > Marketing would be a piece of cake, as you could use it from anything
> > from a Kiosk to a webserver, an Amiga emulator to a Unix portable.

And it looks like they beat me to it, it's now available, albeit at a
higher price, running linux 2.4.5 w/Netscape 4.7 (shudder)

> > Computer do alot nowdays in term of multimedia because of the power they have.
> > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.

On the contrary, they'll market them for dumber things, like Intel
saying it's "New Pentium 4 processor will enhance the web" and going
on about how the internet will be faster. I always get a kick out of
that :)

> > Linux Geeks would love it! (if only because Linus works for transmeta).
> > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > it :)
>
> > Hell, I'd buy one and just run it as my mail/webserver and
> > router/firewall. transmeta already has a custom linux distribution
> > available for it. Not only that, but it could be offered in several
> > packages, you want WinXP on it? No problem!

> Why would you want to pay for low performance?
> Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu

Because emulation would /be/ low performance, the Crusoe running a
platform under codemorphing is faster than any emulator I've ever seen.
Show me an x86 emulator that can run Windows faster than the Crusoe can
under codemorphing/x86. Remember, this is a hobby box, if I want to toy
with an OS, I want to run it natively, (or a codemorphing facimile
thereof.)

Plus it's upgradeable (the codemorphing), meaning the platforms it can
morph will increase over time.

> > The market could even be expanded to commercial vendors, it would be a
> > viable replacement for say, the hardware TiVo uses now. Cable
> > descramblers, Sattelite receivers, hell, I can think of very little
> > you couldn't make this thing do.

> You would need native code to do software encoding on that chipat a decent speed.
> Who would write all that code?

In the case of the Tivo, it's already been written. the Linux/x86
package is already available customised for the Crusoe, tailored by
Linus Torvalds himself. In the case of the Satelite reciever, you can
find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
software has already been made available for the Crusoe under GPL, so
has PDA codemorphing for the Palm platform.

The beauty is, if code isn't available, as long as you can produce the
codemorphing layer, you just reuse your existing code! Case in point,
Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
x86, it simply pretends to be through abstraction via the codemorphing.
Hence Windows can run "natively" on a CPU it isn't written for.

> > R&D required? very little, the hardware is ALL standard, and already
> > made, produced, and sold, not to mention it already has HUGE "geek
> > mindshare."

> Cant that be said for the x86 platform?

Only for the case of x86 hardware meant to run x86 software, the Crusoe
isn't limited to x86.

As for the "Geek Mindshare" I think a Crusoe captures more mindshare
among the HW geeks than x86 does.

2205. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 00:08:47 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3kak20cmd4@corp.supernews.co.uk>
Source record: 43151

Hi Kenneth

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3b5b59b616044a1@tripnet.se...
> On Sun 22-07-2001 18:54 (+0100) Steve Sweet wrote:
>

> >Hi Kenneth
> >> Btw, I just formatted a floppy as above and put it in my Win-95 and it
> >> worked fine. Be shure to keep the floppies _write protected_ as Windows
> >> actually will try to write to the bootsector even if you only read from
> >> them (sic!).

> >Works with Win ME as well, but it dont try to write to my floppies, are
you
> >sure youre not virus infected.

> Almost shure :-)

Ive just upgraded pccillin again so i'm almost confident.

> > This fenomema _is_ documented but not well known. To prove it do as
> follows:

I'll have to try that sometime.

2206. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 00:10:50 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlottb6bmrc641@corp.supernews.co.uk>
Source record: 43215

Hi Edward

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:lRH67.14451$9e.1255@newsfeed.slurp.net...

> I am having a strange online problem. Sometimes when sign on to my ISP,
> I cannot do anything. If I try to get mail or get on a webiste, the
> modem sends a signal, but no data comes from my ISP. There have been
> times that if I wait long enough while I am online, things start to
> work again.

I often find that I can get online with a PC where the Atari refuses to
tread, and its a mystery to me.

2207. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 00:16:14 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlottcmrpjj942@corp.supernews.co.uk>
Source record: 43214

Hi Lyndon

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tlmgn6sjkqpi36@corp.supernews.com...
> On 22 Jul 2001 19:06:36 , "Steve Sweet" wrote:
> Hi
>
> >Maybe anyone who considers taking up this suggestion should post here and
> >get others to share their experiences.
>
> I go direct to the authors, then I know they're getting the money. They
don't
> seem to mind.

I was trying to make the point that peop's should check other users
experiences first, to ensure they are not buying something that is known to
have shit support, without their knowing first if the relevant registered
version would be fit for their needs.

There's stuff I've registered in the past that looked good based on the
demo, that turned out to be shitte.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2208. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 00:51:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ipHoHuNmU3W7EwSa@gratiano.zephyr.org.uk>
Source record: 43275
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tlmliipp5ti1ac@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> Would the computers come with a news-reader that prohibited top-posting,
>> too?
>
>Anything possible... maybe even refuse to post message with signature 4 time longer then
the
>message itself? Keep your great idea coming!

Message I posted: 7 lines
Sig-sep: 1 line
Signature: 4 lines (following accepted Son-Of-RFC1036 standards)

Your point?

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

2209. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 01:06:19 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <94umltc7doha0sps3jfspod621mrl2dhru@4ax.com>
Source record: 43276
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 22 Jul 2001 15:32:17 +0100, "Paul Kitching"
<paul.a.kitching@ntlworld.com> wrote:

>Stephen Shaw <xstephenx@apple2.org.za> wrote in message
>news:9jeivh$t5e$1@venus.itns.co.za...
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
>chip
>> on the ROM01 motherboard and weep!
>>
>
>Urgh!
>
>What does it say? I am guessing "(C) Microsoft Corp."
>
>Would that be the BASIC ROM chip? I am quite sure Micro$oft wrote the BASIC
>for it (and the Amiga, and probably the VIC-20).
>
>Paul.
>

And the Ohio Scientific systems, and the Apple II and, and, and...

Actually the OSI BASIC was an excellent little interpreter. With only
6 digit floating point precision it was extremely FAST (who cares
about .000001 accuracy- I was just writing video games), it was
easily extensible and it only had a few bugs.

Those were the "good old days" when Microsoft was your friend.

BobR

2210. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 01:06:23 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <d4umltgg6gl683eajc4dptmijtclu7ccur@4ax.com>
Source record: 43277

On Sun, 22 Jul 2001 13:25:16 +0100, "Pro-Motion"
<reply.to@address.is.valid> wrote:

>Between 1993 and 1995 I made The Cheaters Digest, awarded a decent 76% by ST
>Format. I still have all the original disks but, sadly, no ST.
>
>Short of buying myself an Atari, has anybody any idea how I can get these
>onto my PC?
>
>From memory I think the disk format was fairly standard, with 80 tracks and
>10 sectors. I don't recall putting any tricky copy protection on.
>
>Thanks to all in advance.

It all depends on how your ST disks were formatted (by that I mean
what version of TOS was in the machine that originally made them.)

Early versions of TOS had a bug that prevented PCs from reading disks
they formatted, but since you indicated you can read the directories
on the disks, this probably doesn't apply.

If you still can't read them, there are some (old) DOS based programs
which might help IF you can find them.

"ST2PC.EXE" and "STTOPC.EXE" (which may in fact be variations on the
same program- it's been that long since I've even seen them) are PC
programs which will READ files from ST formatted disks, and let you
COPY the files onto the PC's drives.

You can't access the floppies directly from Windows using these
programs, you must copy the files onto the PC hard drive first using
the program.

(I'm going to have to see if I can find either of these programs, as
this question keeps coming up. I know I probably have them on a disk
somewhere, but locating the disks would take longer than searching the
web.)

Good luck!

BobR

2211. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 01:10:57 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0107221710.30698a6e@posting.google.com>
Source record: 43278

Uwe Seimet <us__nospam__@seimet.de> wrote in message news:<3B59A419.64EDFA4A@seimet.de>...
> Sure but others must also be entitled to say that they don't believe in
> the success of certain projects but think that the time spent for this
> projects might be better spent on other issues.

I think Uwe makes a LOT of sense here.

I joined in the poll and stated that YES, I will pay 50 to 100 US
dollars
for a vastly improved browser. I never had any problem with paying
for each
step up that CAB made either. The fact is, there are smaller
immediately USEFUL things that must be done before that dream browser
comes to be. Places where success CAN be had in shorter spells of
time. In time, maybe the pieces
will fall together allowing more rapid development of future
applications.

Something I feel that at this time would be much more useful than a
browser,
is gradual improvement on the programming tools, and OS extensions,
and an effort to get these tools into the hands of every day users.
An example of what I mean:

My introduction to C has been simple and fun, useing text only
applications
on a unix platform that are quite powerful thanks to the fact there
are
tons of calls avilable that I can understand and don't have to write
from
scratch. I.E. In my talker (amnuts) code, I don't have to understand
all the intricate details of the networking sockets...I can simply
vwrite() a line of text to a specific user...the compiler figures out
everything else.

In time I've built alot of generic functions of my own. So...here I
am
knowing NOTHING about TCP/IP stacks, yet I'm already writeing code
that
can communicate with 50 or so users all connected to the same
interactive database at the same time and address data belonging to
all these different users at the same time, yet I've written the code
as if there's only one user on one connection. It's simple stuff to
me because the tools take care of the complex issues like connecting
and booting users, laying out a file format for the disk drive,
setting up globals and buffers, etc.

I can take this same code on my MintNet Falcon, and the libraries simply don't
exist! If I do get it running, it's after disableing basic things, like
ansi characters or color support, scrolling features, and basic stack calls
like getipaddress, or lcrypt, etc...

Here we are dreaming of fancy browsers with java script support, yet the majority of us are still stuck with a VT52 console to work from. I'd love
a nice browser! But to be honest...I'd do back flips and pay twice as much for
some basic utilities like...a VT102/Ansi color terminal in a window to replace
the usual buggly/slow VT52 ones. I'd really drool for some libraries that would allow a beginner programmer to start out compileing simple ttp apps that run in these windows, wich could later have AES type environments built for them.

And Atari software always comes SO CLOSE to the mark...to the point of only
needing some polishing or small features added, and then it just stops cold with remarks like, "Why do you need VT102 that isn't slow as molasses, only works if you boot a certian way and hold your mouth just right, and actually works with standard termcaps without takeing 20 minutes to manually initalize and set up every time you want to use it? You don't need to be able to run vi on a remote system without spending an hour each session dicking around with display options and still not being able to get half of it working! Why don't you network 7 machines together, and from your 1st mint one do this, and call your isp and demand they change that, and use your 5th machine with the CT7 and snoopy's super screen hack to get a partial implimentation of VZ12 wich is ALMOST VT100, but you still won't get color or scrolling unless you invert the termcap on your 5th machine, but then it will give you German only menus, etc...etc...etc..." Oh, if you can't this running, you're an Idiot!

This example was not a problem when ISP systems still offered a direct connection into a unix account. I could still use a direct dial in term from 1982 like InterConnect or Flash or STalker or CoNnect or STorm, all with FINE emulation, XYZprotocols, and more.

With that in mind...
I won't be expecting any browsers. The code that would take an experienced programmer a single weekend to toss together is considered a waste of time, while it seems to me such things are the rudiments to developing an evironment
where programmers can quickly progress with features and knowledge.

Things like NVDI, and HD Driver, basic emulation protocols for terminals ARE the foundation that makes larger projects like a web browser progress much more quickly. Such developments also make it

possible for less experienced programmers to begin adding useful applications and updates to the pool.

So, while I'd be happy to pay $50 or so for an improved client side browser, that is a minimum of 2 years away, I'd pay $200 TODAY for something like TeraTerm or ProComm, that supports the STiK/STing stack and ANY load of TOS/MajiC/Mint/Geneva/etc. I'd support a good development package...the last one I could get my hands on is Mark Williams C...it crashes my Falcon! I'm still 'working' on getting mint up to date.

I'd pay up to $500 for something that worked inside GEM somewhat like a remote
Xwin term. There's your browser people. Let a remote ISP unix box run
the browser and convert the display into something quickly/highly GEM displayable...have the Atari simply translate and display this output. In terms of bandwidth, a screen full of data is a screen full of data.

Just a few ideas...
And yes...Uwe makes a LOT of sense.
It's kind of silly to insist on a full fledged browser when we still don't even
have mere basics solidly in place yet.

As for ASH, I've found that products I've purchased from them have been worth
the asking price at the time of delivery. No different from buying a guitar
or a tuba. I was told what it CAN do TODAY, given an opportunity to test drive it, and the price for it. I paid it, and have long since gotten my money worth from it. It is outright silly to think ASH affiliated authors are oblidged to GIVE AWAY their code if they choose to discontinue support. You'll also notice the price usually falls in half and manuals often go from paper to some Eformat when a title goes dormant on support, and all kinds of efforts are presented to make CLEAR you get the version AS IS. As the code drops further behind, I think you'll also see the prices asked for it drop in due process.

Also...I think you'll find that there is not a hudge profit margin for ASH in bothering to deal with any of this Atari stuff. For every meager sale they make, they have to turn around and reinvest it in publishing services and royalties, etc...

If you purchased CAB 3 years ago for $50 bucks...and used it three times a week
since...I'd say there's little to complain about. Drive a car for 3 years and tell me it's still like new or that you didn't get your 'money's worth' from it.
Code isn't much different really. And stack your arguments any way you like...
no platform is immune from this analogy. At some point you make a

choice to
live with what you have, or buy your way out of obsolesence. Try
installing Windows ME or MacOS X on a 10 year old system. It ain't
happening!

I also enjoy Mint...
It's a different way of doing things and little improvements are made
every day.
As the small 'innovations' of the 'basic' things add up, that nice
broswer will be closer.

Rest assured, NOTHING is really free. Often what cost a few bucks
saves
a lot of time, and vice verse. If you're doing serious professional
work
with your machines...service and upgrades will eventually cost
you...six
of one, half a dozen of another.

Brian

2212. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 01:54:15 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tln0ubc06v1g89@corp.supernews.com>
Source record: 43279
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> says...
> >
> > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > says...
> > > >
> > > > >
> > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > have lying around here, somewhere. (Though my understanding is
> > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > memory.)
> > > > >
> > > > > Byron.
> > > >
> > > >
> > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > one
> > > > even gets a several 100's bytes of cache ? ;o)
> > >
> > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > thus far I guarantee it. It can emulate anything, including x86 at
> > > native speed!
> >
> > I dont think thats true. The transmeta chip only deliver a fraction of the performance
> > of a core like the thunderbird at the same mhz.
> > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz part).
> > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
>
> A notebook CPU costs more than that, heck I can't even find a price for
> comparison. You just couldn't use one of those furnaces in a book-size
> unit.

Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on
chip active cooling?.
I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be
```

cake.

>
> > I dont see the point in using a much slower chip like the transmeta crusoe for a
desktop/booksize PC.
>
> But it would be a HELL of a lot faster than the 68000/Timex
> Sinclair/6502 relics others are suggesting, and it runs without a
> heatsink. You ever felt the CPU in a notebook? imagine the temp a
> thunderbird would be!

Yes, I would choose a rusoe over a 68000, no problem here.
For low power... I kind of like the strongarm.
I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the
market.
I also see that they are not doing well at all... Could be riding the economic wave, or
just problem
grabing some of the cpu market.

>
> > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
>
> Thats under the x86 codemorphing layer with the optimizations set to
> "don't cache code", The Crusoe is a tricky beast to benchmark,
> especially against it's own codemorphing layer. The codemorphing tends
> to cache the benchmark loops giving unrealistically high scores, so for
> simplicity, it's turned off.

In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz
p3
then a crusoe chip.

At this point I would guess that a mobile p3 can render more then a crusoe using the same
amount of
power... Using less power ut performing less is not always an advantage.

>
> > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > incredible.
> >
> > No so sure about that...
>
> It would be wild, a codemorphing layer that abstracts a 68040, and the
> chipset! come to think of it, I wonder if UAE would even be needed?

Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
and doing cycle precisise timing on virtual register set of custom HW on top of that.
Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

>
> > > Modules could be made for just about ANY old school CPU/platform, and an

> > > OS wouldn't need to be developed for it, as it could run these platforms
> > > OS's natively, maybe even in addition to a custom OS.
> >
> > Their is already so many core running on the x86... From the most obscure to
> > C64 & amigas.
>
> But those are "emulators", Crusoe's codemorphing is a much different
> beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> Windows/linux on top of x86. The Crusoe wouldn't need a host OS.

Does codemorphing support handling of strobe registers? I dont think transmeta
support emulation of something as complex as the OCS HW register set.
The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
So you would need to show big revenue to spend all that R&D to emulate decade old HW.

> > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > I'm not so sure intel/amd etc.. just develope for people to run half life at 500FPS.
>
> On the contrary, they'll market them for dumber things, like Intel
> saying it's "New Pentium 4 processor will enhance the web" and going
> on about how the internet will be faster. I always get a kick out of
> that :)

It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
smother, it will give higher frame rate in complex java gfx applets, etc, etc...
So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
scroll complex page with ease.
Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
page you will see a Dramatic diference.

So I can see people getting a new computer when they get braodband.

>
> > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > it :)
> >
> > > Hell, I'd buy one and just run it as my mail/webserver and
> > > router/firewall. transmeta already has a custom linux distribution
> > > available for it. Not only that, but it could be offered in several
> > > packages, you want WinXP on it? No problem!
>
> > Why would you want to pay for low performance?
> > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
>
> Because emulation would /be/ low performance, the Crusoe running a
> platform under codemorphing is faster than any emulator I've ever seen.
> Show me an x86 emulator that can run Windows faster than the Crusoe can
> under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> with an OS, I want to run it natively, (or a codemorphing facimile
> thereof.)

What OS worth anything doesn't run native on a x86? :)
And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
a gigahertz clas thunderbird?

>
> Plus it's upgradeable (the codemorphing), meaning the platforms it can
> morph will increase over time.

I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

>
> > > The market could even be expanded to commercial vendors, it would be a
> > > viable replacement for say, the hardware TiVo uses now. Cable
> > > descramblers, Sattelite receivers, hell, I can think of very little
> > > you couldn't make this thing do.
>
> > You would need native code to do software encoding on that chipat a decent speed.
> > Who would write all that code?
>
> In the case of the Tivo, it's already been written. the Linux/x86
> package is already available customised for the Crusoe, tailored by
> Linus Torvalds himself. In the case of the Satelite reciever, you can
> find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> software has already been made available for the Crusoe under GPL, so
> has PDA codemorphing for the Palm platform.

What codec did Linus code nativly for the crusoe?!!?!?
Do you have a link on what is in a Tivo box?

>
> The beauty is, if code isn't available, as long as you can produce the
> codemorphing layer, you just reuse your existing code! Case in point,

Thats the whole problem... The chip is just to slow.

> Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> x86, it simply pretends to be through abstraction via the codemorphing.
> Hence Windows can run "natively" on a CPU it isn't written for.

Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
install it on a PC.
The thing is windows will expect some kind of common PC chipset/bios support if
its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
will be faster. Support native MMX/SSE at full speed.

>
> > > R&D required? very little, the hardware is ALL standard, and already
> > > made, produced, and sold, not to mention it already has HUGE "geek
> > > mindshare."
>
> > Cant that be said for the x86 platform?
>
> Only for the case of x86 hardware meant to run x86 software, the Crusoe
> isn't limited to x86.

Aside hacking a new processor, or fiddle around... why would anyone actually
morph to something else then a x86?
For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

>
> As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> among the HW geeks than x86 does.

I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
The crusoe is a just a processor that got its core designed to be emulator friendly... But
aside
emulation is doen't have much to it.

Again, I'm not a fan of that chip because I see no use for it in all common computing form.
PDA, laptop, bookside, desktop, workstation, server... All have better processor already
there for
the picking.

Stephan

2213. Re: SoundPool's Audio Tracker (and Analog 8 output expander)

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 04:23:25 UTC
From: nurmix@spam-free.com
Message-ID: <3b5ba35a.3397032@news-server.socal.rr.com>
Source record: 43280

On 22 Jul 2001 06:14:42 GMT, puffpuffin@aol.com (PuffPuffin) wrote:

>Wizztronics in NY is the North American Distributor for Soundpool products. Go
>to http://www.wizztronics.com.
>
>They've also got a sale on their Falcon Rack (it's a big sucker!) if
>interested.

Thanks for the information. The other day when I was looking, I tried to access the Wizztronics web site, and couldn't get in at all (just a page telling me I wasn't "authorized" to view the page - or something to that effect). I naturally assumed they were no longer in business (ha!). However, trying again tonight after reading your post, I did get in. The list all the SoundPool products (hardware and software), so I sent them an e-mail to find out if they have them in stock, and their prices.

Interestingly, SoundPool themselves have been very responsive and helpful in answering my e-mails to them. They have both products in stock, and the prices are pretty good too. However, they tell me that they won't ship overseas for a purchase less than 400EURO, as they say the "shipping costs are exorbitant". Seems a little strange to me, as I've both SHIPPED and RECEIVED packages to and from Europe from here in the United States, and have never had a problem from other companies, and never thought the cost was _that_ unreasonable. Plus, wouldn't _I_ be the one to pay the shipping anyway? Why should they care how much it is?

They did offer to sell me the software, and send it via e-mail (with a postscript file manual), but in my particular recording situation, the software _without_ the Analog 8 output expander is really almost useless.

Has anyone else here run into this when ordering products form overseas?

Anyway, hopefully Wizztronics has the products, and has them at a reasonable price. Otherwise, I suppose I'll have to look for a used Analog 8 here in the group. Anyone selling one?

Paul Nurminen - California (USA)

* http://www.nurmix.com
^ Atari computing, electonic music, '80s Club Music

* http://www.mp3.com/nurvis
* http://www.mp3.com/varactor

^ My original electonic music MP3s!

* E-mail: nurmix[at]yahoo[dot]com

2214. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 04:55:09 UTC
From: Joseph Fenn <jfenn@lava.net>
Message-ID: <Pine.BSI.4.30.0107221853300.16641-100000@malasada.lava.net>
Source record: 43281
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

If it were me I would just take the OS of a 486/DX4 and have someone
burn the system into a ROM chip that is in a levered key socket so
easy to remove and replace for upgrades etc. bye bye virus problems!!!
Joe (aka kilroy)

****
* Ham KH6JF MARS QCWA WW2 VET WD RADIO *
****

2215. Atari Times Update - 7-23-2001

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:15:24 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B5BB327.C1A1124D@ataritimes.com>
Source record: 43282
Cross-posted to: alt.games.lynx,comp.sys.atari.st

I updated TAT on Thursday, but didn't make mention of it. The Four-F
preview was added today! Check it out!

* NEW! Four-F for Atari ST preview!
* NEW! I-War Review by Chris Donaldson.
* NEW! Dig Dug comparisons by Brian Rittmeyer.
* NEW! Support the St. Louis JagFest campaign!

Greg George
Editor, The Atari Times

=-=-=-

2216. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:16:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B5BB360.C45BB15F@ataritimes.com>
Source record: 43283

There is a preview of my 'lost game which will soon be released' on my web site. Check it out and let me know what you think!

--
Greg

=-=-=-

2217. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:51:50 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913808-41203AEicMi@gmx.net>
Source record: 43205

From: SWE/YesCREW <jvalant@m42.cx>
Date: Tue, 17 Jul 2001 20:13:44 +0000

Hi Janez,

>Same for memory access. Falcon (esp with let say ct60/pci where u may enjoy
>VIDEL/PCI gfx double monitor system) can run absolutely ALL what
>Hades/Milan can, speed depends on accelerator (one

Why do you give me an example of a non-existing configuration? The CT-60 is vapourware...

>info for u: my ct2 falcon loads jpg via DSP (aniplay) a fraction faster as
>Hades 060, altough hades did dither to 256c). Opposite that doesnt
>count.

Thanks for the info...what about a TIFF? the DSP isn't used for that format, software that doesn't take advantage of the DSP will be a lot slower.

>I can name u A LOT of examples what Falcon CAN do, clones will fail! Lotsa
>of those are really really good and powerfull apps! (incoming ACE, CAF,
>ApexMedia, ESCPaint, Mp2 (uses 0% cpu time), Mp3 (uses 18% on ct2).

You keep throwing Falcon specific stuff around my ears!! these don't run on the clones but will not run on a ST/STE/TT either...
Why not try a more realistic approach? i.e how long does it take Calamus to calculate and display a page, how long does it take Papyrus to reformat a document, how long is Photoline chewing when rotating a 10Mb TIFF? these apps are just as good and powerfull as your exemples, the difference of course is that these run on almost any Atari and clone.

>In short: I love Ataris, apps and feeling! Im not overhelmed and excited
>on bloody specs only! I NEVER regreted any penny is spent on Ataris and im
>convinced that PC user spent a LOT more as i did from 85 till today, 80%
>of his money was spent just to be "in" with new app versions and work in
>Word is not much quicker as it was few yrs ago, CPU's are faster a lot.

You understood me wrong... I'm not making an assessment here about the difference in price between Atari and a poxy PC... the point is that Atari hardware never was really cheap, the "Power for the Price" slogan was just a slogan..... one shouldn't compare the price of a Milan/Hades to a PC. The simple fact is that an Atari user has never been able to buy so much power for the price, how much or little money an Apple or PC user spends is not my concern.

>Did u actualy try Adamas? Its super stable, survive some 1-5mins till it
>crash.. Its good try, still not usable with such record...

Yes I did.... and I'm one of their biggest fans <grin>
I can make it crash the computer in exactly 5 seconds.
What you call a "good try", I call a miserable attempt...

>HDD acces? are u joking? I load Papyrus FASTER as
>my pal Word.. whats the use of faster HDD if app is 10 times bigger?

No I'm not joking at all..., let's change "faster HD access", in faster SCSI port... faster access means that one could burn CD's at for example 8 or 12 speed, scanning large pics would only take the fraction of the time that's needed now... one could finally enjoy the speed of his fast SCSI hard disk, which now is running like a crippled horse. This has nothing to do with loading an app faster, you should compare apples with apples, have you ever seen the Papyrus PC version? compare *that* with Word...

>P.S. I repeat: Im not against clones at all, Hades/Milan aint bad machine,
>for compatible that is.. But i still like Atari feeling, i want clones
>would still have some compatibility, id like ppl wouldnt just see damn
>MHZ/Pixels.. Its so damn narrowminded!

Not everyone here uses a Falcon, you've only given examples of Falcon specific software that takes advantage of the DSP... you like to see compatibility with a Falcon... the Hades/Milan are not Falcon clones.
And in case you forgot: Atari produced more then just Falcons... it's not really the best example either, the Falcon was not considered to be very compatible with the ST/STE, and as far as compatibility goes it is just as bad as the Milan/Hades. How many ST-demos can you run on the Falcon? Why do only a small fraction of the ST/STE games run on the Falcon?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2218. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:55:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913812-42115AEicMi@gmx.net>
Source record: 43206

From: xlator@cix.compulink.co.uk
Date: 19 Jul 2001 21:12:37 GMT

Hi Peter,

>>You are referring to the English manual, translated by Joe Connor and
>>published by System Solutions. You're absolutely right, they goofed...
>
>Can't find it in my 2.5 manual - guess it has been corrected. Or
>have I missed it?

No idea... the quoted passage comes from the 2.3 manual, when I updated to
version 2.5 SysSol didn't supply a new manual but only the disks. In the
English hyp file of version 2.5 the passage is still present though...

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2219. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:55:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913830-45603AEicMi@gmx.net>
Source record: 43210

From: SWE/YesCREW <jvalant@m42.cx>
Date: Sat, 21 Jul 2001 08:21:44 +0000

Hi Janez,

>For picture processind id vote or PhotoLine, backdraw may be
>that require FPU.
PhotoLine comes in two versions, one which takes advantage of the FPU, and a normal one... since both versions are included in the distribution package everyone can enjoy using Photoline.

Cheers from Belgium
Dennis
--


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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2220. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 05:57:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913832-46163AEicMi@gmx.net>
Source record: 43211

From: SWE/YesCREW <jvalant@m42.cx>
Date: Wed, 18 Jul 2001 20:14:56 +0000

Hi Janez,

>U realy do this crap intentionaly do u? I would for example, if Adamas will
>reach usable stage, ill use it on my system, with ethernet (mintnet) and things
>i already use on my system

I don't do anything intentional. How do you expect me to seriously comment on
your statements? There is no usable Adamas, there is no CT-60, there is no way
IConnect clients will run under MiNT-Net....

>Reading your views i did notice all from ASH is ideal, and all other is crap.

It's not my fault that they have a good nose for good software, looking at the
list of software they distribute I can only pick Signum 4.4 as the weak one, and
I'm sure that some people will not agree with this.
Please don't twist my words, crap IMO are Unix apps which are ported to run on
this platform. I haven't used the word crap in any other context.

>Whats stoping them? Bloddy "Magic required" message from most apps
>stopping them.

Have you ever heard of threads? IConnect and most of its clients run in these
threads. Threads are offered under MagiC, but not implemented in MiNT. That's
the main reason why you see the "MagiC required" message pop up.

>i have 5 friends which are now Mac users.. All went excited way back with
>MagicMAC, get Mac's.. well fun lasted some time, now all xcept one are real Mac
>users.. Do blame community again.. do not bother to reply.

What are you trying to tell me? of course they were excited with MagiCMac, when
it was released it offered people a chance to run their beloved apps faster, in
16bit colour and an attractive resolution... When MagiCMac was released most of
the Atari applications were worthwile to run under it. Back then we had some
apps which were really amazing for that time. Someone who buys a Mac now doesn't
have an incentive at all to run an Atari emulator, except perhaps for Calamus
there's nothing which makes it worthwile.

We're back where we started: the software is missing.... keep on dreaming about
modern browsers that will beat Opera, iCAb etc running on antique 68030 based
machines...

>P.S scroll back and u will soo how all that start.. Mentioning Unix
>*CRAP*, Magic/ASH apps far superior bla bla, some thoughts about
>community i kepp blame.. i dont wana be part... And before u label me
>ASH/Magic hater, list all messages and seek for words *crap, bad, shitty*

>and so on...

There's nothing wrong with my memory...
I do have the right to have an opinion? In my view ported Unix stuff is crap.
You don't have to agree with it... I've explained why I think it's crap, you
have been pulling my replies out of context since day one.
What started this is me commenting that MagiC users are not waiting for Unix
crap to be ported to their system... I haven't seen many reactions from MagiC
users here who disagree, did you?

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2221. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 06:03:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913826-44859AEicMi@gmx.net>
Source record: 43209

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Wed, 18 Jul 2001 18:48:32 GMT

Hi Martin,

>>I "thought" that the development of Draconis was stopped, but was corrected
>>here last week...
>
> That promishes again lots of headache and fustrations.

Possibly, but most certainly not here.
I'm through with Draconis...

> My believe is that ASH forbid the authors to release their soft.
> It's the fault of ASH that the community doesn't appreciate the
> way they work. They have done everything to force people to buy
> their products.

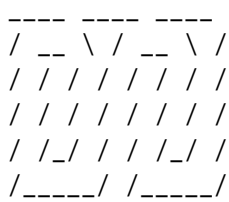
I'm pretty sure that it's only a very small minority of the community which has such an extremistic view. All the software is still for sale, not a week passes by here without someone asking where he can obtain CAB, Texel, Artworx ...etc, so it's not realistic to expect the programmers to release it as freeware. Can you give me an example of a programmer who released his work while there was still demand for it? Blaming ASH for this situation is nonsense, they are the firm that distributes the software, it's the author who decides what happens to his software.
You've attended several of the German Atari shows, do you remember what firm attracted the biggest crowd? I never had the impression that crowd was forced by anyone. At some shows I had to stand for well over 40 minutes in line to update some of the ASH software. Nobody there was forced to update or buy anything....

> Even nowadays there are still some programmmers who force people
> to use that dreadfull w_dialog. Take for instance 'attribute'.
> Why one earth do we need w_dialog for such a basic application?

I honestly don't know. I suppose it's because the application uses a routine offered by w_dialog. It's not really important either... if you don't like the way the programmer intended it to run, then don't use it... just throw it in the trashcan. What on earth has ASH got to do with w_dialog? I can't see the connection... before the PDLG.SLB was introduced, w_dialog was needed under MagiC also.
BTW what is so dreadfull about w_dialog? a lot of people here seem to have a problem with it... it's simply a system extension, you throw it in the AUTO folder and forget all about it... :-)

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2222. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 06:04:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <995913822-44235AEicMi@gmx.net>
Source record: 43208

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Thu, 19 Jul 2001 20:10:21 GMT

Hi Martin,

>Lots of people are still using an older version of NVDI. If they wish to
>use Papillon they'll have to buy NVDI 5 also. This methode reminds me to
>the methodes Bill uses.

"lots of people".... ?? isn't it about time you think that these people get in to action and update their at least 4 years old version of NVDI? Has it occured to you that these people are partly responsible that development of NVDI probably has come to an end? If those people would have updated to the latest version it might have given the brothers B. an incentive to continue the development.

The previous version of NVDI is 4 years old, I think people have had all the time in the world to update. If they didn't update to version 5.0x then it's because they don't want to, they don't have to, nobody is forcing them to update, but to expect from a programmer to take this in account and limit his program just because these people don't want to spend money on an update is ridiculous.

Cheers from Belgium
Dennis
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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2223. Re: ESNA

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 06:11:52 UTC
From: nurmix@spam-free.com
Message-ID: <3b5bbf97.10626711@news-server.socal.rr.com>
Source record: 43285

On Sat, 21 Jul 2001 16:42:34 GMT, Bengy <bengy@mac.com> wrote:

>We've been working pretty hard lately getting everything ready for the
>opening of Europe Shareware North America, which will officially open this
>Monday! Currently, we carry the complete Europe Shareware catalogue, but
>will further expand it in the future to fit the needs of our customers.
>Anyway, if you haven't registered your shareware or bought any new programs
>lately because you did not want to deal international transactions, you
>should give ESNA a look. We're non-profit, so our prices are very
>competitive. (American and Canadian customers only please)
>
>ESNA: http://www.europe-shareware.org/english/

Excellent idea, and nice execution. This should make things much
easier for those of us on the "American" side of the world...

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2224. Re: Maybe "Truemagic"?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 06:14:17 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3B5BC0B9.5040806@sun1000.pwr.wroc.pl>
Source record: 43284

>>> A solution to this is not really complicated: N_DIALOG would have to
>>> be completed so that it provides all the functions WDIALOG provides.
>>
>> Or find a lib that does similiar things for you. Or implement the
>> functions into the AES.
>
>
> "Truemagic" (not related to MagiC) - it's a shared library that has more
> functions than WDialog. It's disadvantage is however that all users would
> have to download the shared lib. I think there are also the sources
> available for that one.
>
> BTW, I think enhancing a shared lib can make software development easier
> e.g. built-in JPEG/PNG display abilities.
>
> Greetings,
> Matthias

I think that loading and displaying any picutre of almost any foramt is
already possible with shared library. Try LDG with Parx System.

http://eric.dacunha.free.fr/ME_GB.HTM

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

2225. Mintnet

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 08:39:51 UTC
From: Denis Huguet <deunstg@free.fr>
Message-ID: <3B5BE38E.2F200BAE@free.fr>
Source record: 43286

Is there any good documentation on how to use mintnet stack directly in ASM ?

The STiK API is very handy to code in ASM but as no version of GlueSTiK seems able to properly emulate STiK, I'd like to make some direct support.

Thanks.

2226. CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 09:15:33 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <VWR67.1413$zx6.4494404@nnrp3.proxad.net>
Source record: 43287

Hello,

After a long period of inactivity (since February) on the CT60, I'm happy to
announce you that I took some decisions to be able to rout the CT60 board
and so arrive to the manufacturing of a prototype.
I obtained too that the manufacturer will produce freely for me, reducing my
development's costs.

As you may know, I'm very busy with the design of the new Riored-J, a nice
'alternative OS' PPC board that will surely be usable by the atari world
....
But it is no yet time to speak more about this...

I think that the CT60 prototype will be assembled during september 01...

I will try to put online some technical data about the CT60 production, like
schematics...allowing everybody to see the effective advance of the work !

'See' you soon.

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

2227. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 10:13:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995882632-245089AEicMi@08002go.com>
Source record: 43288

From: Ken Springer <wordworks@greeleynet.com>
Date: Sun, 22 Jul 2001 06:51:49 -0600

>This is a great site! I'm glad you posted about it. A lot of his info
>I've already figured out over the years, but not histograms! <G>

Glad to be of help :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2228. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 10:22:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995882636-245541AEicMi@08002go.com>
Source record: 43289

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Sun, 22 Jul 2001 15:16:12 -0000

>I'm still thinking if I should ring up to see if I can update Imagecopy.

You'd probably do better to contact the author direct TBH.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2229. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 10:23:34 UTC
From: Colin Docherty <cdoc@cableinet.co.uk>
Message-ID: <3B5BFAF2.6C69820E@cableinet.co.uk>
Source record: 43291

Hi Sweety,

Stevee Sweet wrote:
>
> Hi Rory
>
> "Rory Street" <rory@atheniaglobe.com> wrote in message
> news:9jboadivp1@neptunium.btinternet.com...
>

> > > Whilst I make the sign of a 'V' with one hand, and an 'l' with the
> other.
> > > :-)

[snip]

> > Colin Docherty?
>
> Missing in action!

Not so much missing as keeping my head down.

As for Rory.............not heard from him since he promised to
let me know what was happening he then closed his BBS
and did not bother to tell me.................barsteward.

Regards C Doc AKA Cosser

2230. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 10:26:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <995882638-246018AEicMi@08002go.com>
Source record: 43290

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Sun, 22 Jul 2001 20:45:21 GMT

>>I've got Positive Image also, but I don't remember if it will scale the
>>picture. I'm pretty sure Imagecopy does.
>
>I don't think PI can scale down pictures. Furthermore you can expect
>lots of troubles on modern systems.

To use the modern idiom... it's pants.

>On a Falcon it might be quicker as AFAIK it make use of the DSP.

It's quicker at crashing out, that's the best you'll get. The 68000 version
does work though, but why bother!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2231. 1040ST for sale cheap to loving fan

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 10:43:03 UTC
From: summerspa@aol.com
Message-ID: <20010723064303.15453.00001461@ng-fc1.aol.com>
Source record: 43292

```
One owner 1040ST, mono monitor, extra external floppy 354, and HUNDREDS of
disks of data and software.
Don't let this classic end up at Goodwil!!!
email me if you are interested
summerspa@aol.com
```

2232. HD performance

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 13:31:34 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27018_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 43213

Can you please suggest a benchmark program to calculate drive throughput ? I
am trying to understand the performanche difference using an Atari formatted
drive with MagiCMac and a "shared" Mac folder seen as a MagiCMac drive.

Obviously the program should olny do "legal" calls, writing and reading files
on the drive..... or should I write it myself ? In that case a starting
point for a C program is well accepted 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2233. Re: 1040ST for sale cheap to loving fan

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 13:43:34 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <zbGWHeBGoCX7EwLx@atari.org.uk>
Source record: 43294

In article <20010723064303.15453.00001461@ng-fc1.aol.com>, SummersPA
<summerspa@aol.com> writes
>One owner 1040ST, mono monitor, extra external floppy 354, and HUNDREDS of
>disks of data and software.
>Don't let this classic end up at Goodwil!!!
>email me if you are interested
>summerspa@aol.com

Where abouts are you? your country location??

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2234. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 13:47:42 UTC
From: SG <sg@erols.com>
Message-ID: <3B5BE2D3.MD-1.4.4.sg@erols.com>
Source record: 43293
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett<bill_hoggett@lineone.net> wrote:

> On Sun, 22 Jul 2001 15:40:16 -0700, "Stephan Schaem"
> <tthai@mindspring.com> wrote:
>
> >
> >"James Coupe" <james@zephyr.org.uk> wrote in message
news:lq7ZHxLX0lW7Ewzf@gratiano.zephyr.org.uk...
> >> In message <tlkmt3ej412jc7@corp.supernews.com>, Stephan Schaem
> >> <tthai@mindspring.com> writes
> >> >I think if the design can fit in a 6x3x1 inch format with a color LCD a few people
would buy them.
> >>
> >> Would the computers come with a news-reader that prohibited top-posting,
> >> too?
> >
> >Anything possible... maybe even refuse to post message with signature 4 time longer then
the
> >message itself? Keep your great idea coming!
>
> Here's another one: use a newsreader that uses a decent maximum
> line-length, but you don't give a hoot for good netiquette, do you?
> All you want to do is troll.

Real newsreaders even let you change the line length as you type.

Well, I guess that should actually be, "real OSs," since the key to
that is being able to change prefs on the fly while you use programs.

Multitasking: try to imagine it.
--

Steve.

2235. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 15:20:19 UTC
From: bindon@madasafish.com
Message-ID: <tlog5ja2m9u324@corp.supernews.com>
Source record: 43196

On 22 Jul 2001 13:53:11 , Roy Miller wrote:

Hi

>Both series had the same host (a Scottish surname as I recall) and covered a
>number of different machine, but esp the one I don't have and would really like
>to have: the Acorn BBC computer.

Don't have a BBC micro? Pop over here and dig a dozen out the skip at
the nearest school.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2236. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 15:20:22 UTC
From: bindon@madasafish.com
Message-ID: <tlog5mfqvoep26@corp.supernews.com>
Source record: 43197

On 22 Jul 2001 14:01:35 , Ken Springer wrote:
Hi

>You might even try a couple of scans with fewer
>dpi, then display them in your browser and see if it makes a
>difference. That's basically how I came up with the size of the
>pictures on my web pages.

I'll play about some but I think I'll do thumbnails as I
hate some sites that have a bunch of pics, all large on
the same page and you only want to look at one in detail.
My pics are 7 inch wide so if I want a thumbnail about a
quarter of the size of the screen (OK I have big thumbs :)
That makes, about 30 DPI I think for 800*600 on 14inch monitor.

Thanks, I'll give it a go if I have time, as I'm etching out a pcb :)
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2237. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 16:00:09 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230800.806c967@posting.google.com>
Source record: 43198
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I may be late to the thread, but anyway...

I don't think that people will be willing to pay $300 for an appliance (as such a computer would be). You have to look at what the current market wants. There are a million and one Internet boxes (the Bush Internet TV is one at ï¿½79, or about $100) that do Internet, email, etc. Not much use for writing a letter or playing games though.

Assuming that you have been given a Government contract to make sub $300 boxes for poor people to enable the Internet revolution and increase education,etc (a realistic modern aim?) then what would you want?

Integration is the name of the game. So is simplicity. It won't have a DVD drive, but it will have a CD drive. It won't have a 40GB HD, but it might have end of line never-sold 5~10GB HDs. It will have built-in modem and ethernet. It will have built-in graphics and audio. It must display to a TV, but a monitor is an option. Expansion ports kept to a minimum (4 USB, no serial, parallel, etc). Internal expansion not necessary. CPU power needs to be adequate, not good.

If you are building 1m boxes, you would sign a contract with Asus/ABit/etc to get low end motherboards with the features that you want only, in the form factor that you want. Use a cheap processor (in quantity, the Via C3 would be good - I bet you could get 600MHz C3 processors in quantity for ~$25 each). Integrated motherboard would be $40 with a $15 chipset (SiS630) and minimal components. Hard drive would be ~$50. CD ~$20. No floppy.

Motherboard (+modem, network, audio, graphics): $40
Processor: $25
Hard Drive: $50
CD: $20
Case (custom): $20
Keyboard: $5
Mouse: $5

As for the operating system - a free one would make sense, however a simple for dummies interface should be employed. The Linux kernel

could be used, with a graphical interface that lets the user run applications and set up the device, but isn't a scary UI. Big icons on the screen, one for each application. Basically the Palm launcher I reckon. Modified applications could be used that didn't prompt the user about where to save the document, but just saved it safely, and when you wanted to open a document, it would just show the user the list of documents that they had previously created. Disable downloads from the Internet except from the device makers, where new apps can be downloaded only (use a special tool, perhaps).

On the other hand, just use a Pace Digital TV set-top box, with built-in PowerVR technology (a la Dreamcast). As non-digital TV will be eradicated in about 6 years anyway, why not lever a device that everyone will need in their house at one point or another?

Graham

2238. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 16:06:50 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk>
Source record: 43200
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <6172ee17.0107230800.806c967@posting.google.com>, Graham <graham@aledrinker.co.uk> writes
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?

A clockwork powered computer for the third world.

--
James Coupe PGP Key: 0x5D623D5D
"Surely somewhere out there there's a woman who's EBD690ECD7A1F
been sodomized by her father and is capable of B457CA213D7E6
composing a few coherent sentences on the subject." 68C3695D623D5D

2239. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 16:12:51 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0107230812.10a8f714@posting.google.com>
Source record: 43199
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!

I would also say that this was a great processor for a device.

> > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
interface that is simple to use.

> > Amount of memory? (RAM and ROM)
> 256meg RAM. 8K EPROM

128Meg will be enough - $9 in bulk apparently. EPROM?

> > Graphic and Sound?
> Geforce2

Waaaay too expensive for a $300 device, unless you were going to sell
it for a $200 loss (XBox).

> > Network capabilities? (internet capable)
> 100BT

Part of most integrated chipsets anyway.

> > Plug in capabilities (remember you're making it as cheap as possible so
> > modems, CD-Roms, HD's are all extras)
> CDRW

Not for a $300 device. Depending on the market for the device, either
a DVD drive or a CD-ROM.

> Take a look at the XBox.

$500 of hardware sold at a $200 loss. With out-of-date processors
donated for free by Intel. The chipset alone would cost $120+ (if a
GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
enabled chipset will cost at least $30 more - more like $50 more).
Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
Modem, and IDE channel - very cut down to reduce costs.

Graham

2240. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 16:57:48 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107231652440.170-100000@localhost>
Source record: 43295

On 22 Jul 2001, Brian J. Roland wrote:

> I'd pay up to $500 for something that worked inside GEM somewhat like
> a remote
> Xwin term. There's your browser people. Let a remote ISP unix box
> run
> the browser and convert the display into something quickly/highly GEM
> displayable...have the Atari simply translate and display this output.
> In terms of bandwidth, a screen full of data is a screen full of data.

Ok, address is X11.freemint.de, ull get authors email there to send him
usd 500, i may send u screenshoots with Netscape/Opera runing in GEM via
his XGem server.... U can run Xapps remotely or localy with that app, he
now sweats about drag n drop support etc.. works fine..

janez

2241. Re: CAF:SoundPool ADAT & Alesis AI3?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 17:10:21 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <G4377.6060$5t1.9039@nntpserver.swip.net>
Source record: 43222

"Brian J. Roland" wrote:

> I have an opportunity to get an Alesis AI3 at
> a really sweet price. This is 24bit A/D/A
> converter with 8 balanced inputs and 8 balanced
> outputs, thus converting all 16 channels into 2
> optical/digital ADAT connections. It claims
> to work with all 20 bit ADAT standard equipment.
>
> Does anyone know if this would work with the
> SoundPool ADAT box and CueBase Audio? Seems
> like it should to me. Can the SoundPool ADAT
> device still be purchased?

I believe it should work, but ask SoundPool to make sure: info@soundpool.de
.
They don't manufacture their units any more (unless you want to buy 50
pieces...), so the possibilities are if they still have a unit in stock or
the second-hand market...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

2242. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 17:32:55 UTC
From: bindon@madasafish.com
Message-ID: <tlonu7par2ud74@corp.supernews.com>
Source record: 43202

On 23 Jul 2001 05:16:21 , "Gregory D. George" wrote:
Hi

I might do that as I haven't used my STE for some time now that the Falcon
is here. Has it been fixed for TOS 2.06 or above?

>There is a preview of my 'lost game which will soon be released' on my web
>site. Check it out and let me know what you think!
>
>--
>Greg
>
> =-=
>- ||| ||| -
>= ||| Visit The Atari Times Website! ||| =
>- / | \ http://www.ataritimes.com / | \ -
>= ATARI ATARI =
>- DO+THE Join the TAT Writer's Webgroup! HYPAT? -
>= MATH http://groups.yahoo.com/group/ataritimes/ =
> -=-

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2243. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 17:32:58 UTC
From: bindon@madasafish.com
Message-ID: <tlonuah13rfe75@corp.supernews.com>
Source record: 43203

On 22 Jul 2001 21:46:57 , Edward S. Baiz Jr. wrote:

Hi

>I am having a strange online problem. Sometimes when sign on to my ISP,
>I cannot do anything. If I try to get mail or get on a webiste, the
>modem sends a signal, but no data comes from my ISP. There have been
>times that if I wait long enough while I am online, things start to
>work again. My ISP says it is fine at it's end. I though that maybe my
>ISP was upgrading the sytem, but they say no. When I am locked out, I
>can still get online if I use my wife's PC. Anyone know what the
>problem is? My wife thinks it is my modem, but if that was the case I
>should be not able to sign and get connected. This happens with both
>Sting and Stik2.

Get back to the basics and use sting to connect and use it's own ping tool
to ping your ISPs IP address. Whats is the result then?
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

2244. Re: FaST club (theives or good guys?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 17:33:04 UTC
From: bindon@madasafish.com
Message-ID: <tlonugj2pmg78@corp.supernews.com>
Source record: 43204

```
On 23 Jul 2001 10:22:56 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Sun, 22 Jul 2001 15:16:12 -0000
>
>>I'm still thinking if I should ring up to see if I can update Imagecopy.
>
>You'd probably do better to contact the author direct TBH.
>

That's true I guess. I think soem one gave me a possible email address
for Jeremy Hughs but it got returned by my ISP. I'll see if a web search
brings anything up, he must be doing something else related with graphics
on some other OS.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk
```

2245. chapelie.rma.ac.be

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 18:22:21 UTC
From: BMaedicke@t-online.de
Message-ID: <1ewzutf.17i31dhpln0gyN%BMaedicke@t-online.de>
Source record: 43212

Hi all,

Is ftp://chapelie.rma.ac.be/ down?
I canï¿½t reach the server since some days.

--
Url: http://home.t-online.de/home/BMaedicke/

2246. CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 18:53:04 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b5c5670.0@energise.enta.net>
Source record: 43201

Here is a clever trick that I discovered with CAB a few
days ago.

One of the annoying features of CAB is that it is impossible
to cut text from the web page.

I normally resort to viewing the source in Everest or Luna
and then cutting the piece of text that I want and reformating
it.

However, if Papyrus is used as the source code viewer then
when the Source icon is clicked a Papyrus window opens that
shows the web page much like it appears in CAB. However because
it is now being viewed in Papyrus it is possible to save it
as a PAP/RTF or to cut and paste while retaining the style.

Now if only Papyurs could be used as a web browser...

Peter S.

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2247. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:04:31 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <kv%67.126$6w2.20897@wards>
Source record: 43216
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:QfpEqNZauEX7Ewu7@gratiano.zephyr.org.uk...
> In message <6172ee17.0107230800.806c967@posting.google.com>, Graham
> <graham@aledrinker.co.uk> writes
> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
>
> A clockwork powered computer for the third world.
>

It exists already (although the Dimm version is still expensive,
but the Simm version is $300!)

http://www.uclinux.com/hand-powered_web_server/index.html

2248. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:09:19 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3mpvfh7dd5@corp.supernews.co.uk>
Source record: 43152

Yo!, Dennis

>What are you trying to tell me? of course they were excited with MagiCMac,
when
>it was released it offered people a chance to run their beloved apps
faster, in
>16bit colour and an attractive resolution...

Tell you what, this MagiCPC is a bit rapid with a Pentium4 @1.7Ghz.
ANd papyrus still has prob's with the user defined colours, cant be a memory
thing now this Graphics card alone's got more than all My Atari's put
together, and a few more colours!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2249. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:26:01 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3plh8jlmd6@corp.supernews.co.uk>
Source record: 43153

Hi Peter

> Now if only Papyurs could be used as a web browser...

And since Papyrus speaks OLGA, any alterations you make are immediately reflected in the Papyrus window. As if by Mint!, that doesnt sound right does it, As if by Magic!, thats better.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2250. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:33:43 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3raj26cid7@corp.supernews.co.uk>
Source record: 43154

Hi Doc!.

"Colin Docherty" <cdoc@cableinet.co.uk> wrote in message
news:3B5BFAF2.6C69820E@cableinet.co.uk...

> > > > Whilst I make the sign of a 'V' with one hand, and an 'l' with the
> > other.
> > > > > :-)
> >
> [snip]
> >
> >
> > > Colin Docherty?
> > >
> > Missing in action!

> Not so much missing as keeping my head down.

Incoming!!.

> > As for Rory.............not heard from him since he promised to
> >let me know what was happening he then closed his BBS
> >and did not bother to tell me.................barsteward.

Thats sorted then, all round to Westerham to give Rory a good kicking!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2251. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:37:49 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3t223e61d8@corp.supernews.co.uk>
Source record: 43155

Yo!, Dezza

> >I don't think PI can scale down pictures. Furthermore you can expect
> >lots of troubles on modern systems.

> To use the modern idiom... it's pants.

We'l have none of your new-fangled "modern idioms" in here young man, this is "Auntie" you know, we dont take kindly to modern here. Pay your bloody licence and bugger off!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2252. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:39:43 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3uf6iu6md9@corp.supernews.co.uk>
Source record: 43156

Hi Lyndon

> I'll play about some but I think I'll do thumbnails as I
> hate some sites that have a bunch of pics, all large on
> the same page and you only want to look at one in detail.

Don't you just hate it when you mis-spell summat in a URL and get a porno
page. :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2253. Re: CAB Trick No 2

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 20:48:54 UTC
From: Gill Bates <myarse@myarse.co.ck>
Message-ID: <jc077.3029$bU3.42482@news1-hme0>
Source record: 43218

another Cab trick is to get one and near your destination ask to stop to pick up a friend, then run off very quickly

2254. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 21:13:08 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5CA174.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43219
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> It would probably look very much like the e--Machines system I just
> bought my daughter to take to college with her.
[...]
> The price is in the $300 ball park and it's a system she'll be
> familiar with and can make instant use of. The software it runs will
> be compatible with most people she runs into in college. It has a
> software base that no new computer could challenge for decades.

"decades"? Slightly optimistic perhaps. Look back a decade. Find a
good software base. Is this still a good software base? No? I rest
my case.

> ROM is nice, but restrictive. Atari was hobbled by the difficulty of
> releasing bug fixes to its TOS operating system because the OS was in
> ROM. (Well, that was one of the reasons.) But it was VERY nice to
> have the system boot in seconds.

Dodgy OS. If it was better designed, it would be able to have been
patched in software after the boot process. (see Setpatch)

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2255. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 22:35:34 UTC
From: Don Judy <hsaller@epix.net>
Message-ID: <3B5CA829.8F9021E2@epix.net>
Source record: 43220
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Cantrell wrote:
>
>
> I just got a PDP-11. Those machines really *were* used for
> controlling nuclear reactors. Amongst other things. Mine, however,
> never did anything more glamourous than routing parcels for a
> nationwide courier service.

If it was used at 3-Mile Island in March 1979 it would be a star!
Or at least notorious. There's nothing like having the morning
traffic report contain a reference to a nuclear catastrophe.
That'll wake you up.

dj

2256. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 22:41:59 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b5c8c17.0@energise.enta.net>
Source record: 43217

I was thinking along the lines of an "awareness" week rather than
a Cyberstrider style collection and payment system.

I appreciate that many of the developers have gone but there are
also a lot still out there who probably haven't received money
from half the people who use their software.

Perhaps such an awareness week may help to find some of the
missing developers ?

It may persuade some not to leave the platform just yet.

I wonder how many people are reading this message using a
newsreader without ever sending the author a few pounds/dollars/
groats etc. ?

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2257. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-23 23:46:54 UTC
From: sidcelery@cix.co.uk
Message-ID: <9jid1ekvs1@plutonium.compulink.co.uk>
Source record: 43221

On 19 Jul 2001 09:04:58 , Uwe Seimet wrote:
> Harry Sideras wrote:
>> Oops, yes! I should've said that this works with MagxDesk and
>> HDDriver...
>>
>> While this does work for me, I should also mention that I've never
>> been able to unpark the drive, so it gives me a system hang every
>> time I accidentally use the combo (I'm mis-keying Ctrl-Alt-J) to
>> open the J drive...)
> I don't have all of the other postings available right now, so I
> have to ask whether this is an IDE or SCSI drive? Which model? If
> this is an IDE drive there might be something wrong with the
> drive's power management.

This is with a Fujitsu M2684S 512Mb SCSI drive in the internal bay of
a TT. I know you're familiar with this drive...

I'm using HDDriver v8.02 and MagxDesk v4.00 with MagiC v6.01

rgds
H

2258. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 00:31:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33ad0e6900adc989689@news-server.nc.rr.com>
Source record: 43223
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
says...
>
> "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e2c36ea28bbffc989686@news-server.nc.rr.com...
> > In article <tlcvenh9gb1d9a@corp.supernews.com>, tthai@mindspring.com
> > says...
> > >
> > > "David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13dd9c209377d2c989684@news-server.nc.rr.com...
> > > > In article <PXD47.853$bl.47003@news.siol.net>, brankob@avtomatika.com
> > > > says...
> > > > >
> > > > > >
> > > > > > Besides, isn't the 6502 limited to 64kB chunks. Apple simply
> > > > > > implemented some sort of paging mechanism to access the 128kB found
> > > > > > in later models (IIe/IIc). Likewise for the 192kB card which I
> > > > > > have lying around here, somewhere. (Though my understanding is
> > > > > > the 1MB card for the 8-bit machines used some sort of window into
> > > > > > memory.)
> > > > > >
> > > > > > Byron.
> > > > > >
> > > > > >
> > > > > Why not using 80386, then ? It has it all- MMU and segmented adressing, and
> > > > > one
> > > > > even gets a several 100's bytes of cache ? ;o)
> > > > >
> > > > How about Transmeta's Crusoe? This would outsell everything mentioned
> > > > thus far I guarantee it. It can emulate anything, including x86 at
> > > > native speed!
> > > >
> > > I dont think thats true. The transmeta chip only deliver a fraction of the
performance
> > > of a core like the thunderbird at the same mhz.
> > > And you can go in a shop and buy a single chip for under 90$ (the 1.2 gigahertz
part).
> > > But then you can get a 750mhz similare core (Duron) for 25$... thats your price.
> > >
> > A notebook CPU costs more than that, heck I can't even find a price for
> > comparison. You just couldn't use one of those furnaces in a book-size
```

> > unit.
>
> Actually the 750mhz part should run 'cool', also you can run it at 400mhz and remove on chip active cooling?.
> I put 533mhz celeron in booksize computer and they where fine. a 750mhz duron would be cake.
>
> >
> > > I dont see the point in using a much slower chip like the transmeta crusoe for a desktop/booksize PC.
> >
> > But it would be a HELL of a lot faster than the 68000/Timex
> > Sinclair/6502 relics others are suggesting, and it runs without a
> > heatsink. You ever felt the CPU in a notebook? imagine the temp a
> > thunderbird would be!
>
> Yes, I would choose a rusoe over a 68000, no problem here.
> For low power... I kind of like the strongarm.
> I dont really have a sweet spot for transmeta effort, I dont see where it really fit in the market.
> I also see that they are not doing well at all... Could be riding the economic wave, or just problem
> grabing some of the cpu market.

The problem is it's a niche market, albeit an expanding one. They don't
even plan to break even for 5 years. I don't ever see them taking over
any desktop market, however, for low-power applications with platform
legacy requirements, you can't beat em.

> > > just to give you an idea, a crusoe TM5600 600MHz running at max power usage deliver
> > > 46 sysmark2000 , a 500mhz P3 laptop deliver 115 sysmark2000.
> >
> > Thats under the x86 codemorphing layer with the optimizations set to
> > "don't cache code", The Crusoe is a tricky beast to benchmark,
> > especially against it's own codemorphing layer. The codemorphing tends
> > to cache the benchmark loops giving unrealistically high scores, so for
> > simplicity, it's turned off.
>
> In the end , MMX/SSE/multimedia/3d stuff will probably run many fold faster on a slower mhz p3
> then a crusoe chip.

Oh, yea, no question about it, but then, this isn't a desktop machine
we're talking about. x86 on the desktop is king.

> At this point I would guess that a mobile p3 can render more then a crusoe using the same amount of
> power... Using less power ut performing less is not always an advantage.

Not on a desktop or server machine, but then thats not where any sane
person would dream of sticking one of these anyway. The goal is a
slightly higher platform abstraction, and slightly lower power

consumption.

> > > > Can you imagine UAE ported to Crusoe as its code-morphing layer?
> > > > incredible.
> > >
> > > No so sure about that...
> >
> > It would be wild, a codemorphing layer that abstracts a 68040, and the
> > chipset! come to think of it, I wonder if UAE would even be needed?
>
> Their is a diference betwen reformating code (UAE is already doing its own type
'codemorphing')
> and doing cycle precisise timing on virtual register set of custom HW on top of that.
> Their is alot more stuff in UAE then what transmeta is doing, thats why I never caught on
the hype.

(%me% knows nothing about the internals of UAE so I'm not going there)

> > > > Modules could be made for just about ANY old school CPU/platform, and an
> > > > OS wouldn't need to be developed for it, as it could run these platforms
> > > > OS's natively, maybe even in addition to a custom OS.
> > >
> > > Their is already so many core running on the x86... From the most obscure to
> > > C64 & amigas.
> >
> > But those are "emulators", Crusoe's codemorphing is a much different
> > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
>
> Does codemorphing support handling of strobe registers? I dont think transmeta
> support emulation of something as complex as the OCS HW register set.
> The floppy controler register would need 'HW logic' emulated... etc... Not an easy task.
> So you would need to show big revenue to spend all that R&D to emulate decade old HW.

Not any more than it took them to write the codemorphing abstraction for
x86, from what I hear, the x86 architecture was a real bitch with all
the registers they had to emulate, I think the reason they emulate a 486
is because those registers were documented. That was the reason NASA
gave for using the 486 as well, access to documentation. Transmeta then
had to provide a BIOS as well, as part of the morph abstraction.

A big part of the R&D has already been worked out by others already, I'm
sure AROS/UAE technology could be used. I know UAE is free under the GNU
GPL license, not sure about AROS.

> > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> >
> > On the contrary, they'll market them for dumber things, like Intel
> > saying it's "New Pentium 4 processor will enhance the web" and going
> > on about how the internet will be faster. I always get a kick out of

> > that :)
>
> It run flash smoother, it handle better codec like mpeg4 and real, complex web page
scrool
> smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> So in effect, yes the web to an end user look smoother/faster... He can navigate a bit
faster,
> scroll complex page with ease.
> Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> page you will see a Dramatic diference.

Sure, but what they said was that the SIMD instructions new to the P3
would speed up DSP code, making software modems faster. I think alot of
people somehow thought that they could upgrade their dial-up connection
by upgrading their processor. ;) It's true the SIMD instructions do
include DSP specific instructions, but I doubt anyone would notice on a
dial-up software modem anyway, and I don't think the network card
drivers will benefit from SIMD at all, since there's no DSP taking place
anyway.

> So I can see people getting a new computer when they get braodband.
>
> >
> > > > Linux Geeks would love it! (if only because Linus works for transmeta).
> > > > Slashdot would pimp the hell out of it, you wouldn't even need to market
> > > > it :)
> > >
> > > > Hell, I'd buy one and just run it as my mail/webserver and
> > > > router/firewall. transmeta already has a custom linux distribution
> > > > available for it. Not only that, but it could be offered in several
> > > > packages, you want WinXP on it? No problem!
> >
> > > Why would you want to pay for low performance?
> > > Run x x86 version of the major OS... run Ti calculator or c64 class stuff under emu
> >
> > Because emulation would /be/ low performance, the Crusoe running a
> > platform under codemorphing is faster than any emulator I've ever seen.
> > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > with an OS, I want to run it natively, (or a codemorphing facimile
> > thereof.)
>
> What OS worth anything doesn't run native on a x86? :)
> And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> a gigahertz clas thunderbird?

;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
but this is a smaller, possibly battery-only portable hobby thing here
meant to be multi purpose webpad/PDA/portable what have you, it would
have to be very flexible in what you could do with it and where you

could bring it, so as not to become so "niche" that noone buys it.

The reason I see Crusoe as a good match for a project like this is that
it sort of combines a dozen or so pre-existing niche markets into one
market that could be sold the same hardware. There's already a market
for a low-power webpad, and people are willing to pay $2300 for them
(check out Slashdot's submissions for saturday) there's already a market
for PDA's, and Crusoe is faster than anything in most PDA's right now.
portable units for inventory and UPS/shipping are already being sold,
for anywhere between $400-$1000.

Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
very-low power servers, running on 7 watts (idle) to 15 watts (max load)
http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_syste
m324.html

(this link may wrap, my newsreader sucks)

> > Plus it's upgradeable (the codemorphing), meaning the platforms it can
> > morph will increase over time.
>
> I dont think they have yet to emulate a pentium MMX, they just emulate the basic 486?

I think your right.

> > > > The market could even be expanded to commercial vendors, it would be a
> > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > you couldn't make this thing do.
> >
> > > You would need native code to do software encoding on that chipat a decent speed.
> > > Who would write all that code?
> >
> > In the case of the Tivo, it's already been written. the Linux/x86
> > package is already available customised for the Crusoe, tailored by
> > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > software has already been made available for the Crusoe under GPL, so
> > has PDA codemorphing for the Palm platform.
>
> What codec did Linus code nativly for the crusoe?!!?!?
> Do you have a link on what is in a Tivo box?

http://www.tivo.com/linux/index.html

They released their power-PC linux mods as per the GPL.
Since the mods were developed by TiVo themselves, they already have the
codec source, all they would need to do is recompile for Linus's
"Transmeta distrobution" (maybe not even).

If Transmeta releases a PowerPC codemorphing layer (or someone makes
one) they wont even need to do that. This would probably interest TiVo
greatly, as they already stated they wish to make their money from

selling the subscription, not the hardware.

> > The beauty is, if code isn't available, as long as you can produce the
> > codemorphing layer, you just reuse your existing code! Case in point,
>
> Thats the whole problem... The chip is just to slow.

yes for a desktop, but for the applications and the specs of this
project, it far exceeds what the alternatives can do, and will still be
in the "desktop speed ballpark", unlike a z80/68000 ;)

> > Windows. Windows doesn't run on the Crusoe, because the Crusoe isn't
> > x86, it simply pretends to be through abstraction via the codemorphing.
> > Hence Windows can run "natively" on a CPU it isn't written for.
>
> Like UAE convert 680x0 to x86. I can take a fresh copy of Amiga OS from a box and
> install it on a PC.

You mean you can install windows, install UAE, install AmigaOS, if you
were buying something specifically to do things like run AmigaOS, why
would you fudge around with windows? Heck, the best way to have a
desktop Amiga is to get an Amiga desktop anyway ;)

> The thing is windows will expect some kind of common PC chipset/bios support if
> its to ru nout of the box... I dont see the point. Get a mobile P3 to run windows, it
> will be faster. Support native MMX/SSE at full speed.
>
> >
> > > > R&D required? very little, the hardware is ALL standard, and already
> > > > made, produced, and sold, not to mention it already has HUGE "geek
> > > > mindshare."
> >
> > > Cant that be said for the x86 platform?
> >
> > Only for the case of x86 hardware meant to run x86 software, the Crusoe
> > isn't limited to x86.
>
> Aside hacking a new processor, or fiddle around... why would anyone actually
> morph to something else then a x86?
> For example, can the sony laptop also run MaxOSX with a PPC version of the crusoe code
morphing?

The Sony laptop was made as an x86 laptop, this project isn't about
making a Windows98 laptop, they exist already.

> > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > among the HW geeks than x86 does.
>
> I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside

> emulation is doen't have much to it.
>
> Again, I'm not a fan of that chip because I see no use for it in all common computing form.
> PDA, laptop, bookside, desktop, workstation, server... All have better processor already there for
> the picking.

The project needs something that can do them all, at whim. No general purpose device will ever outperform a specifically desined for a purpose device, thats why we use 1400MHz Athlons to play games and 33MHz Dragonballs to sync our palms. but neither one of those would be very good at both ;)

You can play Quake on a Crusoe, and still remain at only 2 watts. The same beast will run linux, and can scale down to less and be walked around like a PDA.

It's not something that would replace the desktop, but an extension of it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory interface units, ect with a common device/platform. It might even slightly eat into the laptop market as alot of people only "need" a laptop for trivial things anyway.

>
> Stephan
>

--David
But then again maybe not.
Boycott Adobe! www.eff.com

2259. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 00:31:28 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e33c8c560ba86898968a@news-server.nc.rr.com>
Source record: 43224
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <u1n6lt0a1dgld8ifql8b0of6mh3ftthja5@4ax.com>,
bill_hoggett@lineone.net says...
> On Mon, 16 Jul 2001 15:53:00 -0500, "Dave R." <watson@enteract.com>
> wrote:
>
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you really so
> >> STUPID to believe any vendor will sell you windows and give you the hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.
>
> Is this after the new licensing scheme comes into effect?

This is now, OEM windows in 5 packs can be gotten from Ingram Micro for
about $80, and Ingram is one of those vendors thats usually more
expensive, but they have everything.

We used to be able to sell OEM Windows with just a Mobo or HDD, but now
they require a full booting machine (or parts that could make one)

2260. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 02:35:54 UTC
From: Vassilis <papval@mail.otenet.gr>
Message-ID: <3b5cf6a61c0ae60@mail.otenet.gr>
Source record: 43225

on Sat 21-07-2001 13:10 gokmase wrote:

> I don't think ASH is considered being a black sheep because they try to
> be a commercial software company actively working for atari.
>
As a customer (mostly through SysSol) I'm a happy one. Never regreted
for any program taking from them. And there were times I could kill
for their GEM libs ;-)

> I think
> what many says is unfortunate with ASH is their software often requires
> MagiC or/and iConnect to run properly. (I know there are exceptions)
>
Yes, but IConnect is free with CAB, Chatter, Emailer, etc. As for
MagiC it is the author's choice to use or not use any specific OS
calls. I can't believe ASH told the fiffi author to use MagiC
threads to make the program MagiC only. Does anyone believe that
when a MiNT programmer uses fork(), does this to make his program
MiNT only?

> In
> the past it seems like ASH has not looked outside their own domains
> enough in the past,
>
Yes, for example they didn't accept credit cards ;-)(at least until
last year). So when I wanted MagiC Milan for the long expected
Milan, I told the Milan guys to order it and the result was that
the Milan arrived with MagiC-Milan in a nice envelope and lower
price than the suggested retail price :-) This doesn't seem very
'Micro$oft' behaviour to me!

> so therefore I think it is good to hear that they
> now are working on increased MiNT compatibility on GEMDOS level for
> next MagiC.
>
Personally I'd be happy to see pipes corrected (at last !) and some
more signal support. Maybe Ssystem() would also helped since this
call tends to be a stupid reason of incompatibility between MagiC
and MiNT. I've seen recently even my RTL8012 driver ported to gcc
to contain this call (checking for the MiNT version), and although
I'm saying that at least ethernet and other drivers are now binary
compatible between MiNT/MagiC-Net, no one seems to listen...

> About the TCP/IP-stack problem we have nowadays, couldn't that be
> helped if there was PPPD under MagiCNet, allowing MagiC users to get
> MiNTnet compatible connection?

>
I have pppd almost ready here (in fact this is what I'm using now)
but I think there is some problem in the ppp or compress code of
SLIP.XIF (MIF) since requests for compression are rejected by both
my ISP and window$ networks. One ISP that accepted this, was not
working after successfully logged in. Unless I have done something
stupid, this problem should be also in MiNTNet's SLIP.XIF.

I also realized that we had nothing about encryption routines/libs
for MagiC, so I had to make one (DES and now SSL). They seem to
work fine with m$-chap and the like.

Last but not least, MagiC users are not quite happy having to deal
with text configuration files (me included ;-) and I have thrown
a lot of such config files at them lately. A GEM front end would
be better, keeping the compatibility with /etc/ppp/options,
pap-secrets etc.

> It would be perfectly possible to
> initate a project to code an emulating bridge between
> MagiCnet/iConnect, to allow programs requiring iConnect to run happily
> in the future.
>
Surprise ;-), an IConnect gateway is been betatested right now. For
the moment fiffi, Emailer and some tools work fine. Bad news is that
it needs yet another text file with the user mail details (POP, SMTP
etc) since I'm NOT going to disassemble the real thing to be able to
read ICONFSET.CFG to get this info!

The programmer's docs seemed very 'sockets' to me and although there
are deviations, this thing works. And I see no reason it will not
work for MiNTNet too.

> I think we need a standard that both MiNT ppl as well as
> MagiC ppl could adhere to.
>
I think we now have a complete sockets-level compatibility. Let's now
try to solve the OSes incompatibilities (at least where possible).

> STiK programs runs happily under MagiCnet with the help of GlueSTiK for
> MagiCnet, so I say if the emulating bridge would be written, why not go
> for MagiCnet?
>
Well, why not? :-)

The funny thing is that even Adamas (1.7x demo) worked for a long
time using the Draconis gateway. I got bored and closed it, it didn't
crashed but probably I didn't visit 'difficult' sites (?)

> (This is probably something for a different thread though ;)
>
No objection ;-), I'll be back in Friday and we can discuss it in
a different thread.

> I do think it is great to see commercial software being produced for
> atari in year 2001, but I would not want to have to use a certain OS or
> TCP/IP-stack to benefit from it.
>
This is rather difficult, as long as we have more than one OS on our
platform, there will always be the danger that a program author will
overlook something, or will not care for something, or will not have
a lib or a tool or the time etc to make his software compatible with
all hardware/OSes.

From this point, up to the point of blaming software companies that
they force their programmers to do so, I think there is a huge
difference.

--

Regards Vassilis papval@otenet.gr
http://users.otenet.gr/~papval/

2261. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 03:19:47 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B5CE98E.A740E47B@att.net>
Source record: 43226

Lyndon Amsdon wrote:

> I might do that as I haven't used my STE for some time now that the Falcon
> is here. Has it been fixed for TOS 2.06 or above?

Errr... Probably not. It runs just fine when using GEMulator and TOS 2.06
though. I haven't compiled it yet, so I'll have to see after that.

Does anyone know of a good ST emulator that can handle the STOS mouse?
GEMulator doesn't work at all, and I've even tried the latest version.

--
Greg

=-=-=-

2262. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 03:59:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlpsk6fkn0qj16@corp.supernews.com>
Source record: 43227
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.13e33ad0e6900adc989689@news-server.nc.rr.com...
> In article <tln0ubc06v1g89@corp.supernews.com>, tthai@mindspring.com
> says...
> > > But those are "emulators", Crusoe's codemorphing is a much different
> > > beast, even x86 is just "codemorphed". c64/Amiga's are running on top of
> > > Windows/linux on top of x86. The Crusoe wouldn't need a host OS.
> >
> > Does codemorphing support handling of strobe registers? I dont think transmeta
> > support emulation of something as complex as the OCS HW register set.
> > The floppy controler register would need 'HW logic' emulated... etc... Not an easy
task.
> > So you would need to show big revenue to spend all that R&D to emulate decade old HW.
>
> Not any more than it took them to write the codemorphing abstraction for
> x86, from what I hear, the x86 architecture was a real bitch with all
> the registers they had to emulate, I think the reason they emulate a 486
> is because those registers were documented. That was the reason NASA
> gave for using the 486 as well, access to documentation. Transmeta then
> had to provide a BIOS as well, as part of the morph abstraction.

The x86 is nasty that way... its *backward* compatible that to make something 100%
x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

>
> A big part of the R&D has already been worked out by others already, I'm
> sure AROS/UAE technology could be used. I know UAE is free under the GNU
> GPL license, not sure about AROS.

I'm not sure their is a market... but if their was, AMD could also make their processor
emulator friendly by adding so facilities to it.?

>
> > > > > Computer do alot nowdays in term of multimedia because of the power they have.
> > > > > I'm not so sure intel/amd etc.. just develope for people to run half life at
500FPS.
> > >
> > > On the contrary, they'll market them for dumber things, like Intel
> > > saying it's "New Pentium 4 processor will enhance the web" and going
> > > on about how the internet will be faster. I always get a kick out of
> > > that :)
> >

> > It run flash smoother, it handle better codec like mpeg4 and real, complex web page scrool
> > smother, it will give higher frame rate in complex java gfx applets, etc, etc...
> > So in effect, yes the web to an end user look smoother/faster... He can navigate a bit faster,
> > scroll complex page with ease.
> > Use a DSL conection on a pentium clasic and then a pentium4. If you visite media rich web
> > page you will see a Dramatic diference.
>
> Sure, but what they said was that the SIMD instructions new to the P3
> would speed up DSP code, making software modems faster. I think alot of
> people somehow thought that they could upgrade their dial-up connection
> by upgrading their processor. ;) It's true the SIMD instructions do
> include DSP specific instructions, but I doubt anyone would notice on a
> dial-up software modem anyway, and I don't think the network card
> drivers will benefit from SIMD at all, since there's no DSP taking place
> anyway.

I dont think you will see benefit at that level (packet thruput). Maybe a tiny, tiny bit by using the cache control insruction. But nothing to advertize about.
The web is vague enought that intel can be doing this compain in reference to the execution of the web data received.

> > > Because emulation would /be/ low performance, the Crusoe running a
> > > platform under codemorphing is faster than any emulator I've ever seen.
> > > Show me an x86 emulator that can run Windows faster than the Crusoe can
> > > under codemorphing/x86. Remember, this is a hobby box, if I want to toy
> > > with an OS, I want to run it natively, (or a codemorphing facimile
> > > thereof.)
> >
> > What OS worth anything doesn't run native on a x86? :)
> > And how much power do you need to get z80, 6502, 68000, etc.. emulation going on
> > a gigahertz clas thunderbird?
>
> ;) If it's meant to run Windows/Linux/Solaris ect. and sit on my desk,
> give me my Athlon 1400/266 768MB DDR MSI-K7T-Master w/raid box anyday,
> but this is a smaller, possibly battery-only portable hobby thing here
> meant to be multi purpose webpad/PDA/portable what have you, it would
> have to be very flexible in what you could do with it and where you
> could bring it, so as not to become so "niche" that noone buys it.

If it will run on batery forget what I said.... I'm intetrested in the strongarm, possibly crusoe native?
The second part here is compiler technologie.

I use to have a PB1000, a programable 'calculator'. Nothing like a TI... it was really like a small 8bit
computer... But it died. and if I could find a <300$ replacemtn I would jump on it.

>
> The reason I see Crusoe as a good match for a project like this is that

> it sort of combines a dozen or so pre-existing niche markets into one
> market that could be sold the same hardware. There's already a market
> for a low-power webpad, and people are willing to pay $2300 for them
> (check out Slashdot's submissions for saturday) there's already a market
> for PDA's, and Crusoe is faster than anything in most PDA's right now.
> portable units for inventory and UPS/shipping are already being sold,
> for anywhere between $400-$1000.

How about the StrongArm? isn't it lower power and pack a nice punch?
For those device you dont really need code morphing unless you dont have the
right compiler tools.

>
> Hell, Transmeta's Crusoe, running at 633MHz, is already being used in
> very-low power servers, running on 7 watts (idle) to 15 watts (max load)
> http://www.transmeta.com/everywhere/products/servers/rlxtechnologies/rlxtechnologies_sys
tem324.html
>
> (this link may wrap, my newsreader sucks)

That look massive! I really didn't think anyone would use that processor for server level
design.
Nobody would put that much $$$ in R&D without having studyed the market well...
humm. I must be missing something.

> > > > > The market could even be expanded to commercial vendors, it would be a
> > > > > viable replacement for say, the hardware TiVo uses now. Cable
> > > > > descramblers, Sattelite receivers, hell, I can think of very little
> > > > > you couldn't make this thing do.
> > > >
> > > > You would need native code to do software encoding on that chipat a decent speed.
> > > > Who would write all that code?
> > > >
> > > In the case of the Tivo, it's already been written. the Linux/x86
> > > package is already available customised for the Crusoe, tailored by
> > > Linus Torvalds himself. In the case of the Satelite reciever, you can
> > > find the GPL'ed code from a link off of www.satmatrix.com. Kiosk
> > > software has already been made available for the Crusoe under GPL, so
> > > has PDA codemorphing for the Palm platform.
> >
> > What codec did Linus code nativly for the crusoe?!!?!?
> > Do you have a link on what is in a Tivo box?
>
> http://www.tivo.com/linux/index.html
>
> They released their power-PC linux mods as per the GPL.
> Since the mods were developed by TiVo themselves, they already have the
> codec source, all they would need to do is recompile for Linus's
> "Transmeta distrobution" (maybe not even).

My original comment was about stuff outside the OS. For example software video codec.
You need those to run native to get realtime, usually assemby codec. So you need to man

power to get an mpeg2 decoder (encoder)...

>
> If Transmeta releases a PowerPC codemorphing layer (or someone makes
> one) they wont even need to do that. This would probably interest TiVo
> greatly, as they already stated they wish to make their money from
> selling the subscription, not the hardware.

I would imagine the best for them would be to reuse common PC parts?
Maybe a basic microATX MB modifyed a bit with a custom bios?

>
> > > The beauty is, if code isn't available, as long as you can produce the
> > > codemorphing layer, you just reuse your existing code! Case in point,
> >
> > Thats the whole problem... The chip is just to slow.
>
> yes for a desktop, but for the applications and the specs of this
> project, it far exceeds what the alternatives can do, and will still be
> in the "desktop speed ballpark", unlike a z80/68000 ;)

I would imagine that someone could build a 68000 today that consume very little
power and runned at high mhz?

> > > As for the "Geek Mindshare" I think a Crusoe captures more mindshare
> > > among the HW geeks than x86 does.
> >
> > I'm a programming geek.. and I got loads of tools for the x86. I also love processing
power.
> > The crusoe is a just a processor that got its core designed to be emulator friendly...
But aside
> > emulation is doen't have much to it.
> >
> > Again, I'm not a fan of that chip because I see no use for it in all common computing
form.
> > PDA, laptop, bookside, desktop, workstation, server... All have better processor
already there for
> > the picking.
>
> The project needs something that can do them all, at whim. No general
> purpose device will ever outperform a specifically desined for a purpose
> device, thats why we use 1400MHz Athlons to play games and 33MHz
> Dragonballs to sync our palms. but neither one of those would be very
> good at both ;)
>
> You can play Quake on a Crusoe, and still remain at only 2 watts. The
> same beast will run linux, and can scale down to less and be walked
> around like a PDA.

How about the .9 volt .5 watt Mobile pentium3?
Or the ultra low voltage mobile celeron (with mmx/sse)?

The 600mhz part is not cheap, but its still under 150$.

>
> It's not something that would replace the desktop, but an extension of
> it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> interface units, ect with a common device/platform. It might even
> slightly eat into the laptop market as alot of people only "need" a
> laptop for trivial things anyway.

I think its going to be very, very hard for transmeta to take this place.
But not impossible. If they can impose themself as the standart, then they can live those 5 years to get profitable.?

Stephan

2263. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 04:12:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlptcj9clpcka9@corp.supernews.com>
Source record: 43228
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Graham" <graham@aledrinker.co.uk> wrote in message
news:6172ee17.0107230812.10a8f714@posting.google.com...
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
>
> I would also say that this was a great processor for a device.
>
> > > As OS? (Linux is a dead giveaway, but there also other OS's out there)
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Linux is a kernel. The "Gnome OS" and the "KDE OS" are not
> userfriendly enough! Get the Linux Kernel (or FreeBSD kernel, etc),
> get QT embedded or GTK/Framebuffer, and create a custom, Palm UI like,
> interface that is simple to use.
>
> > > Amount of memory? (RAM and ROM)
> > 256meg RAM. 8K EPROM
>
> 128Meg will be enough - $9 in bulk apparently. EPROM?
>
> > > Graphic and Sound?
> > Geforce2
>
> Waaaay too expensive for a $300 device, unless you were going to sell
> it for a $200 loss (XBox).
>
> > > Network capabilities? (internet capable)
> > 100BT
>
> Part of most integrated chipsets anyway.
>
> > > Plug in capabilities (remember you're making it as cheap as possible so
> > > modems, CD-Roms, HD's are all extras)
> > CDRW
>
> Not for a $300 device. Depending on the market for the device, either
> a DVD drive or a CD-ROM.
>
> > Take a look at the XBox.
>
> $500 of hardware sold at a $200 loss. With out-of-date processors

> donated for free by Intel. The chipset alone would cost $120+ (if a
> GeForce 2 MX enabled chipset sells for $90 [nForce], then a GeForce3.5
> enabled chipset will cost at least $30 more - more like $50 more).
> Motherboard is CPU, Northbridge, Southbridge, 4 USB ports, Ethernet,
> Modem, and IDE channel - very cut down to reduce costs.

The xbox cannot cost 500$ for MS to build... the lose probably include all the QA, R&D it took.
They probably spend <300$ to build the xbox... its cheap stuff when you build them in the millions.

You can find some decent complete motherboard retail single unit for <70$ (Thats with audio, 32meg video, the works)
in a retail package etc.. Those probably cost 40$ to build. (Its not geforce2 based, but a Savage4 core.)

The nForce chipset in a year might cost <50$, and people will build <100$ MB using it... Anyway, I'm planning
on building a <500$ PC using this chipset when it comes out. So I'm sure a big manufacturer can build a PC
for 300$ mass produced.

Stephan

2264. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 05:39:15 UTC
From: sinclap@nospam.net
Message-ID: <240720010038446777%sinclap@nospam.net>
Source record: 43229

In article <3B5344B9.9D89A833@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Hi Nigel,
>
> I remember hearing stories of a crawly crypt volume 3 being worked on but
> haven't ever seen it, even on the crawly crypt website. Another one that
> will be out in september is one I'm helping assemble of the shareware / pd
> library of the user group I'm in, TAF. I'm pretty much doing this on my own
> as the clubs for all intents and purposes is otherwise dead. It should be a
> full cd-rom since the club has over 600 ST disks and a couple hundred 8bit
> disks. I'll post a message in this newsgroup when its ready for sale. as I
> said it'll likely be in september that it becomes available.

Please do...Is TAF really dead? If so, a proper funeral is in order
with 'Chunks' reading for the service..

> Nigel Turton wrote:
>
> > Id like to know what CD's exist for the ST, I have around 10 or so mostly
> > Crawly Crypt, what am I missing??

Have boxes full of CD's for my laptop that finally had to be sorted and
stored..

sinclap!
somewere in mpls

2265. Tech TV disses Atari midi

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 05:53:07 UTC
From: sinclap@nospam.net
Message-ID: <240720010051554356%sinclap@nospam.net>
Source record: 43230
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Tech TV had a segment on midi software solutions on PC/Mac hardware and dissed the Atari cutting edge solution which was not mentioned. It is common knowlege that 1990 era Atari midi solutions has revolutionized music composition and has no peers compared to the half bake attempt Apple II, Atari 4-8 bit and older 1987 Mac solutions.

Oh well, Tech TV is not perfect considering that folks who could not make the MacWorld Keynote had to sit through a somewhat flawed live broadcast with stupid commentary according to comments posted on the web. Oh well..

sinclap!
somewere in mpls

2266. Re: Auto harddisk spin-down software

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 06:09:56 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5D1134.E42E9F1C@seimet.de>
Source record: 43231

Harry Sideras wrote:

> This is with a Fujitsu M2684S 512Mb SCSI drive in the internal bay of
> a TT. I know you're familiar with this drive...

I've just checked parking and unparing SCSI drives with my TT and found nothing wrong. Please do the following, like I did: In HDDRCONF.CPX select a partition of this drive and then park it. Now wait until the drive has actually spinned down. Then open a window with a partition that has not yet been accessed. Does this work? The drive should spin up first, then the window contents should be displayed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2267. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 08:29:06 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.13e46bb097bc6dd298968b@news-server.nc.rr.com>
Source record: 43232
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tlpsk6fkn0qj16@corp.supernews.com>, tthai@mindspring.com
says...

> The x86 is nasty that way... its *backward* compatible that to make something 100%
> x86 compatible take a huge effort. (I also admire AMD for this... and in turn Transmeta)

Heck, even Intel had a hell of a time with the transition from 486 to
pentium(p54c/p55c-mmx), they said there were something like 14 debugging
registers that were "left out" and caused a few problems, some quazi-ops
were dropped, and they had to abort those plans to support those
486"upgradeable" boards with the extra pins that were pentium ready.
(a small price to pay for feature-creep though)

At least the x86 legacy stuff does have an end in sight though, the
64bit CPU's won't be encumbered the way x86 was.

> I'm not sure their is a market... but if their was, AMD could also make their processor
> emulator friendly by adding so facilities to it.?

They could I suppose, but being the Athlon would do the abstraction at a
higher level, I don't know how much more effective it would be. (In a
desktop where you have watts to burn however, its a different story)

> If it will run on batery forget what I said.... I'm intetrested in the
> strongarm, possibly crusoe native?
> The second part here is compiler technologie.
>
> I use to have a PB1000, a programable 'calculator'. Nothing like a TI...
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> computer... But it died. and if I could find a <300$ replacemtn I would
> jump on it.

I miss the simplicity of the 8-bits, I held on to my Vic-20 for years
using it as a hardware controller for EPROM burners and whatnot. One
side of the room I burned them, and the other had UV lights to erase
them (remember those?;) My neighbors must have thought I was growing
pot.
What was so magical about our first 8bit computers that made virtually
everyone who owned them learn to program them, as opposed to today,
where people are so cynical about their machines? We used to "Love" our
computers in a way that won't happen again, it seems. Gosh, did I say
that? I sound like an old fart ;)

> > The reason I see Crusoe as a good match for a project like this is that
> > it sort of combines a dozen or so pre-existing niche markets into one
> > market that could be sold the same hardware. There's already a market
> > for a low-power webpad, and people are willing to pay $2300 for them
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> > for PDA's, and Crusoe is faster than anything in most PDA's right now.
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> > for anywhere between $400-$1000.
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> How about the StrongArm? isn't it lower power and pack a nice punch?
> For those device you dont really need code morphing unless you dont have the
> right compiler tools.

I'm totally in the dark when it comes to the StrongArm, I know it's made
by IBM and I hear they have a loyal following in Europe. That about sums
it up as for my knowledge there ;)

> > > What codec did Linus code nativly for the crusoe?!!?!?
> > > Do you have a link on what is in a Tivo box?
> >
> > http://www.tivo.com/linux/index.html
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> > They released their power-PC linux mods as per the GPL.
> > Since the mods were developed by TiVo themselves, they already have the
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Actually I'm not sure if Tivo uses software or hardware mpeg, but
between Tivo and Transmeta, I'm sure they could whip something up.

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> > one) they wont even need to do that. This would probably interest TiVo
> > greatly, as they already stated they wish to make their money from
> > selling the subscription, not the hardware.
>
> I would imagine the best for them would be to reuse common PC parts?
> Maybe a basic microATX MB modifyed a bit with a custom bios?

Or even a retrofitted Sony laptop motherboard maybe (gawd I hate laptop
hardware though ;) microATX would be good, with video/sound onboard,
maybe using laptop IDE hard disks, External 'wallwort' powersupply,
internal battery.

> > > > The beauty is, if code isn't available, as long as you can produce the
> > > > codemorphing layer, you just reuse your existing code! Case in point,
> > > >
> > > Thats the whole problem... The chip is just to slow.
> > >
> > yes for a desktop, but for the applications and the specs of this

> > project, it far exceeds what the alternatives can do, and will still be
> > in the "desktop speed ballpark", unlike a z80/68000 ;)
>
> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

If they could, I know some people who would trick out an Amiga like
you've never seen before ;)

> > > > As for the "Geek Mindshare" I think a Crusoe captures more
mindshare
> > > > among the HW geeks than x86 does.
> > >
> > > I'm a programming geek.. and I got loads of tools for the x86.
I also love processing power.
> > > The crusoe is a just a processor that got its core designed to
be emulator friendly... But aside
> > > emulation is doen't have much to it.
> > >
> > > Again, I'm not a fan of that chip because I see no use for it
in all common computing form.
> > > PDA, laptop, bookside, desktop, workstation, server... All have
better processor already there for
> > > the picking.
> >
> > The project needs something that can do them all, at whim. No general
> > purpose device will ever outperform a specifically desined for a purpose
> > device, thats why we use 1400MHz Athlons to play games and 33MHz
> > Dragonballs to sync our palms. but neither one of those would be very
> > good at both ;)
> >
> > You can play Quake on a Crusoe, and still remain at only 2 watts. The
> > same beast will run linux, and can scale down to less and be walked
> > around like a PDA.
>
> How about the .9 volt .5 watt Mobile pentium3?
> Or the ultra low voltage mobile celeron (with mmx/sse)?
>
> The 600mhz part is not cheap, but its still under 150$.

I'm not sure how much power the P3 system as a whole uses yet, havent
had a chance to play with one yet, I'll have to look.

> > It's not something that would replace the desktop, but an extension of
> > it, replacing possibly our webpads, mp3/Rio's, PDA's, pagers, inventory
> > interface units, ect with a common device/platform. It might even
> > slightly eat into the laptop market as alot of people only "need" a
> > laptop for trivial things anyway.
>
> I think its going to be very, very hard for transmeta to take this place.
> But not impossible. If they can impose themself as the standart, then they can live

> those 5 years to get profitable.?

They've got one thing going for them, noone else is after this market, it's currently dominated by hundreds of 'submarket' solutions, Palm, Rio, etc, and Transmeta doesn't even necessarily need to compete with them to controll this market, they just need to become the main vendor for the tribes currently camping there.

Then again, Intel might just decide to squash them.

2268. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 09:03:59 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.nnmpmern@localhost>
Source record: 43233

Vassilis wrote:
>
> on Sat 21-07-2001 13:10 gokmase wrote:

> calls. I can't believe ASH told the fiffi author to use MagiC
> threads to make the program MagiC only. Does anyone believe that
> when a MiNT programmer uses fork(), does this to make his program
> MiNT only?

I agree there are things that does make some sense to use, even though
OS specific, although the current OS situation on TOS platform is a bit
splintered. Is there any hope of seeing threads in MiNT, to reach MagiC
compatibility? Why not meet half way? :))

> I'm saying that at least ethernet and other drivers are now binary
> compatible between MiNT/MagiC-Net, no one seems to listen...

I find that strange. Magicnet could well be a step towards a unified
TCP/IP-stack on the atari, especially if the bridge between existing
stacks are in the works. Awesome.

> > About the TCP/IP-stack problem we have nowadays, couldn't that be
> > helped if there was PPPD under MagiCNet, allowing MagiC users to get
> > MiNTnet compatible connection?
> >
> I have pppd almost ready here (in fact this is what I'm using now)
> but I think there is some problem in the ppp or compress code of
> SLIP.XIF (MIF) since requests for compression are rejected by both
> my ISP and window$ networks. One ISP that accepted this, was not
> working after successfully logged in. Unless I have done something
> stupid, this problem should be also in MiNTNet's SLIP.XIF.

This is great news!

> Last but not least, MagiC users are not quite happy having to deal
> with text configuration files (me included ;-) and I have thrown
> a lot of such config files at them lately. A GEM front end would
> be better, keeping the compatibility with /etc/ppp/options,
> pap-secrets etc.

Well I think if the hard work has been done, the effort to make a front
end would be much easier.

> Surprise ;-), an IConnect gateway is been betatested right now. For
> the moment fiffi, Emailer and some tools work fine.

Awesomeness! :))) Definitely a huge step!

> > I think we need a standard that both MiNT ppl as well as
> > MagiC ppl could adhere to.
> >
> I think we now have a complete sockets-level compatibility. Let's now
> try to solve the OSes incompatibilities (at least where possible).

I agree with you, and hope others will see it the same way. Since we have 2 major flavours of GEM/TOS on the atari (MiNT+AES/MagiC) I think we should make them as compatible as possible. Our platform is a bit too small to have a battle about what OS to support and which not to.

> > STiK programs runs happily under MagiCnet with the help of GlueSTiK
> > for MagiCnet, so I say if the emulating bridge would be written,
> > why not go for MagiCnet?
> >
> Well, why not? :-)

Hehe :) MiNTnet/MagiCnet would make sense as "standard" these days, since it offers a free TCP/IP stack, that (possibly) soon also will have support for the other existing stacks.

Regards,

Joakim

2269. Re: chapelie.rma.ac.be

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 09:31:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5d4e526c6600@pandora.be>
Source record: 43234

on Mon 23-07-2001 20:22 Bernd Maedicke wrote:

>Hi all,
>
>Is ftp://chapelie.rma.ac.be/ down?
>I canï¿½t reach the server since some days.

No the server isn't down. It's still working but people, including me,
can't get in. Why? I wished I knew. We are trying to contact the people
involved but so far no luck. I hope the connection will be restored
soon.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2270. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 09:48:52 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5D4484.F83B92B7@seimet.de>
Source record: 43235

gokmase wrote:

> I agree there are things that does make some sense to use, even though
> OS specific, although the current OS situation on TOS platform is a bit
> splintered. Is there any hope of seeing threads in MiNT, to reach MagiC
> compatibility? Why not meet half way? :))

I guess meeting half way is not really possible. If threads were ever
added to MiNT I would expect them to be POSIX threads, in order to be
compatible with Unix. MagiC threads are no POSIX threads and I doubt
that they are compliant to any general standard.

> > I'm saying that at least ethernet and other drivers are now binary
> > compatible between MiNT/MagiC-Net, no one seems to listen...

BTW, the MiNT ethernet driver for the Riebel card does not work with
MagiC/MagiCNet, at least not on my TT. It crashes.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2271. POSIX threads (was Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 10:24:33 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <1dijj9.ij.ln@127.0.0.1>
Source record: 43245

Dans l'article <3B5D4484.F83B92B7@seimet.de>, "Uwe Seimet"
<us__nospam__@seimet.de> a tapotï¿½ avec ses petits doigts:

> I guess meeting half way is not really possible. If threads were ever
> added to MiNT I would expect them to be POSIX threads, in order to be
> compatible with Unix. MagiC threads are no POSIX threads and I doubt
> that they are compliant to any general standard.

I ported the GNU pth library a while ago. It provides POSIX threads for
MiNT. Version 1.4.0 is available at Sparemint.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2272. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 11:09:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <TsKuKJA0dVX7Ewcq@atari.org.uk>
Source record: 43236

In article <240720010038446777%sinclap@nospam.net>, sinclap@nospam.net writes
>Have boxes full of CD's for my laptop that finally had to be sorted and
>stored..

Oh bully for you, mr insignificunt.. I have 100's of cd-roms that need sorting not the cd jewel box they came in either.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2273. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 12:00:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <996077192-86717AEicMi@08002go.com>
Source record: 43189

From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
Date: 23 Jul 2001 17:53:04 -0100

>One of the annoying features of CAB is that it is impossible
>to cut text from the web page.

You could use Mark Wherry's HTML-Export module BTW.

>However, if Papyrus is used as the source code viewer then
>when the Source icon is clicked a Papyrus window opens that
>shows the web page much like it appears in CAB. However because

I'd say that this was this week's Top Tip :-)

I suppose that Papyrus isn't an Olga client, that would open up a
possibility or two! :-)

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2274. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 12:16:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5d74c824d1f11@pandora.be>
Source record: 43237

on Mon 23-07-2001 08:03 Dennis Vermeire wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
>Date: Wed, 18 Jul 2001 18:48:32 GMT

>
>> My believe is that ASH forbid the authors to release their soft.
>> It's the fault of ASH that the community doesn't appreciate the
>> way they work. They have done everything to force people to buy
>> their products.
>
>I'm pretty sure that it's only a very small minority of the community which has
>such an extremistic view. All the software is still for sale, not a week passes
>by here without someone asking where he can obtain CAB, Texel, Artworx ...etc,

If there is such a demand for these apps why have the programmers stopped
the developpement then?
Also I said it's my believe. This doesn't mean that I'm right. It's up
to you and others to convince me from the opposite. Uwe Seimet couldn't
convinced me at all.

>so it's not realistic to expect the programmers to release it as freeware. Can
>you give me an example of a programmer who released his work while there was
>still demand for it?

Not for the moment.

>Blaming ASH for this situation is nonsense, they are the
>firm that distributes the software, it's the author who decides what happens to
>his software.

Ever heard about contracts? I can imagine that firms says, oke I'll do
the contribution for you but we must have the exlusively rights for it.
I'm not a lawyer, so maybe the next is just plain bullshit. If authors
have signed such a contract have they then the rights to release their
stuff as freeware or whatever later on without the permission of the
distributor? I guess not.

>You've attended several of the German Atari shows, do you remember what firm
>attracted the biggest crowd?

Sure. Ordered by the longest queue first, R.O.M., Invers Media, Uwe
Seimet, ASH...

>I never had the impression that crowd was forced by
>anyone. At some shows I had to stand for well over 40 minutes in line to update
>some of the ASH software. Nobody there was forced to update or buy anything....

Hmm, I don't know why it took so long for you but I always had my
updates withing 5 minutes.
You take the whole thing out of contest. I'm saying that by making
products MagiC-only they force people to buy other things. I'm not
saying that at shows they pointed a gun at your head and forced you to
buy their stuff. The times I dealed with the ASH people they were always
very nice indeed. At the shows there were vendors who weren't so nice
expecially after they were being verbally attacked (for good reasons)
by some visitors. :-))

>
>> Even nowadays there are still some programmmers who force people
>> to use that dreadfull w_dialog. Take for instance 'attribute'.
>> Why one earth do we need w_dialog for such a basic application?
>
>I honestly don't know. I suppose it's because the application uses a routine
>offered by w_dialog. It's not really important either... if you don't like the
>way the programmer intended it to run, then don't use it...

I don't use it anyway. I was just curious why such a very basic
application needs w_dialog. As said before I do understand why some
application relies on w_dialog to fulfill certain tasks but I can't
understand why applications refuse to start up without w_dialog. Cab and
Papillon make use of w_dialog for some tasks but yet I can use then both
without w_dialog. Sure there are restriction but I can live with that.

>the trashcan. What on earth has ASH got to do with w_dialog? I can't see the
>connection... before the PDLG.SLB was introduced, w_dialog was needed under
>MagiC also.

Nothing as explained in a previous posting.

>BTW what is so dreadfull about w_dialog? a lot of people here seem to have a
>problem with it... it's simply a system extension, you throw it in the AUTO
>folder and forget all about it... :-)

It's a system extension which holds AFAIK some bugs which probably comes
more into the foreground if one use a non-MagiC system.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2275. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 12:16:08 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5d74c824d1f10@pandora.be>
Source record: 43238

on Mon 23-07-2001 01:58 Dennis Vermeire wrote:

>Thanks for yor advice Martin.... as you can see I'm quoting in a "proper" way
>now, since you've been ROTFL with ASH Emailer, I suppose it's allright if I
>ROTFL with your beloved mailer also ?

Ofcourse. Let me say that my ROTFL was rather misplaced. It's wasn't the
fault of you reader but of you.

>It seems to be incapable to set the time zone properly... since a couple of
>months *all* your postings are two hours in front of GMT summertime...

Are you really sure of that? I wouldn't count on it. In the region we are
living we are for the moment two hours ahead GMT, so if I use as timezone
MET DST +0200 it's oke. Right?
Take a look at this.

Date: Tue, 24 Jul 2001 09:31:24 GMT
NNTP-Posting-Host: 213.224.143.82
X-Complaints-To: abuse@pandora.be
X-Trace: afrodite.telenet-ops.be 995967084 213.224.143.82 (Tue, 24 Jul 2001 11:31:24 MET
DST)
NNTP-Posting-Date: Tue, 24 Jul 2001 11:31:24 MET DST

This is an extract of a posting I wrote earlier on today. What does
it says? It says that I wrote the message at 11:31:24 local time. The
newsserver I use translated the 'Date' into GMT 09:31:24.
Every decent newsreader relies on GMT to sort the postings by date. So tell
me where have I make a fault?
Okami and a few Mac newsreaders I have tested haven't a problem with my
postings at all. Maybe a setup fault on your side?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2276. Re: Program to display disk-tracks

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 12:53:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9$jVe7AR$WX7Ewpm@atari.org.uk>
Source record: 43239

In article <1ex1x51.l1xga767r2N%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes
>I seem to remember a program which when installed would display which
>tracks were in use by the disk drive and displayed this on the upper
>left (or right) hand corner of the screen.
>Does anyone know of such a program and what it's called?
>
>
>Hallvard

Hiya

Yep it's called track-it, but first the good news:)))

I do have this program somewhere... Now the bad news:(

it dont work on STE's and iirc TOS 1.4:(((

I did start work to make a compatible/STE version, but i think i lost my
source when i swapped hard drives and thought i'd backed my source
folder up:(((((

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2277. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 14:23:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5D84D2.1828A8DD@seimet.de>
Source record: 43240

Martin \"Nightowl\" Byttebier wrote:

> Also I said it's my believe. This doesn't mean that I'm right. It's up
> to you and others to convince me from the opposite. Uwe Seimet couldn't
> convinced me at all.

So you say that I was lying when I said ASH and the other companies that distributed my software did not force me to do anything? Note that I am one of those programmers you are talking about, i. e. a programmer that has ASH distribute his software. You were talking about me and claimed I was forced. I say it again: Nobody forced me and you are lying if you tell the opposite.
Do go ahead and ask the programmers you are talking about. Why don't you do this?
I think I know why: You are afraid that they will say that what you do not want to hear.

> I'm not a lawyer, so maybe the next is just plain bullshit. If authors
> have signed such a contract have they then the rights to release their
> stuff as freeware or whatever later on without the permission of the
> distributor? I guess not.

If authors have signed such a contract they have not been forced to sign it but did it voluntarily. Do you want them to break contracts?

> You take the whole thing out of contest. I'm saying that by making
> products MagiC-only they force people to buy other things. I'm not

With "they" you mean the programmers, right?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2278. Atari stuff wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 15:15:24 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <yfg77.3017$fo2.1168@newsfeed.slurp.net>
Source record: 43241

I'm looking to get the following items (in priority order):

A case for my Falcon (Lighthouse, MK-X)
A SC1435 color monitor
Any Atari ST/STe/Mega/TT/Falcon computer
A good condition Lynx II + games
Jaguar games
A Portfolio with accs.

If you have any of the following items that you want to get rid of, contact me at gaiyan@vianet.ca. I'm located in Ontario, Canada. Thanks.

Joshua.

2279. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 15:37:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5da41249ca5b0@pandora.be>
Source record: 43242

on Tue 24-07-2001 16:23 Uwe Seimet wrote:

>Martin \"Nightowl\" Byttebier wrote:
>
>> Also I said it's my believe. This doesn't mean that I'm right. It's up
>> to you and others to convince me from the opposite. Uwe Seimet couldn't
>> convinced me at all.
>
>So you say that I was lying when I said ASH and the other companies that
>distributed my software did not force me to do anything?

You're a master in twisting words. Have I call you a liar? I
only said your arguments didn't convinced me.

>Note that I am
>one of those programmers you are talking about, i. e. a programmer that
>has ASH distribute his software. You were talking about me and claimed I
>was forced.

Again I'm not talking about you and never claimed that YOU or
somebody else were forced to act against their will.

>I say it again: Nobody forced me and you are lying if you
>tell the opposite.

I'm not lying. I only say what I believe. There is a huges
different between lying and believing.

>Do go ahead and ask the programmers you are talking about. Why don't you
>do this?
>I think I know why: You are afraid that they will say that what you do
>not want to hear.

First of all I don't have their addresses and secondly they
probably won't bother to reply.
>
>> I'm not a lawyer, so maybe the next is just plain bullshit. If authors
>> have signed such a contract have they then the rights to release their
>> stuff as freeware or whatever later on without the permission of the
>> distributor? I guess not.
>
>If authors have signed such a contract they have not been forced to sign
>it but did it voluntarily. Do you want them to break contracts?

Exactly, what bring me back to what I believe.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2280. Re: Tech TV disses Atari midi

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 15:45:30 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B5D9853.4A396225@att.net>
Source record: 43244
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

sinclap@nospam.net wrote:

> Tech TV had a segment on midi software solutions on PC/Mac hardware and
> dissed the Atari cutting edge solution which was not mentioned. It is
> common knowlege that 1990 era Atari midi solutions has revolutionized
> music composition and has no peers compared to the half bake attempt
> Apple II, Atari 4-8 bit and older 1987 Mac solutions.

It's a worldwide conspiracy to intentionally ignore every accomplishment
Atari ever made. They don't want to admit that a game company had so many
innovations first. They know about it, they just don't mention it on
purpose.

--
Greg

=-=-=-

2281. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 16:01:18 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5D9BCE.D181DF73@seimet.de>
Source record: 43146

Martin \"Nightowl\" Byttebier wrote:

> I'm not lying. I only say what I believe. There is a huges
> different between lying and believing.#

To clarify this. You say that ASH forced all of their programmers
except me not to distribute their code etc.? Except me, because it is
bad luck for you that I am the only one of these programmers left as far
as reading this group is concerned. This is really a problem now for
you, because you cannot hide behind telling us you are not able to
contact the programmers. You are just afraid they would contradict you
like I do.

> First of all I don't have their addresses and secondly they
> probably won't bother to reply.

Are you going to tell me you cannot get e-mail addresses of people who
have posted regularly in the Internet, even if this was some months ago?
You do not really want an answer from them, that's it.
Why do you think they would not reply if they were still interested in
the Atari market and would like to release their software not via ASH
but otherwise?
But I agree that several of them would not answer for a simple reason:
They are not interested at all in the Atari market and have quit the
scene years ago. I know most of those who had ASH distribute their
software in person. Some of them do not even have their Atari anymore
but got rid of it years ago. They also do not run any emulation, but
nothing that has to do with the Atari at all. How can you think they are
interested in releasing or supporting software for the Atari when it is
more than obvious that they are not interested?

> >If authors have signed such a contract they have not been forced to sign
> >it but did it voluntarily. Do you want them to break contracts?
>
> Exactly, what bring me back to what I believe.

OK. So you think breaking contracts is fine. You should be ashamed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2282. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 16:52:06 UTC
From: Martin Byttebier <tos4ever@pandora.be>
Message-ID: <tos4ever-4FDEE4.18500724072001@afrodite.telenet-ops.be>
Source record: 43147

In article <3B5D9BCE.D181DF73@seimet.de>,
Uwe Seimet <us__nospam__@seimet.de> wrote:

> > >If authors have signed such a contract they have not been forced to sign
> > >it but did it voluntarily. Do you want them to break contracts?
> >
> > Exactly, what bring me back to what I believe.
>
> OK. So you think breaking contracts is fine. You should be ashamed.

It's obvious to me now you purposely misinterpret what I'm saying.
Peopole like you are making that guys who means it very well with the
atari scene leave the platform. Don't bother to answer. I'll not read
any of your postings again.

CU,
Martin

2283. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:19:54 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.gnrjrbkd@localhost>
Source record: 43148

Uwe Seimet wrote:

<EXTREMELY BIG SNIP>

> OK. So you think breaking contracts is fine. You should be ashamed.

Uwe for Gods sake, this is getting ridicilous! You are twisting anything that anybody says to make it sound horrible in the end. I can't for a second imagine how you can interpret what Martin says this way. You may not necessarily agree with Martin, but it does not hurt to try to understand what he is saying.

/Joakim

2284. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:28:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9jkb8p$j5r$1@plutonium.compulink.co.uk>
Source record: 43149

4In message <Pine.MNT.4.21.0107201854360.154-100000@localhost>, jvalant@m42.cx said:

> Odd, there is APEXJPEG.CPX bundled with ApexMedia package and its nice
>converting tool (converts jpegs to tga and gif and other way arround, with
>smoothness or greyscales).

Yes, I have that, and I have now found my manual with instructions
how to use it. (Didn't help that the index pages are wrong!)

> Djpeg/cjpeg are cli tools (TTP on non
>MiNT) but there is GEM frontend for it from Kellis...

Wher are the tools and GEm front end available from, please?

Regards, /Peter/

2285. Re: Thing question

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:28:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9jkb8r$j69$1@plutonium.compulink.co.uk>
Source record: 43150

In message <3b58746b.0@energise.enta.net>, peter.slegg@===ANTI-SPAM===scubadivers.co.uk said:

>I am using Thing 1.27 on my Milan. I never know if to call it
>Ming or not.

Ming was the version bundled with the Milan, which offered most
but not all the facilities on Thing. The HYP says:
This history applies to the shareware version of Thing so
there are some matters included here that do not apply to
Ming, but may be of interest to show how the program developed.
Although I did the translation, I can't recall any more what the
differences were. :-(

>The second problem is more serious. AFAIK Thing 1.27 cannot
>handle long filenames > 32 characters. I have been sent files
>with such filenames and they cause TOS errors to be reported by
>Thing when accessing the partition. Has this bug ever been fixed ?

No doubt Thomas will be along to confirm this, but the latest
Thing1.27beta has limited support for filenames with more than 32
characters, though not as many as jinnee (64 chars) as yet.

Regards, /Peter/

2286. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:41:02 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.4.21.0107241725220.190-100000@localhost>
Source record: 43243

> > calls. I can't believe ASH told the fiffi author to use MagiC
> > threads to make the program MagiC only. Does anyone believe that
> > when a MiNT programmer uses fork(), does this to make his program
> > MiNT only?
>
> I agree there are things that does make some sense to use, even though
> OS specific, although the current OS situation on TOS platform is a bit
> splintered. Is there any hope of seeing threads in MiNT, to reach MagiC
> compatibility? Why not meet half way? :))

Actualy threads works in MiNT, we have demo application on our pages, it
may be that threads are kinda diferently implemented?

>
> > I'm saying that at least ethernet and other drivers are now binary
> > compatible between MiNT/MagiC-Net, no one seems to listen...
>
> I find that strange. Magicnet could well be a step towards a unified
> TCP/IP-stack on the atari, especially if the bridge between existing
> stacks are in the works. Awesome.

Well some ppl simply deny all with "MiNT" in title.. Same way why that
big arguing started.. I still think MiNT net is most complete stack, with
all those bridges basicaly ALL other can run as well.. So in MiNT or Magic
with MagicNet u can run basicaly all major used apps.

> > but I think there is some problem in the ppp or compress code of
> > SLIP.XIF (MIF) since requests for compression are rejected by both
> > my ISP and window$ networks. One ISP that accepted this, was not
> > working after successfully logged in. Unless I have done something
> > stupid, this problem should be also in MiNTNet's SLIP.XIF.
>
> This is great news!

Agree.

>
> > Last but not least, MagiC users are not quite happy having to deal
> > with text configuration files (me included ;-) and I have thrown
> > a lot of such config files at them lately. A GEM front end would
> > be better, keeping the compatibility with /etc/ppp/options,
> > pap-secrets etc.
>
> Well I think if the hard work has been done, the effort to make a front
> end would be much easier.

Um i will disagree here though :) TXT cnf and their hardness etc is a
Myth.. :) for example:

snip----------

```
# FASTLOAD = YES forces fast loading (without zeroing the memory)
# for all programs. This defines default state , that can be modified
# later via apropriate kernel calls (use MiNTsetter utility to toggle
# later without rebooting)
# FASTLOAD = NO means that information from program header will be used
# to decide (this is what TOS does)

FASTLOAD = YES
```

snip----------

I dont see how this is any harder as checking boxes in GEM, often with
less description.. Most UNIX (esp recent stuff) CFG is VERY well
docmented.

>
> > Surprise ;-), an IConnect gateway is been betatested right now. For
> > the moment fiffi, Emailer and some tools work fine.
>
> Awesomeness! :))) Definitely a huge step!

And ppl say cant/wont be done ;))

> > > I think we need a standard that both MiNT ppl as well as
> > > MagiC ppl could adhere to.
> > >
> > I think we now have a complete sockets-level compatibility. Let's now
> > try to solve the OSes incompatibilities (at least where possible).
>
> I agree with you, and hope others will see it the same way. Since we
> have 2 major flavours of GEM/TOS on the atari (MiNT+AES/MagiC) I think
> we should make them as compatible as possible. Our platform is a bit
> too small to have a battle about what OS to support and which not to.
>
> > > STiK programs runs happily under MagiCnet with the help of GlueSTiK
> > > for MagiCnet, so I say if the emulating bridge would be written,
> > > why not go for MagiCnet?
> > >
> > Well, why not? :-)
>
> Hehe :) MiNTnet/MagiCnet would make sense as "standard" these days,
> since it offers a free TCP/IP stack, that (possibly) soon also will
> have support for the other existing stacks.

It cant be, derived from MiNT, and free, cant be good <g>

Janez

2287. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:45:48 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5DB44C.55593496@seimet.de>
Source record: 43157

Martin Byttebier wrote:

> It's obvious to me now you purposely misinterpret what I'm saying.

I think we should really be careful that this does not get too personal.
So I suggest that you please make a statement of what you really want to
say.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2288. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:48:40 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5DB4F8.79A74B20@seimet.de>
Source record: 43158

gokmase wrote:

> Uwe for Gods sake, this is getting ridicilous! You are twisting
> anything that anybody says to make it sound horrible in the end. I
> can't for a second imagine how you can interpret what Martin says this
> way. You may not necessarily agree with Martin, but it does not hurt to
> try to understand what he is saying.

So what is he saying eventually? I agree that this is ridiculous and is
getting personal, which is definitely not what both Martin and I intend.
That's why I have just asked Martin to make a basic statement on what he
really means.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2289. POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 17:55:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5DB692.8F013E01@seimet.de>
Source record: 43159

SWE/YesCREW wrote:

> Actualy threads works in MiNT, we have demo application on our pages, it
> may be that threads are kinda diferently implemented?

According to Patrice Mandin the MiNT thread implementation is based on
POSIX threads, which is a good decision because POSIX threads are a
platform-independent standard. MagiC threads do not comply with that
standard. guess there is no way to get them MiNT compatible or
vice-versa.
Now please don't anybody start again with telling I'm too negative when
expressing my doubts. It's just that threads are a quite complicated
issue in general.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2290. Re: Atari stuff wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 18:42:00 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <ehj77.13962$fo2.1963@newsfeed.slurp.net>
Source record: 43160

Also looking for:

External Atari Mega ST/Mega STe/TT keyboard or QWERTYX or D.E.K.A. 2

Joshua.

"Joshua Kaijankoski" <gaiyan@vianet.ca> wrote in message
news:yfg77.3017$fo2.1168@newsfeed.slurp.net...
> I'm looking to get the following items (in priority order):
>
> A case for my Falcon (Lighthouse, MK-X)
> A SC1435 color monitor
> Any Atari ST/STe/Mega/TT/Falcon computer
> A good condition Lynx II + games
> Jaguar games
> A Portfolio with accs.
>
> If you have any of the following items that you want to get rid of,
contact
> me at gaiyan@vianet.ca. I'm located in Ontario, Canada. Thanks.
>
> Joshua.
>
>

2291. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 18:42:01 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43165
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame") wibbled on for an age:

> I would imagine that someone could build a 68000 today that consume very little
> power and runned at high mhz?

What, like the Coldfire?

Chris

--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2292. Re: ATARI CD's what really exists???

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 19:47:07 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <3b5ddea5$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 43164

Hello Steve,

I have a few Atari CD's most of which you've probably already got :-)
They are full of PD/ shareware software. Hope this helps your list ;-)

1. The Atari Compendium
2. Suzy B - Volume 1
3. Suzy B - Volume 2
3. FloppyShop "DTP + Graphics"
4. FloppyShop "Sounds and Stuff"
5. FloppyShop Gold Volumes 1,2,3,4 and 5

Best Wishes
Sean

2293. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 19:53:28 UTC
From: jflemaire@belgacom.net
Message-ID: <3b5de06cb4b560@belgacom.net>
Source record: 43161

Hello,

Le mardi 24-07-10 19:55, Uwe Seimet ï¿½crivait:

>SWE/YesCREW wrote:
>
>> Actualy threads works in MiNT, we have demo application on our pages, it
>> may be that threads are kinda diferently implemented?
>
>According to Patrice Mandin the MiNT thread implementation is based on
>POSIX threads, which is a good decision because POSIX threads are a
>platform-independent standard. MagiC threads do not comply with that
>standard. guess there is no way to get them MiNT compatible or
>vice-versa.
>Now please don't anybody start again with telling I'm too negative when
>expressing my doubts. It's just that threads are a quite complicated
>issue in general.

Could someone explain in layman's words what are threads and what they
are good for ? My ignorance makes me miss the whole issue.

J-F.

2294. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 20:04:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9jkkcr$9m$1@plutonium.compulink.co.uk>
Source record: 43162

In message <3b5c5670.0@energise.enta.net>, peter.slegg@===ANTI-SPAM===scubadivers.co.uk said:

>Here is a clever trick that I discovered with CAB a few
>days ago.
>
>One of the annoying features of CAB is that it is impossible
>to cut text from the web page.
>
>I normally resort to viewing the source in Everest or Luna
>and then cutting the piece of text that I want and reformating
>it.
>
>However, if Papyrus is used as the source code viewer then
>when the Source icon is clicked a Papyrus window opens that
>shows the web page much like it appears in CAB. However because
>it is now being viewed in Papyrus it is possible to save it
>as a PAP/RTF or to cut and paste while retaining the style.
>
>Now if only Papyurs could be used as a web browser...

You can also load it into Look'n See and it will display the text in it, stripped of the tags etc. I have installed L'nS as a viewing application for most files so can double-click an 8+3 HTM and get the text in a window, from which blocks can be cut to the clipboard - or even the whole page written to disk by selecting this in the Print dialog. Unfortunately V 0.95, at least, will not do this with LFNs, but most still can be loaded into it if you start it manually first. On a few occasions this fails (?with *very* long names?) but you can always rename them, or copy them to a partition that doesn't have LFN's enabled.

Regards, /Peter/

2295. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 20:04:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9jkkcs$9o$1@plutonium.compulink.co.uk>
Source record: 43163

In message <995913812-42115AEicMi@gmx.net>, dennis.vermeire@gmx.net said:

>>>You are referring to the English manual, translated by Joe Connor and
>>>published by System Solutions. You're absolutely right, they goofed...
>>
>>Can't find it in my 2.5 manual - guess it has been corrected. Or
>>have I missed it?
>
>No idea... the quoted passage comes from the 2.3 manual, when I updated to
>version 2.5 SysSol didn't supply a new manual but only the disks. In the
>English hyp file of version 2.5 the passage is still present though...

Yep - you are right - I've found it in both the 2.5 HYP and manual,
which say:
Both STiK and MintNet only support the SLIP protocol. At the
time of writing, the CAB.OVL files for MintNet and STiK are
both shareware programs. They are not supplied with CAB but are
feeely available from online services and public domain
libraries.
Presumably the SLIP bit was so when originally written but is no
longer true. Are these OVLs now freeware? There is nothing about
this in the German 2.7 HYP - in fact the OVLs aren't even
mentioned AFAICS... (and the index is useless!)

Regards, /Peter/

2296. SoundPool "Falcon Analog 8" Wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 20:37:20 UTC
From: nurmix@spam-free.com
Message-ID: <3b5ddba6.5444234@news-server.socal.rr.com>
Source record: 43166

I'm looking to buy a SoundPool "Falcon Analog 8" (8 audio output
expander). I'm trying to work out the details with SoudPool and/or
Wizztronics on acquiring a NEW unit, but thought I'd ask here to see
if anyone has a used one for sale first.

I'm in California (USA).

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2297. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:17:50 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1cprltsf4b4ec02mj898hi5odak7r2457p@4ax.com>
Source record: 43167
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 23 Jul 2001 22:13:08 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Thu, 12 Jul 2001 23:23:59 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> It would probably look very much like the e--Machines system I just
>> bought my daughter to take to college with her.
>[...]
>> The price is in the $300 ball park and it's a system she'll be
>> familiar with and can make instant use of. The software it runs will
>> be compatible with most people she runs into in college. It has a
>> software base that no new computer could challenge for decades.
>
>"decades"? Slightly optimistic perhaps. Look back a decade. Find a
>good software base. Is this still a good software base? No? I rest
>my case.
>

>Chris

Umm... you're using the wrong end of the telescope.

A decade ago there were several choices of competing Operating
Systems.

Now for all intents and purposes there is only one.

(MacOS is a far distant second.)

With the kind of momentum behind the current OS, it's unlikely that
any other OS will be able to overtake the existing software base for a
long, long time, if ever.

Go to the local CompUSA and check out how much shelf space is devoted
to native Linux apps.

I rest my case.

BobR

2298. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:17:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <jeprltgnpm0btccps4dn6hhs44htp72mlq@4ax.com>
Source record: 43168
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 08:29:06 GMT, David Ogg <davidogg@nc.rr.com>
wrote:

> What was so magical about our first 8bit computers that made virtually
>everyone who owned them learn to program them, as opposed to today,
>where people are so cynical about their machines? We used to "Love" our
>computers in a way that won't happen again, it seems. Gosh, did I say
>that? I sound like an old fart ;)
>

The simple answer is that there was nothing else available and very
little was available for what WAS available.

There was nothing that would run a competent word processor or
spreadsheet, or play a photorealistic game, or render in 16 million
colors, or typeset a page layout, or sort and relate a million entry
database.

If you wanted something other than what you could buy from the back of
Compute's Gazette, you had to learn to program and write it yourself.

There weren't stores like CompUSA where you could just buy the program
and get on with whatever it was you wanted to do.

You HAD to figure out how to POKE graphics to the screen, or VARPRT to
find out where your string variables were stored.

When I bought my first computer (an even older fart), an OSI C1P, I
wanted to play games on it. I bought game programs and ended up
HAVING to learn to program to fix the bugs in the "commercial"
programs. I had to learn the "guts" of the computer to figure out
how to add sound to the games since the manufacturer had designed
sound into the system but not implemented it.

Sure it was fun, and sure I learned a lot, and actually made some
money with it, and yes indeed, I wouldn't have missed it for anything.

But it wasn't what I'd originally wanted to DO with "a computer".

Now, you don't need a soldering iron or disassembler to do what you
want a computer to DO. In most cases, you just get the software and
DO it.

Not everyone wanted to "tinker" with a computer. Computers didn't really "take off" until they became capable enough that you DIDN'T have to tinker with them to get them to do something.

That doesn't help the "tinkerers" very much, I know, but that's the main reason things are different today than they were when 8-bit computers were the only thing available.

That's actually what the original intent of this huge message thread was, to provide a "new" version of the machines we used to tinker with.

BobR

2299. Re: Program to display disk-tracks

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:24:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <fC+9dXTwdeX7Ewu6@my-ste.demon.co.uk>
Source record: 43169

In article <9$jVe7AR$WX7Ewpm@atari.org.uk>, Steve Stupple
<Steve@atari.org> writes

<snip>

>Yep it's called track-it, but first the good news:)))
>
>I do have this program somewhere... Now the bad news:(
>
>it dont work on STE's and iirc TOS 1.4:(((

IIRC it only worked with TOS 1.00 although I've a patched version that
works on TOS 1.62 in mono only since I never needed a medium or low res
version.

>I did start work to make a compatible/STE version, but i think i lost my
>source when i swapped hard drives and thought i'd backed my source
>folder up:(((((

Don't you just hate it when that happens :(

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 6.3 |http://www.distributed.net/

2300. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:29:27 UTC
From: ebaiz@skyenet.net
Message-ID: <XMl77.14060$fo2.2585@newsfeed.slurp.net>
Source record: 43170

On 24 Jul 2001 03:19:47 , "Gregory D. George" wrote:

>Does anyone know of a good ST emulator that can handle the STOS mouse?
>GEMulator doesn't work at all, and I've even tried the latest version.

Have you tried PacifiST? It does a pretty good job.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2301. Re: Atari stuff wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:29:29 UTC
From: ebaiz@skyenet.net
Message-ID: <ZMl77.14061$fo2.2585@newsfeed.slurp.net>
Source record: 43171

On 24 Jul 2001 11:15:24 , "Joshua Kaijankoski" wrote:
>I'm looking to get the following items (in priority order):
>
>A case for my Falcon (Lighthouse, MK-X)
>A SC1435 color monitor
>Any Atari ST/STe/Mega/TT/Falcon computer
>A good condition Lynx II + games
>Jaguar games
>A Portfolio with accs.

I would try Ebay. They have alot of Atari items for sale. Try also the
sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2302. Re: Atari stuff wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:51:50 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <i3m77.14073$fo2.1640@newsfeed.slurp.net>
Source record: 43172

Ebay is my regular stop. Thanks.

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ZMl77.14061$fo2.2585@newsfeed.slurp.net...
> On 24 Jul 2001 11:15:24 , "Joshua Kaijankoski" wrote:
> >I'm looking to get the following items (in priority order):
> >
> >A case for my Falcon (Lighthouse, MK-X)
> >A SC1435 color monitor
> >Any Atari ST/STe/Mega/TT/Falcon computer
> >A good condition Lynx II + games
> >Jaguar games
> >A Portfolio with accs.
>
> I would try Ebay. They have alot of Atari items for sale. Try also the
> sites below:
>
> http://www.vme.net/dvm/aty/
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

2303. Re: Scanning DPI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:54:39 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b5dee9f$0$18557@news.zetnet.co.uk>
Source record: 43173

On 22 Jul 2001 14:47:00 , Lyndon Amsdon wrote:
>On 22 Jul 2001 13:12:12 , Derryck Croker wrote:
>>From: bindon@madasafish.com (Lyndon Amsdon)
>>Date: Sat, 21 Jul 2001 15:06:13 -0000
>
>>>I need scan some pics for my website using GT Look 2. I'm trying to
>>>think what DPI I should scan at. Is it better to scan at around 100DPI and
>>
>>You should look at http://www.scantips.com
>>
>>It's got some very interesting info, including how to use histograms.
>
>Cheers Derryck, I was thinking, there must be some sort of FAQ on the net about
>scanning!

Hi Lyndon.

There is or was a scantips doc on the Homa site, whose URL I haven't got.
It also mentions a scanning FAQ, but I cannot guarantee the URL:

Quote:

Just a quick note on the scanning FAQ: It has now been updated by Jeff
Bone to be in HTML format. This allows you to see sample scanned
images in the text, and have a hyperlinked interface. To reach the
new version of the faq, please use the URL of:
<http://www.dopig.uab.edu/dopipages/FAQ/The_Scan_FAQ.html>
Unquote.

Charles.

2304. Re: If you could design a $300 homecomp

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 21:54:42 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b5deea2$0$18557@news.zetnet.co.uk>
Source record: 43174

On 22 Jul 2001 13:53:11 , Roy Miller wrote:
>Can you fellows on the east side of the Atlantic help me with an early 80s
>question?
>When I was in grad school in Mississippi, I saw on the Public TV channel
>(several times) two BBC series on micro computers.
>
>One was called (I think) The Computer Program, and the other was (as I recall)
>Making the Most of the Micro.
>
>Each was 12-13 episodes long.
>
>I've tried here, through contacts with the Nebraska Public TV to see if anyone
>has copies, or where I could buy copies. Do any of you know anything about
>getting old BBC programs on tape?
>
>Both series had the same host (a Scottish surname as I recall) and covered a
>number of different machine, but esp the one I don't have and would really like
>to have: the Acorn BBC computer.

Hi Roy.
You might like to log on to the BBC: < http://www.bbc.co.uk/ > and explore
the site, which is huge and full of info (try < /acorn >). Email to one of
the adresses shown there.

Charles.

2305. Re: SoundPool "Falcon Analog 8" Wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 22:02:24 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1zm77.6186$5t1.9205@nntpserver.swip.net>
Source record: 43175

"Paul Nurminen" wrote:
> I'm looking to buy a SoundPool "Falcon Analog 8" (8 audio output
> expander). I'm trying to work out the details with SoudPool and/or
> Wizztronics on acquiring a NEW unit, but thought I'd ask here to see
> if anyone has a used one for sale first.

Hi,
You could also ask around for a JAM-8 (balanced tele jacks) or FAD-8 (unbalanced RCA jacks, like on the FA-8) unit from the swedish company Line Audio Design (www.lineaudio.se).
They're discontinued (maybe there are a few left in Line Audio's stock - you better ask), but there could be such units around on the second-hand market too - and they sound slightly better than SoundPool's units due to a newer design and other components...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2306. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 22:24:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996022886-54259AEicMi@gmx.net>
Source record: 43176

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Tue, 24 Jul 2001 12:16:08 GMT

Hi Martin,

>Take a look at this.
>
>Date: Tue, 24 Jul 2001 09:31:24 GMT
>NNTP-Posting-Host: 213.224.143.82
>X-Complaints-To: abuse@pandora.be
>X-Trace: afrodite.telenet-ops.be 995967084 213.224.143.82 (Tue, 24 Jul 2001
>11:31:24 MET DST)
>NNTP-Posting-Date: Tue, 24 Jul 2001 11:31:24 MET DST
>
>This is an extract of a posting I wrote earlier on today. What does
>it says? It says that I wrote the message at 11:31:24 local time. The
>newsserver I use translated the 'Date' into GMT 09:31:24.
>Every decent newsreader relies on GMT to sort the postings by date. So tell
>me where have I make a fault?

Sorry Martin, but it's just the opposite. "Date" is set by your newsreader,
NNTP-Posting-Date is set by your provider at the time you post the posting,
this however has no influence at all, it's only there for informational
purposes. Some providers don't even add the NNTP-Posting-Date...
A newsreader follows the time set in "Date", which is logical, at the time
I'm writing this it's 00:20 GMT +2, but I'll probably post this posting
tomorrowmorning. Take a look at the header, it'll show you when I replied to
the posting but *not* when I posted it...

The newsserver doesn't translate anything conecerning time and date, every
newsreader relies on the GMT, and since the "Date line" is incorrect, every
newsreader will translate/interprete it faulty...

In your example the date is set to 09:31:24 GMT, that's the time you wrote
it, the NNTP-Posting-Date is exactly 2 hours later. The NNTP-Posting-Date is
fine, but the "Date" is incorrect.... it should be:" Date: 09:31:24 +2"...
In case you're not convinced yet, take a look at the X-trace line, that's
added by your povider also, and shows the correct time as well. Also take a
look at postings from other people here, you'll notice that your's the only
one which don't carry a "-" or "+" after the time in the "Date" line.

>Okami and a few Mac newsreaders I have tested haven't a problem with my
>postings at all. Maybe a setup fault on your side?

No way... :-)
But I admit it's weird.... the personal mail you sent me today showed the

correct timezone. Do you perhaps have to set time zones seperately in Okami
for mail and newsgroups?

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2307. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 22:26:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996022890-55043AEicMi@gmx.net>
Source record: 43177

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Tue, 24 Jul 2001 12:16:08 GMT

Hi Martin,

>Ever heard about contracts? I can imagine that firms says, oke I'll do
>the contribution for you but we must have the exlusively rights for it.
>I'm not a lawyer, so maybe the next is just plain bullshit. If authors
>have signed such a contract have they then the rights to release their
>stuff as freeware or whatever later on without the permission of the
>distributor? I guess not.

I don't have a clue... but for the sake of argueing let's assume you're
right. Let's assume that the developer of CAB signed such a contract, it
would give ASH the exclusive rights to distribute the software,but this
however is not the same as giving them the rights to the program. You're
assuming that the programmer(s) give up their legal rights to the program.
I can imagine situations in which the programmer sells his program to ASH,
but then ASH holds the copyright... they've paid for it. I think it's safe
to say that once a program doesn't sell anymore, and is removed from their
productlist ASH would not be hurt in any way if the programmer would
eventually decide to release it as freeware. Since CAB is still on their
productlist and copies are actually still sold of it, it would be a breach
of contract and a conflict of interests if the author would decide to
release it as freeware today....

Another point to consider is that CAB as we know it, is not the work of one
man, Sven Kopacz and Jï¿½rgen Koneckzny to name just these two have put a lot
of work into CAB as well. So if CAB was to be released as freeware and the
sources made available to the public, these programmers would need to give
their blessings also.

>Also I said it's my believe. This doesn't mean that I'm right. It's up
>to you and others to convince me from the opposite. Uwe Seimet couldn't
>convinced me at all.

Well, I'm not affiliated with ASH and have no knowledge of how they close
their deals with the authors... but how's this?
Normally there should have been English versions of ASH Emailer 2.3f and
Texel 2.3 for sale. The only reason why they aren't is because the authors
are not interested.... ASH has pleaded and tried about every trick in the
book to get them to compile an English version... if the exlusive rights to
these programs would belong to ASH instead of the authors then we wouldn't
be still waiting...

Uwe Seimet already stated that ASH only distribute HDDriver, they don't want
the exclusive rights to distribute it and neither do they demand the rights
to distribute his other work (i.e Diskus).
ASH also distributes Papyrus and NVDI, it seems to me that this is under the
same arrangement as with Uwe Seimet.... so that already makes three...

Ifusion is sold by ASH but also by Mucs. Armin Diedering sells Icon Master,
which is not on the product list of ASH... Jï¿½rgen Koneckzny sells Teli,
which is shareware..., iCab which resembles CAB very closely is not sold by
ASH either.... the point is that if ASH would realy have exclusive rights
then they could demand to be the sole distributor of these apps also.

>At the shows there were vendors who weren't so nice expecially after they
>were being verbally attacked (for good reasons) by some visitors. :-))

<grin> Anyone you know? :-))))

>>BTW what is so dreadfull about w_dialog? a lot of people here seem to have
>>a problem with it... it's simply a system extension, you throw it in the
>>AUTO folder and forget all about it... :-)
>
>It's a system extension which holds AFAIK some bugs which probably comes
>more into the foreground if one use a non-MagiC system.

Possibly, but it seems to me that people here overlook that w_dialog is a
system extension for *TOS*, the authors never claimed it would run as it's
intented to, under MiNT.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2308. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-24 22:41:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996022894-55951AEicMi@gmx.net>
Source record: 43178

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Tue, 24 Jul 2001 19:55:30 +0200

Hi Uwe,

>According to Patrice Mandin the MiNT thread implementation is based on
>POSIX threads, which is a good decision because POSIX threads are a
>platform-independent standard. MagiC threads do not comply with that
>standard. guess there is no way to get them MiNT compatible or
>vice-versa.

According to Andreas Kromke in the MagiC 6.xx programmers docs the threads
used by MagiC are compatible with these used in Sun Solaris 2.x.
MiNT now having threads is a good thing ofcourse, but if the developers
would have opted to go for the Sun Solaris 2.x standard then at least both
the OS's would have shared the same standard.
The MiNT developers undoubtedly will have had a good reason to opt for the
POSIX standard, but like usual they ignored what was already succesfully
implemented in MagiC, making it even more difficult "to bridge the gap".

Browsing through the programmers guide of MagiC 6.0 I was surprised to see
how Andreas went through great lenghts to make MagiC and MiNT at least a
little compatible. I can't help thinking if the MiNT developers would make
the same effort the OS's would both be much more compatible.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2309. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 00:37:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9jl4c6$6pp$1@news.eunet.yu>
Source record: 43179

On 22 Jul 2001 18:10:57 , Brian J. Roland wrote:

>Here we are dreaming of fancy browsers with java script support, yet
>the majority of us are still stuck with a VT52 console to work from.
>I'd love
>a nice browser! But to be honest...I'd do back flips and pay twice as
>much for
>some basic utilities like...a VT102/Ansi color terminal in a window to
>replace
>the usual buggly/slow VT52 ones.

As a little off-topic sidenote, maybe it may help someone to know that there is a utility which enables recognition of ANSI escape sequences. It's called ANSI-ST and as far as I could see, works more-less OK (in colour, too) It's nothing sophisticated, no windowed output, etc; it just replaces the full-screen VT52 output with full-screen VT-100 (or something like that).

cu

2310. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 01:51:00 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tls9fjrgp42q23@corp.supernews.com>
Source record: 43180
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Chris Young" <unsatisfactory@bigfoot.com> wrote in message
news:3B5DCF89.MD-1.4.15.unsatisfactory@bigfoot.com...
> On Mon, 23 Jul 2001 20:59:08 -0700, Stephan Schaem (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > I would imagine that someone could build a 68000 today that consume very little
> > power and runned at high mhz?
>
> What, like the Coldfire?

Kind of... motorola rate their Coldfire 90mhz to consume .95watt. That seem alot compared to
mobile pentium3 running at 10x the mhz. I dont think their is any >200mhz Coldfire...

Stephan

2311. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 03:15:02 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0107241915.4004a32b@posting.google.com>
Source record: 43181

Can I get a whooa Bundy too? I still "lurk" here, but don't post (as
if anyone cared!)

Oh, yes, topic. Falcon in a rack with Burned 040, NOVA ATI Mach 64 and
Expose (to keep the list short:)

Can I stay if I promise not to say S*i# and G*@ D&+$it?

Getting ready to setup the 040 with Cubase for the NEW (yes, I said
new) lady friend. She is also an old school graphic artist (actually
uses a pencil) and draft person. Want to turn her on to Rembrant and
Apex to name a few.

Hi to all except one, mister PS (or is that BS?)

Michael Grove

email address in the headder is good

Some pics scanned with a Falcon and an Epson 1200C at
www.netcolony.com/sports/motocat

sidcelery@cix.co.uk (Harry Sideras) wrote in message
news:<9j58r3rfu2@plutonium.compulink.co.uk>...
> On 17 Jul 2001 23:35:06 , "Rory Street" wrote:
> > Hello Guys!
> >
> > I'm Back!
>
> Wotcha Rory
>
> [Fx: makes sign of cross]
>
> rgds
> H

2312. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 06:37:24 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3b5e690f$0$18555@news.zetnet.co.uk>
Source record: 43183

```
| . . . .
| I just got a PDP-11. Those machines really *were* used for
| controlling nuclear reactors. Amongst other things. Mine, however,
| never did anything more glamourous than routing parcels for a
| nationwide courier service.
|
| --
| David Cantrell | http://www.cantrell.org.uk/david
```

I got into computers through a PDP-11 (so to speak). The CPU register layout appealed to me which is why I later liked the MC68000 (and hence Atari).

--
JI Logan

2313. Re: SoundPool "Falcon Analog 8" Wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 06:47:54 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B5E6B9A.66D3B13C@siemens.at>
Source record: 43184

Paul Nurminen wrote:
>
> I'm looking to buy a SoundPool "Falcon Analog 8" (8 audio output
> expander). I'm trying to work out the details with SoudPool and/or
> Wizztronics on acquiring a NEW unit, but thought I'd ask here to see
> if anyone has a used one for sale first.

I only could offer a Soundpool 'Falcon Analog 4' which I have only
taken out of the package once and saw that I can't use it.
Reason was that I have a 'JAM IN' and a 'JAM clock' from Line Audio.
While the 'JAM IN' has a through port and therefore could be used
together with the 'Analog 4' the 'JAM clock' has no through port and
therefore has to be the last device in the chain. This would be no
problem since the 'Analog 4' also has a through port but the 'Analog 4'
like all Soundpool devices (as Mr. Baumgï¿½rtner told me) has different
connectors that are cheaper but have fewer pins (so some lines have
to be missing). So if I use the 'Analog 4' I can't use the clock and
therefore don't have the 44.1 kHz I need.
BTW, if you buy the 'Analog 8' don't forget to mention that you need
the special cable. It comes at no extra cost but only if you tell
them to include it.

> I'm in California (USA).

I'm in Austria (EU) :)

Gerhard

2314. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 09:59:16 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5E9874.A0C77F72@seimet.de>
Source record: 43185

Dennis Vermeire wrote:

> ASH also distributes Papyrus and NVDI, it seems to me that this is under the
> same arrangement as with Uwe Seimet.... so that already makes three...

With KOBOLD it's the same. ASH has no exclusive rights for selling
KOBOLD, but the author has left the Atari market quite some time ago and
is not interested in selling KOBOLD on his own anymore. If ASH would not
sell it anymore, nobody would. This is also correct for NVDI and CAB. If
one day ASH stops being active in the Atari market all these (and other)
programs will not be sold anymore and there will not be any support. Not
because ASH owns any rights and blocks the authors from doing what they
want with their software but simply because the authors have lost their
interest in the Atari market a long time ago. Probably not only in
writing software for the Atari but also in writing software in their
spare time for other platforms as well. Most of them started writing
software as students and some of them have a family now. It's easy to
understand that they are more interested in their wife and children than
in the Atari.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2315. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 12:59:20 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B5EC2E3.9D8558A6@att.net>
Source record: 43186

"Edward S. Baiz Jr." wrote:

> >Does anyone know of a good ST emulator that can handle the STOS mouse?
> >GEMulator doesn't work at all, and I've even tried the latest version.
>
> Have you tried PacifiST? It does a pretty good job.

I played with it a while back. But I can't remember if it can read PC hard drives.

The problem with emulators like Winston (and I assume STeem Engine too) is that they only read disk images and are only good for playing disk games.

I'll give PacifiST another try, but I'm not too hopeful.

--
Greg

=-=-=-

2316. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 13:20:00 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B5EC7B8.D4EDAFBA@att.net>
Source record: 43187

"Gregory D. George" wrote:

> I'll give PacifiST another try, but I'm not too hopeful.

Nope. PacifiST doesn't handle the STOS mouse either.

--
Greg

=-=-=-

2317. Problems with a rouge email

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 15:56:28 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.9e2d3b89.7e1c65e0.doyene@zetnet.co.uk>
Source record: 43188

Hei all.
Is it possible for a email to wipe out my partition or receive bogus downloads on draconis. Because yesterday that what happened. I noticed while I was downloading a website to later view.
I received a Blank recurring file without any chance of removing it (TOS 33). Then I got another load
of duff files. I checked with my WenSuite to see if there was a similar problem, none as was there.
So I look through Linux my Midnight Commander, to see what they were. To my amazement it was having
trouble reading them aswell. but I manage to remove them. So thinking the problem solved I returned
to retreive some emails via Marathon, which worked fine and okay in reading. But when I came to closing
folder, the whole setup went kaput leaving me looking at a odd file. Is it possible there is a chink
in Draconis armour, because it stems in that area only. Please take out your pipes and discuss.

regards

John Nicholas Oakes.

2318. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 17:07:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5f0a841fd8680@pandora.be>
Source record: 43190

Path: pandora.be!tos4ever
Newsgroups: comp.sys.atari.st
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5f082c1e03230@pandora.be>
Subject: Re: Correct timezones? (Was) Atari Browser poll
References: <Pine.MNT.4.21.0107131941160.202-100000@localhost>
<995211840-61307AEicMi@gmx.net> <3b51e6da56016e1@pandora.be>
<995480532-41015AEicMi@gmx.net> <3b55e79c336ae71@pandora.be>o
<995913820-43675AEicMi@gmx.net> <3b5d74c824d1f10@pandora.be>
<996022886-54259AEicMi@gmx.net>
X-Newsreader: Okami Version 2.1B-21
X-Hardware: Hades 060/TT030
X-Software: N.AES 2.0.0/freeMiNT 1.16a/MiNT-net 1.04/NVDI 5.03/Thing 1.27
Date: Wed, 25 Jul 2001 17:34:20 +0200 (MET DST)
Lines: 133

on Wed 25-07-2001 00:24 Dennis Vermeire wrote:

>>This is an extract of a posting I wrote earlier on today. What does
>>it says? It says that I wrote the message at 11:31:24 local time. The
>>newsserver I use translated the 'Date' into GMT 09:31:24.
>>Every decent newsreader relies on GMT to sort the postings by date. So tell
>>me where have I make a fault?
>
>Sorry Martin, but it's just the opposite. "Date" is set by your newsreader,
>NNTP-Posting-Date is set by your provider at the time you post the posting,

It's my time to say sorry Dennis, you're wrong.
When I write a message and prepared it to send the header will say
this: Date: Wed, 25 Jul 2001 16:30:56 +0200 (MET DST)

I actually wrote this message at 16:30 Belgium time. Now when I send it
immediately the Pandora newsserver will translate it into this:

Date: Wed, 25 Jul 2001 14:30:56 GMT
Why the Pandora Newsserver do this I don't know. I suppose they follow
the rules.

>this however has no influence at all, it's only there for informational
>purposes. Some providers don't even add the NNTP-Posting-Date...
>A newsreader follows the time set in "Date", which is logical, at the time
>I'm writing this it's 00:20 GMT +2, but I'll probably post this posting
>tomorrowmorning. Take a look at the header, it'll show you when I replied to
>the posting but *not* when I posted it...

Correct.

>The newsserver doesn't translate anything concerning time and date, every
>newsreader relies on the GMT, and since the "Date line" is incorrect, every
>newsreader will translate/interprete it faulty...

And yet the Pandora Newsserver does it. But as the newsserver translated
the date correctly into GMT the newsreader should interpret the time correct.
To prove it's the newsserver take a look at this.

==========quote==========

User-Agent: MT-NewsWatcher/3.1 (PPC)
Message-ID: <tos4ever-4FDEE4.18500724072001@afrodite.telenet-ops.be>
Lines: 18
Date: Tue, 24 Jul 2001 16:52:06 GMT
NNTP-Posting-Host: 213.224.143.82
X-Complaints-To: abuse@pandora.be
X-Trace: afrodite.telenet-ops.be 995993526 213.224.143.82 (Tue, 24 Jul 2001 18:52:06 MET
DST)
NNTP-Posting-Date: Tue, 24 Jul 2001 18:52:06 MET DST

==========unquote==========

As you see I wrote this message with a Mac client. Just like with Okami
the date is in GMT.

Another prove: Okami can make logs of every move one do. Below you'll find
an extract of the export log. Exporting doesn't mean I send the message
out. It just make the posting ready to send.

==========quote==========

24 Jul 2001 11:30: Started `oexport'
24 Jul 2001 11:30: News for comp.sys.atari.st: Re: chapelie.rma.ac.be
24 Jul 2001 11:30: 1 sent, 0 susp, 0 skip, 0 canc, 0 err
24 Jul 2001 11:30: exit code 0
24 Jul 2001 11:30: Terminated.

==========unquote==========

On thing bothers me though. Since I use the Pandora newsserver the Date
and NNTP-Posting-Date us always the same. I know for sure that I write
sometimes messages and wait then for hours before I send then out and yet
both are the same. Can it be that the Pandora newsserver change the Date
to follow the NNTP-posting-Date? If they do this is this according the
rules?
That might explain why there is a different between the date I exported the
mail and the date found in the header.

>In your example the date is set to 09:31:24 GMT, that's the time you wrote
>it, the NNTP-Posting-Date is exactly 2 hours later.

No Dennis you're completely wrong here. I really sended that message at
11:31:24 +2. I couldn't sended that message at 09:31 because I was still
in bed at that time. Shame on me:-))

Part of the ppp logfile
Jul 23 16:54:12 hades060 syslogd: exiting on signal 15
Jul 24 10:55:50 hades060 syslogd: restart

It says I've switch off the Hades on Monday 23 at 16:54
On thuesday I started the Hades up at 10:55

>The NNTP-Posting-Date is
>fine, but the "Date" is incorrect.... it should be:" Date: 09:31:24 +2"...
>In case you're not convinced yet, take a look at the X-trace line, that's
>added by your povider also, and shows the correct time as well. Also take a
>look at postings from other people here, you'll notice that your's the only
>one which don't carry a "-" or "+" after the time in the "Date" line.

Again Dennis I really wrote that message at 11:31. In fact a little bit
earlier as the Date stamp is added when I start writing the mail.

I don't know if the timestamp has to carry a '-' or '+' when the zone is
GMT. Can someone clear this out?

>
>>Okami and a few Mac newsreaders I have tested haven't a problem with my
>>postings at all. Maybe a setup fault on your side?
>
>No way... :-)
>But I admit it's weird.... the personal mail you sent me today showed the
>correct timezone. Do you perhaps have to set time zones seperately in Okami
>for mail and newsgroups?

Really believe me. It's the Pandora newsserver which translated the time.
I think it's time I post a message to pandora.help.

It's the second time now I write this message. This on at 18:59 local
time. I will export and send it at ~19:06

I started the previous reply at 17:34:20.
I exported that mail at:

25 Jul 2001 18:55: Started `oexport'
25 Jul 2001 18:55: News for comp.sys.atari.st: Re: Correct timezones? (Was) Atari Browser
poll
25 Jul 2001 18:55: 1 sent, 0 susp, 0 skip, 0 canc, 0 err
25 Jul 2001 18:55: exit code 0
25 Jul 2001 18:55: Terminated.

Path: pandora.be!tos4ever
Newsgroups: comp.sys.atari.st
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5f082c1e03230@pandora.be>
Subject: Re: Correct timezones? (Was) Atari Browser poll
Date: Wed, 25 Jul 2001 17:34:20 +0200 (MET DST)
Lines: 133

As you see the Date is correct. At this stage Okami has nothing to do
anymore with the mail.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2319. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 17:12:33 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b5f0bda20e3ad0@pandora.be>
Source record: 43191

on Wed 25-07-2001 17:07 Martin "Nightowl" Byttebier wrote:

I'm terribly sorry for this very faulty posting.
I forgot to delete the first heading.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2320. Re: R: Atari ST Desktop Theme

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 17:21:01 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0107250921.6f57dcfb@posting.google.com>
Source record: 43192
Body handling: HTML body converted to readable text

"Paolo de felice" wrote in message news:...
> LGD didn't vanish: I read it is in a restyling session.
> http://www.fatal-design.com/desktop/
> Bye.
>
> Pro-Motion wrote in message
> 9j4edr$h42$1@news8.svr.pol.co.uk...
> > Hello.
> >
> > I've gone all misty eyed and want my PC to look just like my old Atari
> STE -
> > anybody any idea where I could get hold of a desktop theme?
> >
> > I've tried Google without any luck, and the Little Green Desktop site has
> > vanished. Damn.
> >
> > Thanks in advance.
> >
> >

I ran across LGD up and running at:

http://www.fatal-design.com/desktop/pacifist/

2321. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 19:10:50 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B5F27CA.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43193
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
wibbled on for an age:

> With the kind of momentum behind the current OS, it's unlikely that
> any other OS will be able to overtake the existing software base for a
> long, long time, if ever.

My point was that the existing software base will not look as good in
a decade, let alone decades.

> Go to the local CompUSA and check out how much shelf space is devoted
> to native Linux apps.

Oh, yes, I'll just pop over the Atlantic in my private jet and have a
look.

Clue: The USA is not "the world"

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2322. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 21:46:53 UTC
From: Sean Barbieri <sean@barbieri.ukf.net>
Message-ID: <3b5f3e13$1_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 43194

Hi Derryck,

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:996077192-86717AEicMi@08002go.com...
> I suppose that Papyrus isn't an Olga client, that would open up a
> possibility or two! :-)

Papyrus has been since version 5.5 - tested here and ok.
Olga.hyp states these apps all apps complient from these versions:

Alert Help 1.2 Matthias Jaap
Alta Lista 1.3 Matthias Jaap
ArtWorx 1.0 Christian Witt
Bellini 01/97 Ingo Dehne
CAB 1.2 A. Clauss
E.C.I. 1.2 Matthias Jaap
Everest 12/96 Oliver Schmidt
Focus 3D 1.50 Ralf Trinler
freeBase 1.0 Holger Weets
GEMJing 1.03 G�tz Hoffart
GEM-Look 12/95 Rolf Kotzian
Gleichungen 1.2 Matthias Jaap
HP-Pinguin 1.65 Matthias Jaap
IdeaList 3.71 Chr. Bartholme
JAnE 1.50 Harald Becker
JingleFALCON 1.41 Erik Hall
Kandinsky 2.0 U. Ro�goderer
Papillon 2.3 Dirk Sabiwalsky
Papyrus 5.5 R.O.M.
Phoenix 5.0 D.+J. Gei�
PixArt 3.32 Mario Mei�ner
qed 3.90 Chr. Felsch
Roman 1.2 Matthias Jaap
STELLA 2.0 Thomas K�nneth
Tabi! 1.5 Matthias Jaap
Texel 1.0 Thomas Much
URL 2.40 Gary Priest

Best Wishes
Sean

2323. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 22:00:17 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5F415D.D0DABF69@inebraska.com>
Source record: 43195
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > With the kind of momentum behind the current OS, it's unlikely that
> > any other OS will be able to overtake the existing software base for a
> > long, long time, if ever.
>
> My point was that the existing software base will not look as good in
> a decade, let alone decades.
>
> > Go to the local CompUSA and check out how much shelf space is devoted
> > to native Linux apps.
>
> Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> look.
>
> Clue: The USA is not "the world"

Clue: It is.
:-)

Other places are just satellites

>
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2324. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 23:00:36 UTC
From: rking@zetnet.co.uk
Message-ID: <3b5f4f94$0$18559@news.zetnet.co.uk>
Source record: 43046

On 24 Jul 2001 12:00:18 , Derryck Croker wrote:
>From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk (Peter Slegg)
>Date: 23 Jul 2001 17:53:04 -0100
>
>>One of the annoying features of CAB is that it is impossible
>>to cut text from the web page.
>
>You could use Mark Wherry's HTML-Export module BTW.
>
>>However, if Papyrus is used as the source code viewer then
>>when the Source icon is clicked a Papyrus window opens that
>>shows the web page much like it appears in CAB. However because
>
>I'd say that this was this week's Top Tip :-)
>
>I suppose that Papyrus isn't an Olga client, that would open up a
>possibility or two! :-)
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Hi Derryck,

Papyrus 7.5 works very well as a source code viewer, allowing
elementary Wizard editing and very simple cut and pasting. Thanks for
the tip (whoever it was) You don't even have to worry about the
German!!

Bob King

2325. 8 bit/ST swap, Columbus, OH, US 9/8/2001

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 23:16:09 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <Zql77.4777$lq4.1907555@typhoon.columbus.rr.com>
Source record: 43047

I'll be short, and to the point:
Details at:
www.angelfire.com/oh4/acec/acec.html

2326. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-25 23:47:07 UTC
From: ebaiz@skyenet.net
Message-ID: <%TI77.434$1K.1038@newsfeed.slurp.net>
Source record: 43048

On 25 Jul 2001 12:59:20 , "Gregory D. George" wrote:
>"Edward S. Baiz Jr." wrote:
>
>> >Does anyone know of a good ST emulator that can handle the STOS mouse?
>> >GEMulator doesn't work at all, and I've even tried the latest version.
>>
>> Have you tried PacifiST? It does a pretty good job.
>
>I played with it a while back. But I can't remember if it can read PC hard
>drives.

I am not sure if it does or not. I seem to remember reading that it did.]

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2327. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 00:26:44 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B5F6317.DDF07473@chello.nl>
Source record: 43049

Jean-Franï¿½ois Lemaire wrote:
>
> Could someone explain in layman's words what are threads and what they
> are good for ? My ignorance makes me miss the whole issue.
>

The only thing a central processing unit (CPU or processor) can do is executing instructions. The cpu will execute instructions in a certain order. What the order actually might be is irrelevant, as long as it is well defined and always the same when started at the same instruction in the same circumstances

A thread is this starting instruction and all the instructions that the cpu will execute consequently. Dead simple.

Complications arise when the cpu is interrupted.

Interrupts arise when a thread issues a system call or causes a contingency or a peripheral needs attention. A transfer might be completed.

The cpu will remain executing instructions after the interrupt, but now at a differnt point. These points are defined by the cpu itself, they are part of its design. Every kind of interrupt has its own starting point, the point where its starting instruction resides. Hey where did we read about starting instructions?
Yes, a interrupt starts a new thread!

This is the lowest level of threading. But it is also the basis of multitasking. The mere fact that a cpu must be able to be interrupted makes multitasking possible.

Of course an interrupt does not mean that the interrupted thread has ended. To be able to continue the thread, after the interrupt is serviced, the cpu somewhere stores the point at which the thread is interrupted.

The thread that handles the interrupt will use this stored point to restart the interrupted thread end doing so end itself.

All the threads that handle the interrupts are most often assembled into a program that can carry many names. 'monitor', 'executive' or 'kernel', to name a few.

Multitasking is basically a feature of the kernel. The kernel starts all the application threads (or programs). To be able to do so kernels generally keep a table of application threads in which it remembers the stored points of each application thread that is interrupted. (among other data :-)

Most applications are only a single thread.

An application can split itself into 2 threads by a system call (defined by the OS of which the kernel is the kernel). Each thread can split itself again.

Multithreading within a applcation is needed when the applications has to wait
for events at different points independant of each other.
For example: have 2 or more dialogues on the screen using
handlers that must not exclude each other. In short, the application wants to
wait at different points at the same time. This can only be done in separate
threads, because each thread can be iterrupted and restarted independantly.

I know nothing about POSIX, or MAGIC or MINTs implementation of threading.
My description is very general. It describes what already existed long before the
3 above.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2328. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 00:47:49 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c932ad2e3c93a598968e@news-server.nc.rr.com>
Source record: 43050
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B5F415D.D0DABF69@inebraska.com>, millers@inebraska.com
says...
> Chris Young wrote:
>
> > On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > With the kind of momentum behind the current OS, it's unlikely that
> > > any other OS will be able to overtake the existing software base for a
> > > long, long time, if ever.
> >
> > My point was that the existing software base will not look as good in
> > a decade, let alone decades.
> >
> > > Go to the local CompUSA and check out how much shelf space is devoted
> > > to native Linux apps.
> >
> > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > look.
> >
> > Clue: The USA is not "the world"
>
> Clue: It is.
> :-)
>
> Other places are just satellites

Lol ;) We had this same war almost exactly 1 year ago! It's similar to
Goddards Law! (Godwin?) First, someone will point out the origins of
specific technological advances, then we'll rebut with 'but he was
/born/ in country /y/ so /x/ doesn't get the credit!'

Then someone will say Americans are all fat and eat at McDonalds, then
someone will rebut with Europeans have teeth that look like dice.

You know it's going to happen, the bloods in the water, the sharks will
come. :)

2329. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 00:58:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996113986-32167AEicMi@gmx.net>
Source record: 43051

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Wed, 25 Jul 2001 11:59:16 +0200

Hi Uwe,

>It's easy to understand that they are more interested in their wife and
>children than in the Atari.

There are more women and children then Atari computers on this planet.
Meaning it should be more difficult to find an Atari then a woman, so
shouldn't one treasure his Atari more especially since the latter isn't
produced anymore?
The production of children ... :-)

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2330. WTD: Atari Scart TV cabke (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 01:33:50 UTC
From: Red <Red@nospamthanks.com>
Message-ID: <9jnrv4$6pb$1@uranium.btinternet.com>
Source record: 43052

Can anyone tell me where I can get a proper scart cable for my STFM / STE ?

I'm in the UK.

Thanks

2331. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 02:10:06 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>
Source record: 43053
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 25 Jul 2001 20:10:50 +0100, "Chris Young"
<unsatisfactory@bigfoot.com> wrote:

>On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
>wibbled on for an age:
>
>> With the kind of momentum behind the current OS, it's unlikely that
>> any other OS will be able to overtake the existing software base for a
>> long, long time, if ever.
>
>My point was that the existing software base will not look as good in
>a decade, let alone decades.

Sigh... the software base for the existing Operating System is the
point.

The point is that the Operating System a decade from now will likely
be the same, or a derivation of the current Operating System, so the
software base a decade from now will likely be the same software base
as it is now, with incremental changes, not radical shifts in support
for "other" Operating Systems.

>
>> Go to the local CompUSA and check out how much shelf space is devoted
>> to native Linux apps.
>
>Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>look.
>
>Clue: The USA is not "the world"
>
Oh, that's certainly the point of this discussion.

OK then, CompUK, or Future Shop, or whatever.

>Chris

BobR

2332. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 04:45:06 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B5FA030.1466335C@inebraska.com>
Source record: 43054
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> >
> > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > to native Linux apps.
> > >
> > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > look.
> > >
> > > Clue: The USA is not "the world"
> >
> > Clue: It is.
> > :-)
> >
> > Other places are just satellites
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> Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> Goddards Law! (Godwin?) First, someone will point out the origins of
> specific technological advances, then we'll rebut with 'but he was
> /born/ in country /y/ so /x/ doesn't get the credit!'

:-)

>
>
> Then someone will say Americans are all fat and eat at McDonalds,

<Shudder> I eat at Burger King - it's a British owned company.

> then
> someone will rebut with Europeans have teeth that look like dice.

Seems that Mike Meyer has done something along that line, hasn't he?

>
>
> You know it's going to happen, the bloods in the water, the sharks will
> come. :)

Come and get it!!! :-)

Roy

2333. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 05:10:55 UTC
From: sinclap@nospam.net
Message-ID: <260720010009490240%sinclap@nospam.net>
Source record: 43055

In article <VWR67.1413$zx6.4494404@nnrp3.proxad.net>, Rodolphe Czuba
<rczuba@free.fr> wrote:

> Hello,
>
> After a long period of inactivity (since February) on the CT60, I'm happy to
> announce you that I took some decisions to be able to rout the CT60 board
> and so arrive to the manufacturing of a prototype.
> I obtained too that the manufacturer will produce freely for me, reducing my
> development's costs.
>
> As you may know, I'm very busy with the design of the new Riored-J, a nice
> 'alternative OS' PPC board that will surely be usable by the atari world
> ....
> But it is no yet time to speak more about this...
>
> I think that the CT60 prototype will be assembled during september 01...
>
> I will try to put online some technical data about the CT60 production, like
> schematics...allowing everybody to see the effective advance of the work !
>
> 'See' you soon.

So much for Chunks assertion that the upgrade to the Hades would be
available by early fall/2000. He was screaming and jumping that the
upgrade would be available on this side of the Atlantic in mpls. You
have some EXPLAINING to do. Whats the difficulty in releasing new
dated hardware? Sounds like the Tramiel syndrome has infected Europe.

sinclap!
somewere in mpls

2334. Re: MagiC 6 & 1.44Mb floppy mod STE

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 06:13:33 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b5fb50d$0$18555@news.zetnet.co.uk>
Source record: 43056

Hi all (and especially David Bolt and Kevin Dermott!)

Just writing this at tonight's Cheshunt Computer Club meeting. Remember this thread last month when I was telling you about a member having a problem with HD floppies not working under MagiC, but they were ok under TOS?

Well thanks to David and Kevin who sent me programs to solve this problem, I can report that they have solved the problem and Danny sends his thanks.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2335. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 06:20:29 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15c98093bb326469989690@news-server.nc.rr.com>
Source record: 43057
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
@provide.net says...
> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
> <unsatisfactory@bigfoot.com> wrote:
>
> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair "fame")
> >wibbled on for an age:
> >
> >> With the kind of momentum behind the current OS, it's unlikely that
> >> any other OS will be able to overtake the existing software base for a
> >> long, long time, if ever.
> >
> >My point was that the existing software base will not look as good in
> >a decade, let alone decades.
>
> Sigh... the software base for the existing Operating System is the
> point.
>
> The point is that the Operating System a decade from now will likely
> be the same, or a derivation of the current Operating System, so the
> software base a decade from now will likely be the same software base
> as it is now, with incremental changes, not radical shifts in support
> for "other" Operating Systems.
>
>
> >
> >> Go to the local CompUSA and check out how much shelf space is devoted
> >> to native Linux apps.
> >
> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> >look.
> >
> >Clue: The USA is not "the world"
> >
> Oh, that's certainly the point of this discussion.
>
> OK then, CompUK, or Future Shop, or whatever.

<snicker> "CompUK" has a funny ring to it :)

Well see what the justice department says about the future of the
platform :)

Hopefully they'll take they're head outa theyre arse and leave them alone, I want to see how Darwinism treats Microsoft.

2336. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 06:26:13 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7850656.17CD9%nameerf@flash.net>
Source record: 43058

in article 260720010009490240%sinclap@nospam.net, sinclap@nospam.net at sinclap@nospam.net wrote on 7/25/01 9:10 PM:

> In article <VWR67.1413$zx6.4494404@nnrp3.proxad.net>, Rodolphe Czuba
> <rczuba@free.fr> wrote:
>
>> Hello,
>>
>> After a long period of inactivity (since February) on the CT60, I'm happy to
>> announce you that I took some decisions to be able to rout the CT60 board
>> and so arrive to the manufacturing of a prototype.
>> I obtained too that the manufacturer will produce freely for me, reducing my
>> development's costs.
>>
>> As you may know, I'm very busy with the design of the new Riored-J, a nice
>> 'alternative OS' PPC board that will surely be usable by the atari world
>> ....
>> But it is no yet time to speak more about this...
>>
>> I think that the CT60 prototype will be assembled during september 01...
>>
>> I will try to put online some technical data about the CT60 production, like
>> schematics...allowing everybody to see the effective advance of the work !
>>
>> 'See' you soon.
>
> So much for Chunks assertion that the upgrade to the Hades would be
> available by early fall/2000.

What does the anything in the above post about the CT60 and Riored have to do with the Hades? Don't you know that the CT60 is a Falcon upgrade, and the Riored is a PPC project, both completely independant of the Hades and both haven't been promised for any date (that I'm aware of)?

> He was screaming and jumping that the
> upgrade would be available on this side of the Atlantic in mpls.

How do you "scream and jump" on usenet? Ok, screaming can be done by using all CAPS, but I doubt that was the case... Maybe your Mac is malfunctioning. ;)

> You have some EXPLAINING to do.

Who has some explaining to do to whom regarding this post?

> Whats the difficulty in releasing new
> dated hardware?

What's the difficulty in having some respect and not insulting people for
something you apparently know nothing about (i.e. the CT60 and Riored)?

> Sounds like the Tramiel syndrome has infected Europe.

Sounds like the Sinclap syndrome has infected "mpls". :)

Mike Freeman
nameerf@flash.net

2337. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 06:43:18 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b5fbc06$0$18555@news.zetnet.co.uk>
Source record: 43059

On 26 Jul 2001 05:10:55 , <sinclap@nospam.net> wrote:
>In article <VWR67.1413$zx6.4494404@nnrp3.proxad.net>, Rodolphe Czuba
><rczuba@free.fr> wrote:
>
>> Hello,
>>
>> After a long period of inactivity (since February) on the CT60, I'm happy to
>> announce you that I took some decisions to be able to rout the CT60 board
>> and so arrive to the manufacturing of a prototype.

>So much for Chunks assertion that the upgrade to the Hades would be
>available by early fall/2000. He was screaming and jumping that the
>upgrade would be available on this side of the Atlantic in mpls. You
>have some EXPLAINING to do. Whats the difficulty in releasing new
>dated hardware? Sounds like the Tramiel syndrome has infected Europe.

Oy! Sinclap, you don't know what crap you're speaking again. The CT60 is
nothing to do with the Hades - it's an accelerator for the Falcon.

Why don't you piss off back to the .advocacy group where you belong and
leave this group free from your spouting crap?

2338. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 06:49:14 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tlvfakismnbk4f@corp.supernews.com>
Source record: 43060
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"Roy Miller" <millers@inebraska.com> wrote in message
news:3B5FA030.1466335C@inebraska.com...
> David Ogg wrote:
>
> > >
> > > > > Go to the local CompUSA and check out how much shelf space is devoted
> > > > > to native Linux apps.
> > > > >
> > > > Oh, yes, I'll just pop over the Atlantic in my private jet and have a
> > > > look.
> > > >
> > > Clue: The USA is not "the world"
> > >
> > Clue: It is.
> > :-)
> > >
> > Other places are just satellites
> >
> Lol ;) We had this same war almost exactly 1 year ago! It's similar to
> Goddards Law! (Godwin?) First, someone will point out the origins of
> specific technological advances, then we'll rebut with 'but he was
> /born/ in country /y/ so /x/ doesn't get the credit!'
>
> :-)
>
> >
> >
> Then someone will say Americans are all fat and eat at McDonalds,
>
> <Shudder> I eat at Burger King - it's a British owned company.
>
> > then
> > someone will rebut with Europeans have teeth that look like dice.
>
> Seems that Mike Meyer has done something along that line, hasn't he?
>

SNL had one of their best commercial spoof featuring Mike Meyer doing an
add for a British touthpast made from real sugar...
At one point he said: "You dont need to brush your teeth every week, but you might just
want to"
```

Or something in those lines.

Off topic? oh well...

Stephan

2339. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 09:23:50 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3b60e173.505598261@127.0.0.1>
Source record: 43061

"Gregory D. George" <greggeorge@att.net> wrote:

>> Have you tried PacifiST? It does a pretty good job.
>
>I played with it a while back. But I can't remember if it can read PC hard
>drives.
>
>The problem with emulators like Winston (and I assume STeem Engine too) is
>that they only read disk images and are only good for playing disk games.
>
>I'll give PacifiST another try, but I'm not too hopeful.

Ehrm?

Both WinSTon and STeem play happily from your harddrive without any
disk images at all. SainT only runs disk images.

___/
_/

http://www.sync.st

2340. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 10:23:49 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.lsfqiptd@localhost>
Source record: 43062

<sinclap@nospam.net> wrote:

> So much for Chunks assertion that the upgrade to the Hades would be
> available by early fall/2000. He was screaming and jumping that the
> upgrade would be available on this side of the Atlantic in mpls. You
> have some EXPLAINING to do. Whats the difficulty in releasing new
> dated hardware? Sounds like the Tramiel syndrome has infected Europe.

Not as bad as you are infecting this forum. If only you would be as
interested in Atari Computers as you are in crap talk...

2341. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 11:50:56 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-B765B2.07505626072001@news1.on.sympatico.ca>
Source record: 43063

In article <B7850656.17CD9%nameerf@flash.net>,
The iDiot Forever Known As Sinclap wrote:

> So much for Chunks assertion that the upgrade to the Hades would be
> available by early fall/2000.

more proof that "Chunks" is TiFKAS' imaginary friend who appears only
when he's losing an argument. Nobody named "Chunks" made that claim.

> He was screaming and jumping that the
> upgrade would be available on this side of the Atlantic in mpls.

oh, and how about TiFKAS' screaming and jumping that Steve Jobs would
"destroy Apple if he ever came back"? How about TiFKAS' screaming and
jumping that the Cube would be a huge success? How about TiFKAS'
screaming and jumping that Pointcast would totally destroy Atari
presence on the USEnet (guess what got destroyed instead?). Pot.
Kettle. Black.

More strained spinach, Cartman?

> You have some EXPLAINING to do.

the only explaining needed to be done is any proof that TiFKAS is
employed by anyone as an "Apple Power Rep". Name of business. Name of
manager. Phone number where said manager can be contacted to confirm.
And BTW, TiFKAS, according to real Apple Power Reps, you are not
prevented from giving this info by an NDA - in fact, the real reason you
won't give this info out is that if you were really employed by someone
to sell Apples, and they found out about your long-time USEnet
harassment campaign against other computer users, that you would face
instant dismissal.

2342. Re: SoundPool "Falcon Analog 8" Wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 15:41:39 UTC
From: nurmix@spam-free.com
Message-ID: <3b603966.1357119@news-server.socal.rr.com>
Source record: 43064

On Wed, 25 Jul 2001 08:47:54 +0200, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>I only could offer a Soundpool 'Falcon Analog 4' which I have only
>taken out of the package once and saw that I can't use it.
>Reason was that I have a 'JAM IN' and a 'JAM clock' from Line Audio.
>While the 'JAM IN' has a through port and therefore could be used
>together with the 'Analog 4' the 'JAM clock' has no through port and
>therefore has to be the last device in the chain. This would be no
>problem since the 'Analog 4' also has a through port but the 'Analog 4'
>like all Soundpool devices (as Mr. Baumg?rtner told me) has different
>connectors that are cheaper but have fewer pins (so some lines have
>to be missing). So if I use the 'Analog 4' I can't use the clock and
>therefore don't have the 44.1 kHz I need.

I could certainly use it, since I've also got the SoundPool/Steinberg
FDI. If I can't work out a deal for the Analog 8, I just might be
interested in your Analog 4. I'll let you know.

>BTW, if you buy the 'Analog 8' don't forget to mention that you need
>the special cable. It comes at no extra cost but only if you tell
>them to include it.

Thanks for the tip.

>> I'm in California (USA).
>
>I'm in Austria (EU) :)

That's not so far, right? (hahaha)

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2343. Re: SoundPool "Falcon Analog 8" Wanted

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 15:43:50 UTC
From: nurmix@spam-free.com
Message-ID: <3b6039f7.1501735@news-server.socal.rr.com>
Source record: 43065

On Wed, 25 Jul 2001 00:02:24 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>You could also ask around for a JAM-8 (balanced tele jacks) or FAD-8
>(unbalanced RCA jacks, like on the FA-8) unit from the swedish company Line
>Audio Design (www.lineaudio.se).

Yes, I did a few searches on the 'net for the JAM-8, and didn't come
up with any for sale. But I wasn't aware of the FAD-8 - but then I
don't really want RCA outputs.

Thanks for the information Claes.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2344. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 17:11:23 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B604F6F.2FEBFE75@att.net>
Source record: 43066

Troed wrote:

> Both WinSTon and STeem play happily from your harddrive without any
> disk images at all. SainT only runs disk images.

Interesting. I can't get WinSTon to read the data on my PC hard drive at all. I must be missing something.

--
Greg

=-=-=-

2345. Re: Photos from NAS2001!

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 18:24:39 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0107261024.3987440e@posting.google.com>
Source record: 43067

"This proves there are still Atari users born into the world"

Cool:)

Mike

kock@kockens.pp.se (J.Kock) wrote in message
news:<3b4e4744.22673164@nntpserver.swip.net>...
> The first pictures from NAS2001 is now published on:
> http://home1.swipnet.se/~w-12411/sakskane/
>
>
>
> \ J.Kock - SysOp on Kockens BBS +4640500160 - Atari ONLY!
> \ kock@kockens.pp.se - info@kockenswebdesign.com
> \ www.kockenswebdesign.com - come.to/kockensbbs
> \ Member 224 Svenska Atariklubben SAK
> \ Proud member of APS and JCU!! ICQ:1295365

2346. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 19:40:29 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43068
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
wibbled on for an age:

> Well see what the justice department says about the future of the
> platform :)

Last I heard, they were threatening to not let MS release XP...

Cris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2347. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 20:38:36 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b61e411_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 43085

Hi Uwe

> It's easy to understand that they are more interested in their wife and children than
> in the Atari.

Brave statement there Uwe!! :-) I don't agree at all!. :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2348. Server date (was: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 22:49:26 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b60ac6c3fb6a01@free.fr>
Source record: 43069

Hello,

in article <3b5f0a841fd8680@pandora.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Wed 25-07-2001 17:07 (GMT):

> Really believe me. It's the Pandora newsserver which translated the time.

Just to tell you that my server do exactly the same thing. The reason
they give is that some people deliberately use a wrong date (usually in
the future) to make their messages appear "on top of list" with "some"
newsreaders. With the date automatically set to the posting one, this is
then avoided and the date is always a valid one. It's ok with the RFC
afaik. GMT or time zone is not a problem.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2349. Atari Times Update 7-26-2001

Newsgroup: comp.sys.atari.st
Date: 2001-07-26 23:14:01 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B60A46A.EDEAC6F1@att.net>
Source record: 43070
Cross-posted to: alt.games.lynx,comp.sys.atari.st

```
New at The Atari Times!

* NEW! Interview with Terance Williams.
* NEW! Profile Atarian of Joey Kay.
* NEW! Turrican II Review by Matthias Jaap.
* NEW! Cool Site to visit!
* Revisit the Pinball Jam review.

Don't forget to attend the chat tonight at 8pm EST.

Support the St. Louis JagFest!

--
Greg

=-=-=-
```

2350. Buy your Atari from Honest Ben Smith!

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 00:17:00 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0107261712300.1465-100000@shell.pacifier.com>
Source record: 43071
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I haven't been an Atari reseller as long as some, but I've been an Atarian for 20 years! I've sold Atari to many of you out their with good results and many happy Customers. I cherish my repeat customers and those of you who have referred your Atarian friends. So with the financial times being so low, I have Bills to pay. So please give me your Atari Business. I've added 16 Jaguar Titles, including DooM, Hover Strike, Iron Soldier, I-War, Pitfall & Ruiner Pinball! All +NEW in BOX. Plus overstock from Dealers including 9 NEW, +NEW in BOX Classic Atari 8 Bit Game Titles such as Beyond Castle Wolfenstein, Dig Dug, Gateway to Apshai, Jumpman Junior, One-on-One, and Pole Position Plus additional Inventory such as Lucas Film Games! I've also got rare Atari Happy Drives and Atari XF551 Drives. You might find Treasures you didn't know you wanted! Use my HotLinks below, reply in E-Mail or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/honesty.htm The Best Policy!
http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2351. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 00:27:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996217378-87667AEicMi@gmx.net>
Source record: 43074

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Wed, 25 Jul 2001 17:07:02 GMT

Hi Martin

>>In your example the date is set to 09:31:24 GMT, that's the time you wrote
>>it, the NNTP-Posting-Date is exactly 2 hours later.
>
>No Dennis you're completely wrong here. I really sended that message at
>11:31:24 +2. I couldn't sended that message at 09:31 because I was still
>in bed at that time. Shame on me:-))

I believe you Martin, but it depends on how you view it....
11:31 MET is equal to 09:31 GMT, since there is no +2 behind the MET time,
one could assume that is really was 9:31.

>On thing bothers me though. Since I use the Pandora newsserver the Date
>and NNTP-Posting-Date us always the same. I know for sure that I write
>sometimes messages and wait then for hours before I send then out and yet
>both are the same. Can it be that the Pandora newsserver change the Date
>to follow the NNTP-posting-Date? If they do this is this according the
>rules?

The Pandora newserver changes the Date line, there's no other explanation
for it. Why they feel the need to change it and on top of that mess it up
by setting an incorrect timezone is beyond me :-/
It's most certainly against the rules, they should leave the Date line well
alone since this is created by your newsreader, and since they don't add
the +2, the new Date line doesn't follow the NNT-posting-Date but lags 2
hours behind...

>I don't know if the timestamp has to carry a '-' or '+' when the zone is
>GMT. Can someone clear this out?

Ofcourse, because otherwise our newsreaders can not sort out the postings
correctly. Just suppose we would both post to CSAST, I post at 11:00 and
you reply at 12:00 local time....
My posting will carry the 11:00 +2 tag, and yours the 12:00 GMT tag, every
newsreader will sort your posting before mine, because it assumes it was
posted an hour earlier, while in fact it was an hour later... so someone at
Pandora is goofing up, and need his hands slapped!! ;-)

>Really believe me. It's the Pandora newsserver which translated the time.
>I think it's time I post a message to pandora.help.

I do, as a matter of fact I know it's the Pandora newsserver. I know you
have strong feelings about correct timezones, so it is very unlikely that

you would have overlooked to set them up correctly.... :-)

This ofcourse applies to you...
Unfortunately there are a lot of people here who haven't set their timezone correctly, or simply haven't bothered to do so. Our American friends seem to have the biggest problem with this. Going through the headers of several postings there is one consistency : *all* the postings posted with Newsie carry the wrong timezone tag...
It's quite a comlicated issue, one gets things thrown around his ears like CDT, EDT, CEST, PDT, UTC, GMT, MET, DST....etc. Some newsreaders depend on a cookie to determine the correct timezone, others search for a line in the config file... but it always comes down to the user having to take care to set it correctly. If I would set the timezone CPX for ASH Emailer to +5 one could assume I live in Karachi... :-)

Cheers from Belgium
Dennis
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2352. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 01:12:34 UTC
From: spike1@freenet.co.uk
Message-ID: <26fqj9.t81.ln@ridcully.freenet.co.uk>
Source record: 43072
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Hopefully they'll take they're head outa theyre arse and leave them
> alone, I want to see how Darwinism treats Microsoft.

ARGH! That REALLY grates, that does...

Didn't they teach you the difference betweem their (the word you should've used), they're (they are) and there (ooo, look, over there... a cute fluffy kitten!) at school?

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

2353. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 05:59:09 UTC
From: "Roberto L. Aloi" <soulpro@gate.net>
Message-ID: <3B61032D.F38CE733@gate.net>
Source record: 43073
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bill Hoggett wrote:

> Anyone aiming to produce computers that retail at $300 is going to be
> peddling a pile of camel dung.

Someone already manufacturers this "camel dung!"

It's an e-machine...

Roberto Aloi

2354. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 07:13:05 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3b61143c.584135312@127.0.0.1>
Source record: 43075

"Gregory D. George" <greggeorge@att.net> wrote:

>> Both WinSTon and STeem play happily from your harddrive without any
>> disk images at all. SainT only runs disk images.
>
>Interesting. I can't get WinSTon to read the data on my PC hard drive at all. I
>must be missing something.

Don't put a disk image in drive A: - that's it.

What version of WinSTon are you using? The GUI quite clearly shows you
what folder on your harddrive that will be mounted as C: on the atari
(and allows you to mount more than just C: also)

By default it does mount an empty folder.

___/
_/

2355. [Question] Virtual keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 07:52:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0027085c@fmlynet.org>
Source record: 43108

FamilyNet Newsgate

I am currently working with a keyboardless ST and operating everything by mouse.

Can anyone tell me if a virtual keyboard was ever written for the ST? One where you have a virtual keyboard pop up on the screen and you type on it with the mouse?

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2356. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 08:13:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <pl82mt8469n4tgbiqg5mjkborgt4q1m9t5@4ax.com>
Source record: 43076
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 27 Jul 2001 01:12:34 +0000, spike1@freenet.co.uk wrote:

>David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> Hopefully they'll take they're head outa theyre arse and leave them
>> alone, I want to see how Darwinism treats Microsoft.
>
>ARGH! That REALLY grates, that does...
>
>Didn't they teach you the difference betweem their (the word you should've
>used), they're (they are) and there (ooo, look, over there... a cute fluffy
>kitten!) at school?

Yeah.. that bothers me to. :)

BobR

2357. Re: Server date (was: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 10:08:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <996253568-26827AEicMi@gmx.net>
Source record: 43080

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 26 Jul 2001 22:49:26 GMT

Hi Pascal,

>GMT or time zone is not a problem.

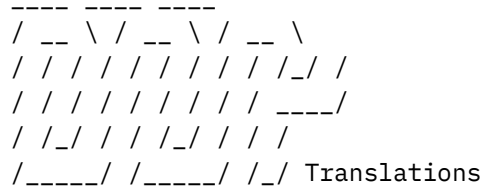
Sorry but I disagree...
French and Belgian ISP's should stick to their local timezone when they feel the need to change the Dateline of a posting...
They create an artificial time gap of two hours, which like I explained yesterday can upset the sorting of the newsreader, what's the use of an option "sort by Date" if it's incorrect... in fact it doesn't matter how you sort the postings they will always be sorted incorrectly. This problem can be avoided by the ISP by simply adding +2 behind GMT, GMT doesn't even need to be added to the line since all time zones are calculated in conjuction to/from GMT time... simply adding +0200 is enough.

Looking at headers from various postings here, I think that changing the Dateline is common practice among ISP's, but we don't really notice it since they replace the line with a correct matching time zone tag...

>The reason they give is that some people deliberately use a wrong date
>(usually in the future) to make their messages appear "on top of list"
>with "some" newsreaders. With the date automatically set to the posting
>one, this is then avoided and the date is always a valid one. It's ok
>with the RFC afaik.

RFC rules don't apply to ISP's... well not in this particular case. One could ask himself if it's ethically OK to change someones posting, since that's what happening here. The reason they give for changing the date is quite acceptable but it should be easy enough for them to weed out this sort of postings and refuse them, thus leaving the Datelines of all other *correct* postings intact.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

2358. Re: CAB Trick

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 10:26:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <996308784-46385AEicMi@08002go.com>
Source record: 43099

From: "Sean Barbieri" <sean@barbieri.ukf.net>
Date: Wed, 25 Jul 2001 22:46:53 +0100

>> I suppose that Papyrus isn't an Olga client, that would open up a
>> possibility or two! :-)
>
>Papyrus has been since version 5.5 - tested here and ok.
>Olga.hyp states these apps all apps complient from these versions:

Cheers, must admit that I was too lazy to look for the details ;-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2359. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 12:45:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27264_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 43098

In uno strano messaggio del 22 Jul 01 jba4@po.cwru.edu (2:333/608.1) scrisse
al povero All :
j> Does anyone else have any thoughts on this subject? I've always found
j> the compatibilty in different Atari OSes fascinating.

Yes one thought: the only Atari OS that can run on a Mac is MagiCMac and the
point is that you can find very cheap 2hand Mac hardware still very good for
the Atari software, so why not a MiNTMac ?

I would really like to know how "deep" the MiNT code is and if it could be
"easy" or at least possible to port MiNT on a Mac and then start to write
drivers for the Mac hardware (network).

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2360. More Atari-MIDI: MasterKeys !

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 13:17:03 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0107270517.1d05c7a@posting.google.com>
Source record: 43077

Hello All

A new program called MasterKeys has been released as Shareware.It is by
Thomas Tegeler.

Take a look here:

http://sites.netscape.net/timconrardy/mkey.htm

Here is some INFO from the Txt file:

==========

** MasterKey for ATARI-Computers - INFO: ***

The program MasterKey uses the ATARI-computer as keyboard-
controler and MIDI-patchbay.
There are hardware-devices for this purpose, they modify the
data sent from keyboards to sound-modules and make it easier,
to switch between complex MIDI-constellations.
But those hardware-devices are often somewhat cripple to use
and somewhat cryptic to program having only small displays.
The computer offers his monitor to make it much clearer,
what You are doing and simplifies to save and load
data to/from disk or harddisk.

*** Some Features of MasterKey: ***

Using an external MIDI-merge-box the program can react upon
the signals of 2 Keyboards sending on different MIDI-channels.

MasterKey holds its data in a "bank" with a "*.KBD"-extension.
In this bank it stores 100 "Patches", which mean 100 complex
MIDI-constellations.

These patches can be used in 100 "Chains", each of them a
series of up to 25 "Steps", which can be "stepped through"
with one click of a program-switch on Your keyboard, with a
mouseclick or a keyboard-click on Your computer or even with
a simple selfmade hardware-device connected to the
joystick-jack of the ATARI-computer.

Each patch distributes the incoming keyboard-data between
up to 6 "outputs". This means it sends the data after
processing them to external sound-modules on their
corresponding MIDI-channels.

For each of those "outputs" the following parameters can be
adjusted:

1. Name of the appropriate MIDI-device
2. MIDI-Channel
3. Keyboard range
4. Transposition
5. MIDI bank-/program-nr.
6. Volume
7. Dynamic offset
8. Dynamic transformation curve
9. Use and transformation of pitch bend up/down, after touch,
3 special MIDI-controlers, all other MIDI-controlers

==========

I have been working with this program for the past few days, and it
is FANTASTIC. Turns your Keyboard controller into a SUPER MIDI
CONTROLLER. The program may be in Black and White, but what comes out
from the speakers is MULTI COLORS. The perfect live performance
machine!

Right now the Docs are in PDF format, however it is in German.

BUT... Thomas has agreed to take on a labour of love..and make a TRUE
ENGLISH translation of the german Docs and create a PDF from it. It
should be ready within 3 or so weeks.

I would encourage everyone here to try this program out.

It is NOT an Algo-comp app, not a Sequencer, but a Midi mapper that
will open Doors to new music.

Tim Conrardy

TAMW
http://sites.netscape.net/timconrardy/timidi.htm

2361. boxed ST games for sale

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 14:55:08 UTC
From: John <john@mevatele.freeserve.co.uk>
Message-ID: <9jrv2gers1@news8.svr.pol.co.uk>
Source record: 43078

check out

http://www.mevagissey.net/ATARIADS.HTM

for a list of nearly 700 boxed ST games for sale !!!

also some serious stuff, Devpac, Timeworks, Geneva etc ....

2362. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 15:39:22 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B618B5B.EE8622C5@att.net>
Source record: 43079

Troed wrote:

> Don't put a disk image in drive A: - that's it.
>
> What version of WinSTon are you using? The GUI quite clearly shows you
> what folder on your harddrive that will be mounted as C: on the atari
> (and allows you to mount more than just C: also)
>
> By default it does mount an empty folder.

Ok. I didn't realize WinSTon only read a drive from a specified folder. GEMulator has spoiled me.

Anyway, WinSTon won't load STOS at all. I just get a white screen with the busy bee.

Oh well...

--
Greg

=-=-=-

2363. Re: Server date (was: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 16:09:57 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b61a006177dc03@pandora.be>
Source record: 43081

on Thu 26-07-2001 22:49 Pascal Ricard wrote:

>Hello,
>
>in article <3b5f0a841fd8680@pandora.be> (comp.sys.atari.st)
>Martin "Nightowl" Byttebier wrote on Wed 25-07-2001 17:07 (GMT):
>
>> Really believe me. It's the Pandora newsserver which translated the time.
>
>Just to tell you that my server do exactly the same thing. The reason
>they give is that some people deliberately use a wrong date (usually in
>the future) to make their messages appear "on top of list" with "some"
>newsreaders. With the date automatically set to the posting one, this is
>then avoided and the date is always a valid one. It's ok with the RFC
>afaik. GMT or time zone is not a problem.

Hmm, this sounds very acceptable. This might be the reason why my
Newsserver do this.
Thanks for the explaination.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2364. Re: POSIX threads (Was: Re: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 16:57:20 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27311_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 43097

In uno strano messaggio del 22 Jul 01 jba4@po.cwru.edu (2:333/608.1) scrisse
al povero All :

j> Does anyone else have any thoughts on this subject? I've always found
j> the compatibilty in different Atari OSes fascinating.

Yes one thought: the only Atari OS that can run on a Mac is MagiCMac and the
point is that you can find very cheap 2hand Mac hardware still very good for
the Atari software, so why not a MiNTMac ?

I would really like to know how "deep" the MiNT code is and if it could be
"easy" or at least possible to port MiNT on a Mac and then start to write
drivers for the Mac hardware (network).

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2365. CHAP authentication

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 17:09:06 UTC
From: osian@zetnet.co.uk
Message-ID: <3b61a032$0$18557@news.zetnet.co.uk>
Source record: 43082

It seems we're getting to the bottom of the problem that is causing many of us headaches in trying to connect to Zetnet's new lines. They are BT lines as opposed to Energis, and, quote, "BT do not guarantee that PPP/PAP authentication will work".

It seems Stik and Sting do not handle CHAP - is there any dialler/TCPIP stack that does? And that runs on vanilla TOS - and presumably Stik/Sting compatible so that it will work with CAB abnd Newsie?

Zetnet are keeping their 0845 Energis lines because they are aware that there are many problems with the new lines, but it's unclear as to whether the freephone number will be kept. If it goes, to be replaced with a BT freephone number, we will have to pay full whack for the account AND the phone charges - a little hard to swallow these days. Are there any Atarians successfully using other ISPs?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2366. Search Democrew

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 17:22:23 UTC
From: BMaedicke@t-online.de
Message-ID: <1ex7xno.18lvzwy47odsN%BMaedicke@t-online.de>
Source record: 43083

Hi all,

I search the "The Sirius Cybernetics Corporation". The old url
(http://www.uni-karlsruhe.de/~uno4/) is no longer achievable.
I need the new link for the link page on my website.
--
Url: http://home.t-online.de/home/BMaedicke/

2367. Re: Search Democrew

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 17:37:39 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9js8vt$4kd$1@newsreaderg1.core.theplanet.net>
Source record: 43084

HI

it's http://tscc.atari.org

Grazey/PHF
http://phf.atari.org

"Bernd Maedicke" <BMaedicke@t-online.de> wrote in message
news:1ex7xno.18lvzwy47odsN%BMaedicke@t-online.de...
> Hi all,
>
> I search the "The Sirius Cybernetics Corporation". The old url
> (http://www.uni-karlsruhe.de/~uno4/) is no longer achievable.
> I need the new link for the link page on my website.
> --
> Url: http://home.t-online.de/home/BMaedicke/

2368. Re: Server date (was: Atari Browser poll)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 22:03:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b61f2b658177f1@pandora.be>
Source record: 43086

on Fri 27-07-2001 12:08 Dennis Vermeire wrote:

>From: "Pascal Ricard" <paricard@free.fr>
>Date: Thu, 26 Jul 2001 22:49:26 GMT
>
>Hi Pascal,

>They create an artificial time gap of two hours, which like I explained
>yesterday can upset the sorting of the newsreader, what's the use of an
>option "sort by Date" if it's incorrect... in fact it doesn't matter how
>you sort the postings they will always be sorted incorrectly. This problem
>can be avoided by the ISP by simply adding +2 behind GMT, GMT doesn't even
>need to be added to the line since all time zones are calculated in
>conjuction to/from GMT time... simply adding +0200 is enough.

There is no time gap at all. I start to think ASH-mailer has a problem.
You said yourself the mailers uses GMT to sort, so where is the problem?
The time of my posting is correct. GMT or better UTC is the standard time.
Nothing must be added if one really use GMT. I tried out all the
mailers/readers I have. All where displaying my postings with the correct
time. Some converted the time back to local time, others, like Okami just
use GMT.
I really can't see the problem. I post a message at 10:00 CET +0200. The
server converts the time to 08:00 GMT which is correct. Okami will list
that message as 08:00.

Take for instance the messages of this thread.
1) Okami
Pascal Ricard Server date..... 26.07.2001 22:49:26
Dennis Vermeire Re: Server date.. 27.07.2001 10:08:20
Martin "Nightowl" Byttebier Re: Server date.. 27.07.2001 16:09:57

2) MT-newswatcher and Mozilla says 27.07.2001 00:49:26
27.07.2001 12:08:20
27.07.2001 18:09:57

Sorry but I don't see any time gap.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now

UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2369. No more Falcon/Magic problems anymore

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 22:21:44 UTC
From: Dan <aahuls@xs4all.nl>
Message-ID: <996276208-72821AEicMi@xs4all.nl>
Source record: 43087

Hello,

Just to let you know (there was a thread in the past about this AFAIK) that the mysterious problems I had with Magic on my CLAB Falcon (bombs, fataler Fehler in Gemdos warnings, white screens lasting for ages, 6 reboots before Magic ran) have disappeared completely from the moment I have changed harddisks. Magic boots up quickly now. I had a 500mb Seagate and now a 10 GB Toshiba internal harddisk.

Cheers
Dan

2370. Re: CHAP authentication

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 22:44:07 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+XVV0iA36eY7Ewy1@atari.org.uk>
Source record: 43088

In article <3b61a032$0$18557@news.zetnet.co.uk>, Chris Simon
<osian@zetnet.co.uk> writes
>It seems we're getting to the bottom of the problem that is causing
>many of us headaches in trying to connect to Zetnet's new lines. They
>are BT lines as opposed to Energis, and, quote, "BT do not guarantee
>that PPP/PAP authentication will work".

Hiya

Well you live and learn..

I didn't now it was down to the phone provider to dictate what protocol
to use. I now BT use pap and chap protocols for their dialup services,
but i thought it was down to the ISP itself to chose the protocol!!

>
>It seems Stik and Sting do not handle CHAP - is there any
>dialler/TCPIP stack that does? And that runs on vanilla TOS - and
>presumably Stik/Sting compatible so that it will work with CAB abnd
>Newsie?
>
>Zetnet are keeping their 0845 Energis lines because they are aware
>that there are many problems with the new lines, but it's unclear as
>to whether the freephone number will be kept. If it goes, to be
>replaced with a BT freephone number, we will have to pay full whack
>for the account AND the phone charges - a little hard to swallow these
>days. Are there any Atarians successfully using other ISPs?
>
>

as far as i'm aware demon are fine with STiK n STinG!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2371. Re: CHAP authentication

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 23:05:25 UTC
From: osian@zetnet.co.uk
Message-ID: <3b61f3b5$0$18557@news.zetnet.co.uk>
Source record: 43090

On 27 Jul 2001 23:44:07 , Steve Stupple wrote:
>I didn't now it was down to the phone provider to dictate what protocol
>to use. I now BT use pap and chap protocols for their dialup services,
>but i thought it was down to the ISP itself to chose the protocol!!

Zetnet said that their own equipment will handle PPP/PAP and CHAP, but the qualifier was, as I mentioned, that BT themselves don't guarantee it on their virtual lines. What Zetnet are using must be a 'new generation' of BT lines????

Users on other platforms have had problems too - some have stopped working overnight. And I did actually have limited success with the numbers for a short period. Sounds like it's only a certain number of exhanges or routers or whatever that can handle PPP/PAP, so it's completely random which one you get. Just a thought!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2372. Re: Atari Scart TV cabke (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 23:06:53 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3b61f328$1_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 43089

> Can anyone tell me where I can get a proper scart cable for my STFM / STE
?
>
> I'm in the UK.
>
> Thanks

I have one for sale if you are interested.

Chris Thorley.

2373. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-27 23:38:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbc5a0fa814482989692@news-server.nc.rr.com>
Source record: 43091
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <26fqj9.t81.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Hopefully they'll take they're head outa theyre arse and leave them
> > alone, I want to see how Darwinism treats Microsoft.
>
> ARGH! That REALLY grates, that does...
>
> Didn't they teach you the difference betweem their (the word you should've
> used), they're (they are) and there (ooo, look, over there... a cute fluffy
> kitten!) at school?

<snicker> When bitchin' about ones grammer, you should spell check your reply. :-)

in the term "outa theyre arse" how come you didn't point out the other two words? "out of their ass" , happy? :-) Actually though the spell checker came up and I apathetically just kept clicking change. (a likely story :)

2374. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 00:01:47 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b62cbca_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 43109

Hi Dennis

> >It's easy to understand that they are more interested in their wife and
> >children than in the Atari.

> There are more women and children then Atari computers on this planet.
> Meaning it should be more difficult to find an Atari then a woman, so
> shouldn't one treasure his Atari more especially since the latter isn't
> produced anymore?

Well, ive got 6 Atari's and not a single woman will come within 50 miles of
me!!.

> The production of children ... :-)

That always confused me, I never went near my Ex for years and children
still popped out with my name, I think baby making is possible via eMail,
that's the only contact I ever made with 'her'.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2375. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 00:04:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbcbafaa4cb4d9989693@news-server.nc.rr.com>
Source record: 43092
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B60803D.MD-1.4.15.unsatisfactory@bigfoot.com>,
unsatisfactory@bigfoot.com says...
> On Thu, 26 Jul 2001 06:20:29 GMT, David Ogg (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > Well see what the justice department says about the future of the
> > platform :)
>
> Last I heard, they were threatening to not let MS release XP...

That would just suck. (not that I'm a huge fan of Microsoft)

How will we ever find out if we can make an OS that's better than
Windows if the government steps in?

I think this should be handled differently. Did Microsoft illegally
kill DR-Dos? the court thinks so? ok, then award damages, move on.

Did they kill Netscape, the court thinks so? award damages.

are they crippling Kerberos? the court thinks so? make them open the
documentation to the proprietary extensions, move on.

Can the US government keep M$ from selling XP overseas? now that would
be interesting if M$ just said, "OK", and then kept selling 2k to the US
and XP to the rest of the world.

The only thing worse than Microsoft dictating what software we have
available to use, is the government doing it.

This hurts the Linux crowd too, if you think about it. We're working our
asses off to get the government to understand that source code is a form
of speech protected by the first ammendment, hoping to overturn the
DMCA, and this just works against it.

There are alternatives to Microsoft, Microsoft is not a monopoly,
everyone just uses windows, there's a slight difference. We could use
linux couldn't we? What about the Mac?

It's not Microsoft's fault everyone isn't using something else instead,
so far Windows has no competition only because noone is competing. There
are alternatives, and they're developing. let the market work it out for
itself. Maybe Linux will catch up and bury Microsoft. I'd rather see
this happen than see XP banned, or Microsoft split up.

What would the government do to Linux if Linux had "embraced and extended" or anything else Microsoft has done? I wonder. Could they do anything, even?

2376. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 00:29:32 UTC
From: spike1@freenet.co.uk
Message-ID: <c11tj9.mk3.ln@ridcully.freenet.co.uk>
Source record: 43093
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> in the term "outa theyre arse" how come you didn't point out the other
> two words? "out of their ass" , happy? :-)

Because outa is slang? And Arse is the correct spelling?
An ass is a beast of burden, not an anatomical feature.

--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------
```

2377. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 02:06:14 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>
Source record: 43094
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

[snip]
>The only thing worse than Microsoft dictating what software we have
>available to use, is the government doing it.
[snip]

Congratulations! That is, without a doubt, the best argument in this entire thread.

May the software companies be free to do what they do best. Develop and publish software. And the government free to do what it does best, tax the taxpayers.

Gee, I hope I don't get on the FBI's "watch" list for posting this!

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

2378. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 02:37:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cbef91495888b8989697@news-server.nc.rr.com>
Source record: 43095
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > in the term "outa theyre arse" how come you didn't point out the other
> > two words? "out of their ass" , happy? :-)
>
> Because outa is slang? And Arse is the correct spelling?
> An ass is a beast of burden, not an anatomical feature.

Context, you can hardly have your head up a "beast of burden" ;)

2379. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 03:09:43 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk>
Source record: 43096
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>Context, you can hardly have your head up a "beast of burden"

Why not?

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2380. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 09:06:08 UTC
From: spike1@freenet.co.uk
Message-ID: <0avtj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 43100
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> What would the government do to Linux if Linux had "embraced and
> extended" or anything else Microsoft has done? I wonder. Could they do
> anything, even?

Linux COUDN'T embrace and extend... Embrace and extend involves not only adopting and corrupting an accepted standard... It means keeping the additions and changes to that standard secret. (Or refusing to allow it's use elsewhere). Kerberos is the perfect example.

They took the code from the FreeBSD codebase. As FreeBSD license allows anyone to do anything with the source code they want as long as there's an acknowledgement, they extended it and then, when someone found out what the extensions were and posted source code, M$ forced them to remove it from the web.
--
---
spike1@freenet.co.uk	"Are you pondering what I'm pondering Pinky?"
Andrew Halliwell BSc(hons)	
in	"I think so brain, but this time, you control
Computer Science	the Encounter suit, and I'll do the voice..."

2381. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 09:23:06 UTC
From: spike1@freenet.co.uk
Message-ID: <q90uj9.ed4.ln@ridcully.freenet.co.uk>
Source record: 43102
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.

> Context, you can hardly have your head up a "beast of burden" ;)

You've tried this then, have you? :)
--
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-------------------------------------------------------------------------------
```

2382. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 11:48:00 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9ju8pg$l5s$1@oravannahka.helsinki.fi>
Source record: 43101
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:

> <snicker> When bitchin' about ones grammer, you should spell check your
> reply. :-)

Every spelling flame has to have at least one mistake in them. It's the
Law. (And what the hell is a "grammer"?)

-a

2383. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 12:33:41 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5c7r80efvu17@corp.supernews.com>
Source record: 43103
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

but if you use windows a Pc maker can not use ANY OTHER OS
or they lose their lic. from microsoft that why Gateway owns Amiga
you do not put out an Amiga computer because they would lose Windows..

Dave R. wrote in message ...
>On Mon, 16 Jul 2001, James Alexander wrote:
>
>> gigahertz processor systems aren't readily available yet. oh and don't
>> forget, where I live, retail on windows is $300 by itself. Are you
really so
>> STUPID to believe any vendor will sell you windows and give you the
hardware
>> on which to run it for FREE?
>
>A vendor, however, will be paying for OEM Windows, not retail. The OEM
>version is usually much cheaper, but with stricter licensing (i.e. must be
>sold with a computer, can't be installed on another PC, etc.). So, figure
>US$50-$75 for Windows, maybe even less.
>

2384. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 12:40:48 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5clhcm16noe0@corp.supernews.com>
Source record: 43104
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
Why no parallel ports at $300 your market is the poor and they are
going to buy the $5 printer from the Goodwill not the $150 USB
printer from Best Buy.
```

Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>
>I may be late to the thread, but anyway...
>
>I don't think that people will be willing to pay $300 for an appliance
>(as such a computer would be). You have to look at what the current
>market wants. There are a million and one Internet boxes (the Bush
>Internet TV is one at £79, or about $100) that do Internet, email,
>etc. Not much use for writing a letter or playing games though.
>
>Assuming that you have been given a Government contract to make sub
>$300 boxes for poor people to enable the Internet revolution and
>increase education,etc (a realistic modern aim?) then what would you
>want?
>
>Integration is the name of the game. So is simplicity. It won't have a
>DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
>it might have end of line never-sold 5~10GB HDs. It will have built-in
>modem and ethernet. It will have built-in graphics and audio. It must
>display to a TV, but a monitor is an option. Expansion ports kept to a
>minimum (4 USB, no serial, parallel, etc). Internal expansion not
>necessary. CPU power needs to be adequate, not good.
>
>If you are building 1m boxes, you would sign a contract with
>Asus/ABit/etc to get low end motherboards with the features that you
>want only, in the form factor that you want. Use a cheap processor (in
>quantity, the Via C3 would be good - I bet you could get 600MHz C3
>processors in quantity for ~$25 each). Integrated motherboard would be
>$40 with a $15 chipset (SiS630) and minimal components. Hard drive
>would be ~$50. CD ~$20. No floppy.
>
>Motherboard (+modem, network, audio, graphics): $40
>Processor: $25

>Hard Drive: $50
>CD: $20
>Case (custom): $20
>Keyboard: $5
>Mouse: $5
>
>As for the operating system - a free one would make sense, however a
>simple for dummies interface should be employed. The Linux kernel
>could be used, with a graphical interface that lets the user run
>applications and set up the device, but isn't a scary UI. Big icons on
>the screen, one for each application. Basically the Palm launcher I
>reckon. Modified applications could be used that didn't prompt the
>user about where to save the document, but just saved it safely, and
>when you wanted to open a document, it would just show the user the
>list of documents that they had previously created. Disable downloads
>from the Internet except from the device makers, where new apps can be
>downloaded only (use a special tool, perhaps).
>
>On the other hand, just use a Pace Digital TV set-top box, with
>built-in PowerVR technology (a la Dreamcast). As non-digital TV will
>be eradicated in about 6 years anyway, why not lever a device that
>everyone will need in their house at one point or another?
>
>Graham

2385. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 12:44:58 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5ct0mkgtku4a@corp.supernews.com>
Source record: 43105
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Looking at what you all say it looks like you want to put an Imac mother board in an mac LC with a cd instead of a floppy.

2386. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 12:52:13 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tm5dak9okb361f@corp.supernews.com>
Source record: 43106
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Windows 3 came out less then 15 years ago before that there was 0
software for it when an OS come out and it is used by a large base of people
software is written for it so it does not matter what OS you start with for
your new machine if you can sale a large number of them.
but you do need to get the cost down to $150

David Ogg wrote in message ...
>In article <72gult4oelnh5vrncej03mu84ofi40okrg@4ax.com>, bobr1
>@provide.net says...
>> On 25 Jul 2001 20:10:50 +0100, "Chris Young"
>> <unsatisfactory@bigfoot.com> wrote:
>>
>> >On Tue, 24 Jul 2001 17:17:50 -0400, Bob Retelle (of comp.sys.sinclair
"fame")
>> >wibbled on for an age:
>> >
>> >> With the kind of momentum behind the current OS, it's unlikely that
>> >> any other OS will be able to overtake the existing software base for a
>> >> long, long time, if ever.
>> >
>> >My point was that the existing software base will not look as good in
>> >a decade, let alone decades.
>>
>> Sigh... the software base for the existing Operating System is the
>> point.
>>
>> The point is that the Operating System a decade from now will likely
>> be the same, or a derivation of the current Operating System, so the
>> software base a decade from now will likely be the same software base
>> as it is now, with incremental changes, not radical shifts in support
>> for "other" Operating Systems.
>>
>>
>> >
>> >> Go to the local CompUSA and check out how much shelf space is devoted
>> >> to native Linux apps.
>> >
>> >Oh, yes, I'll just pop over the Atlantic in my private jet and have a
>> >look.
>> >
>> >Clue: The USA is not "the world"

>> >
>> Oh, that's certainly the point of this discussion.
>>
>> OK then, CompUK, or Future Shop, or whatever.
>
><snicker> "CompUK" has a funny ring to it :)
>
>Well see what the justice department says about the future of the
>platform :)
>
>Hopefully they'll take they're head outa theyre arse and leave them
>alone, I want to see how Darwinism treats Microsoft.

2387. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 12:58:18 UTC
From: ammonton@cc.full.stop.helsinki.fi
Message-ID: <9jucta$p05$2@oravannahka.helsinki.fi>
Source record: 43107
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> Windows 3 came out less then 15 years ago before that there was 0
> software for it when an OS come out and it is used by a large base of people
> software is written for it so it does not matter what OS you start with for
> your new machine if you can sale a large number of them.
> but you do need to get the cost down to $150

Windows 3 could run software written for Windows 2 and probably even
Windows 1, not to mention all the DOS apps available at the time.

-a (ps. Punctuation is free, use it!)

2388. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 15:02:37 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E21D.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43110
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 28 Jul 2001 12:58:18 GMT, (of comp.sys.sinclair "fame")
wibbled on for an age:

> In comp.sys.sinclair sands-of-iowa <sands@cableone.com> wrote:
> > Windows 3 came out less then 15 years ago before that there was 0
> > software for it when an OS come out and it is used by a large base of people
> > software is written for it so it does not matter what OS you start with for
> > your new machine if you can sale a large number of them.
> > but you do need to get the cost down to $150
>
> Windows 3 could run software written for Windows 2 and probably even
> Windows 1, not to mention all the DOS apps available at the time.

Yes, but it wasn't the best software base available, which was *my*
point.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2389. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 15:04:40 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B62E298.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43111
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame") wibbled on for an age:

> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Actually it's because they don't own Amiga any more. If they had released an Amiga under the Gateway name, then what you ay is probably true. However, if they had released one under the Amiga name it wouldn't have mattered. Anyway, this is all ancient history now.

Chris
--
+---+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2390. Re: [Question] Virtual keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 15:19:11 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b631362_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 43116

Hi Greg

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0027085c@fmlynet.org...
> FamilyNet Newsgate
>
> I am currently working with a keyboardless ST and operating everything
by
> mouse.
>
> Can anyone tell me if a virtual keyboard was ever written for the ST?
One
> where you have a virtual keyboard pop up on the screen and you type on it
with
> the mouse?

It looks as though you've found one, you say your ST is keyboardless yet I
see words??.??

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2391. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 17:26:12 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B62F5A7.490B25D1@inebraska.com>
Source record: 43112
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Chris Young wrote:

> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> wibbled on for an age:
>
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Actually it's because they don't own Amiga any more.

Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
wholly owned, that was to create and sell Amiga/DOS hard/software.

Roy

> If they had
> released an Amiga under the Gateway name, then what you ay is probably
> true. However, if they had released one under the Amiga name it
> wouldn't have mattered. Anyway, this is all ancient history now.
>
> Chris
> --
> +---+
> | Unsatisfactory Software - "because it is" |
> | http://www.unsatisfactory.freeserve.co.uk |
> | Your Sinclair: A Celebration |
> +-- http://www.ysac.cjb.net/ --ICQ:28784166-+

2392. Re: Search Democrew

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 17:38:27 UTC
From: BMaedicke@t-online.de
Message-ID: <1ex8xdv.1l08fo6w4d6yoN%BMaedicke@t-online.de>
Source record: 43113

Grazey <grazey@tphf.karoo.co.uk> wrote:

> it's http://tscc.atari.org

Thanx.

--
Url: http://home.t-online.de/home/BMaedicke/

2393. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 17:55:48 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <3B630AB4.MD-1.4.15.unsatisfactory@bigfoot.com>
Source record: 43117
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller (of comp.sys.sinclair "fame")
wibbled on for an age:

> Chris Young wrote:
>
> > On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
> > wibbled on for an age:
> >
> > > but if you use windows a Pc maker can not use ANY OTHER OS
> > > or they lose their lic. from microsoft that why Gateway owns Amiga
> > > you do not put out an Amiga computer because they would lose Windows..
> >
> > Actually it's because they don't own Amiga any more.
>
> Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
> wholly owned, that was to create and sell Amiga/DOS hard/software.

Yes, but you're out of date. Check out http://www.amiga.com

Chris
--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
+-- http://www.ysac.cjb.net/ --ICQ:28784166-+
```

2394. 4Sale - DSP audio clock (44.1)

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 18:05:12 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107281358380.104-100000@Hades060>
Source record: 43120

I have 44.1 khz DSP audio clock for sale.
This is a dongle that plugs into the DSP port and can be used
by DSP apps for more accurate timing. One example is FalcAMP
will use it thus reducing the CPU load.

$25 USD
$3 s&h

Anywhere in the USA.
I prefer PayPal if possible.

Please note by real email address below, I also do not read
this group, so please respond to my mailbox. Thanks.

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2395. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 18:56:10 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm62l020d9qv6f@corp.supernews.com>
Source record: 43114
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> Why no parallel ports at $300 your market is the poor and they are
> going to buy the $5 printer from the Goodwill not the $150 USB
> printer from Best Buy.

5$ for the printer and 30$ for the cardrige? :)
You can get decent usb inkjet printers for <80$.
If someone cant spent 40$ on a printer, and can only afford 5$, then they really
need to get creative to refill those cardriges.

>
> Graham wrote in message <6172ee17.0107230800.806c967@posting.google.com>...
> >> For the sake of argument let's suppose you could design a next generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for general
> >> use and for hobbyists. How would such a system look?
> >
> >I may be late to the thread, but anyway...
> >
> >I don't think that people will be willing to pay $300 for an appliance
> >(as such a computer would be). You have to look at what the current
> >market wants. There are a million and one Internet boxes (the Bush
> >Internet TV is one at £79, or about $100) that do Internet, email,
> >etc. Not much use for writing a letter or playing games though.
> >
> >Assuming that you have been given a Government contract to make sub
> >$300 boxes for poor people to enable the Internet revolution and
> >increase education,etc (a realistic modern aim?) then what would you
> >want?
> >
> >Integration is the name of the game. So is simplicity. It won't have a
> >DVD drive, but it will have a CD drive. It won't have a 40GB HD, but
> >it might have end of line never-sold 5~10GB HDs. It will have built-in
> >modem and ethernet. It will have built-in graphics and audio. It must
> >display to a TV, but a monitor is an option. Expansion ports kept to a
> >minimum (4 USB, no serial, parallel, etc). Internal expansion not
> >necessary. CPU power needs to be adequate, not good.
> >
> >If you are building 1m boxes, you would sign a contract with
> >Asus/ABit/etc to get low end motherboards with the features that you
> >want only, in the form factor that you want. Use a cheap processor (in

> >quantity, the Via C3 would be good - I bet you could get 600MHz C3
> >processors in quantity for ~$25 each). Integrated motherboard would be
> >$40 with a $15 chipset (SiS630) and minimal components. Hard drive
> >would be ~$50. CD ~$20. No floppy.
> >
> >Motherboard (+modem, network, audio, graphics): $40
> >Processor: $25
> >Hard Drive: $50
> >CD: $20
> >Case (custom): $20
> >Keyboard: $5
> >Mouse: $5
> >
> >As for the operating system - a free one would make sense, however a
> >simple for dummies interface should be employed. The Linux kernel
> >could be used, with a graphical interface that lets the user run
> >applications and set up the device, but isn't a scary UI. Big icons on
> >the screen, one for each application. Basically the Palm launcher I
> >reckon. Modified applications could be used that didn't prompt the
> >user about where to save the document, but just saved it safely, and
> >when you wanted to open a document, it would just show the user the
> >list of documents that they had previously created. Disable downloads
> >from the Internet except from the device makers, where new apps can be
> >downloaded only (use a special tool, perhaps).
> >
> >On the other hand, just use a Pace Digital TV set-top box, with
> >built-in PowerVR technology (a la Dreamcast). As non-digital TV will
> >be eradicated in about 6 years anyway, why not lever a device that
> >everyone will need in their house at one point or another?
> >
> >Graham
>
>

2396. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 19:29:25 UTC
From: Bill Hoggett <bill_hoggett@lineone.net>
Message-ID: <d446mt4a2h5m932425j00nhmbhhc4garl7@4ax.com>
Source record: 43115
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 12:26:12 -0500, Roy Miller <millers@inebraska.com>
wrote:

>Chris Young wrote:
>
>> On Sat, 28 Jul 2001 07:33:41 -0500, sands-of-iowa (of comp.sys.sinclair "fame")
>> wibbled on for an age:
>>
>> > but if you use windows a Pc maker can not use ANY OTHER OS
>> > or they lose their lic. from microsoft that why Gateway owns Amiga
>> > you do not put out an Amiga computer because they would lose Windows..
>>
>> Actually it's because they don't own Amiga any more.
>
>Perhaps I'm out of date, but I seem to recall Gateway creating a a subsidiary
>wholly owned, that was to create and sell Amiga/DOS hard/software.

They did, and you *are* out of date.

Gateway created Amiga International IIRC, which was wholly owned.
However, they screwed around with various half hearted plans, and
various chief execs, and finally sold everything except the technology
patents to a company called Aminos at the end of 1999. Aminos was
owned by a consortium of people, the two most prominent ones being
Bill McEwen and Fleecy Moss, both enthusiastic Amigans and former
Gateway employees. Aminos has since changed its name to Amiga Inc
(http://www.amiga.com) and they hold all licensing rights to Amiga
technology.

There's quite a lot going on in the Amiga scene at this time.

--
Bill Hoggett

2397. HAVE ANYONE HAD EMAIL PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 19:54:10 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.f55f50fb.7d8a7260.doyene@zetnet.co.uk>
Source record: 43124

Hei all.
Is it possible for a email to wipe out my partition or receive bogu
s downloads on draconis.
Because yesterday that what happened. I noticed while I was downloading a we
bsite to later view.
I received a Blank recurring file without any chance of removing it (TOS 33)
. Then I got another load
of duff files. I checked with my WenSuite to see if there was a similar prob
lem, none as was there.
So I look through Linux my Midnight Commander, to see what they were. To my
amazement it was having
trouble reading them aswell. but I manage to remove them. So thinking the pr
oblem solved I returned
to retreive some emails via Marathon, which worked fine and okay in reading.
But when I came to closing
folder, the whole setup went kaput leaving me looking at a odd file. Is it p
ossible there is a chink
in Draconis armour, because it stems in that area only. Please take out your
pipes and discuss.

regards

John Nicholas Oakes.

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2398. ATARI WORKS DISK 1

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 19:57:44 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.f61653b2.7e6c7260.doyene@zetnet.co.uk>
Source record: 43123

Hei All.
Has anyone still got Atari works disk 1. Unfortunately mine has gone missing or lost, I still
have my Disk 2/3. I would be gratefull if you could download with LZH OR STZIP. THANK YOU.

REGARDS.

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2399. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 21:13:20 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9osaqg1@uranium.btinternet.com>
Source record: 43118
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:ijNIlwz3ziY7EwSI@gratiano.zephyr.org.uk...
> In message <MPG.15cbef91495888b8989697@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Context, you can hardly have your head up a "beast of burden"
>
> Why not?
>

Which head? :)

2400. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 21:13:49 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9jv9ps$d7p$1@neptunium.btinternet.com>
Source record: 43119
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

<ammonton@cc.full.stop.helsinki.fi> wrote in message
news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
>
> > <snicker> When bitchin' about ones grammer, you should spell check your
> > reply. :-)
>
> Every spelling flame has to have at least one mistake in them. It's the
> Law. (And what the hell is a "grammer"?)

Grampa's wife

2401. FA: ebay, "Metro Cross" and "Dive Bomber"

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 22:46:52 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B6340DB.BBBDC27B@suscom.net>
Source record: 43121

I have the following items for auction on ebay. Please place a bid!
Thank You.

Item name: ST: "Metro Cross" and " Dive Bomber"
Item number: 1257917181
Minimum bid: $2.00
Reserve Price: N/A
Quantity: 1
End date: Sunday, Jul 29, 2001 at 15:21:09 PDT

To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1257917181

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

2402. Would YOU like £10,000/month for life?

Newsgroup: comp.sys.atari.st
Date: 2001-07-28 23:14:20 UTC
From: auckland_business@hotmail.com
Message-ID: <8f85d14f.0107281514.90f5704@posting.google.com>
Source record: 43122
Cross-posted to: alt.business.home.pc,alt.business,comp.sys.atari.st

For a limited period we're offering the
opportunity of a lifetime.

Make "tens of ï¿½1000's" without selling,
experience, administration, stock, investment
or having to answer the phone EVER again.

Take advantage, get involved with the $35
billion dollar a year adult XXX industry by
taking one of our FREE FREE FREE adult web site
businesses and we'll make sure you earn a lot
of money.

<<<<Its what over 70% of 250,000,000 surfers
are looking for!>>>>

"No experience required"

Our Guarantee:
'We'll give you a adult web site, show you how to
promote it and 'IF' YOU don't start earning over
ï¿½10,000 EACH month within six (with our help),
we'll give YOU the business for FREE'.
When you start to earn over ï¿½10,000 a month,
you pay ï¿½1950.00 once off for the business.

"We already know that you'll reach the ï¿½10,000's
target income quickly"

That's why we don't ask you to part with your money
until you've tasted success.

You don't have to spend a penny to advertise. We'll
show and teach you how to promote it in each of the
4,500 FREE places on the Internet to give you 70,000
to 100,000 customers each month.

You don't need any experience. We'll give you the site,
show you the way and pay you an excellent income. If
you haven't got a PC or experience we will help you
promote your business. With our help, you can't fail.

You can operate anonymously, even your wife/husband
doesn't have to know where the extra money's coming
from. We pay YOU monthly.

We have turned this 'usually expensive to buy
business' into a FREE to start and EASY to operate
package with the entire promotional backup needed
to succeed. We'll teach you everything there is to
know, plus guarantee that you earn over ï¿½10,000 a
month before we ask you for payment. Its a NO RISK
proven business supported by a 'long term sustainable
business plan' that will take you on a roller-coaster
ride to SUCCESS.

DON'T MISS THIS - APPLY NOW

E-mail me for further info: auckland_business@hotmail.com
Limited period applies. FREE support for 21 months.
Domain name required.

2403. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 00:12:45 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd1f0577394cd0989698@news-server.nc.rr.com>
Source record: 43125
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <p6p87.3142$hQ.400336@paloalto-snr1.gtei.net>,
samgillett@msn.com says...
>
> David Ogg wrote in message ...
>
> [snip]
> >The only thing worse than Microsoft dictating what software we have
> >available to use, is the government doing it.
> [snip]
>
> Congratulations! That is, without a doubt, the best argument in this
> entire thread.
>
> May the software companies be free to do what they do best. Develop and
> publish software. And the government free to do what it does best, tax
> the taxpayers.
>
> Gee, I hope I don't get on the FBI's "watch" list for posting this!
>
> Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
> Commodore lives . . . . . if you call 1200 baud alive!

I don't think Carnivore will notice unless you mention bombs, president,
terrorist, nuke, chemical weapons, assasinate, revolution, PGP, or
any other trigger words. Hmmm, there's a helicoptor landing on my porch.

holdon, there's some people at the door...
+++NO CARRIER

--David
Fear the government that fears your computer!

2404. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 00:42:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>
Source record: 43126
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk says...

> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > What would the government do to Linux if Linux had "embraced and
> > extended" or anything else Microsoft has done? I wonder. Could they do
> > anything, even?
>
>
> Linux COUDN'T embrace and extend... Embrace and extend involves not only
> adopting and corrupting an accepted standard... It means keeping the
> additions and changes to that standard secret. (Or refusing to allow it's
> use elsewhere).

Ok, not a good example, I'll pick another one, what if Linux integrated a free web browser into it's interface? What if (hypothetically) this put someone out on the street. What could the government do? Should they do anything?

> Kerberos is the perfect example.
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

This is where that double edged sword could hurt Linux. If the government is empowered to bitchslap developers who change protocols to extend them, could not this empowerment also be used to bitchslap developers who reverse engineer protocols to be compatible?
I think the safest ground we could stand on would be that protocols be considered speech, and be given the same standing constitutionally. (Posting the source code is a different story.) Let Microsoft extend whatever they feel like, we'll be right behind them developing tools that integrate nicely with those changes. Both these practices should be protected, as attacking one hurts the other.
This way, any percieved improvements are realized by consumers, regardless what product they choose, and competition is still occuring, with the consumer benefitting from the race. That /is/ the only thing the government is supposed to be concerned with in a monopoly case anyway.
Consumers do not benefit in any way by having the government soft-

enforcing a protocol tweeking taboo.

If you look closely at what's happening to GUI's right now, Microsoft /is/ competing, everyone is. Apple is making drastic changes in it's UI, Linux is also, and Microsoft is changing the GUI at a faster rate than they have ever done anything before. This race they're having is picking up speed and the consumer is benefitting on all fronts. And this is how it should be.

What we don't need right now is Big Brother stopping this race, so that Linux and Mac might slow down, and then we lose because competition has stopped again. Besides, it's getting interesting ;)

--David

2405. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:07:49 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>
Source record: 43127
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>Ok, not a good example, I'll pick another one, what if Linux integrated a
>free web browser into it's interface?

Oh dear. Oh dear, oh dear, oh dear.

I would suggest digging up; or at least, don't dig anything further.

Free clue: Linux doesn't work like that, dear.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2406. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:16:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd2e0ab6fbe85b98969b@news-server.nc.rr.com>
Source record: 43128
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9jv9ps$d7p$1@neptunium.btinternet.com>,
nada.nad.nada@spamtrap.com says...
>
> <ammonton@cc.full.stop.helsinki.fi> wrote in message
> news:9ju8pg$l5s$1@oravannahka.helsinki.fi...
> > In comp.sys.sinclair David Ogg <davidogg@nc.rr.com> wrote:
> >
> > > <snicker> When bitchin' about ones grammer, you should spell check your
> > > reply. :-)
> >
> > Every spelling flame has to have at least one mistake in them. It's the
> > Law. (And what the hell is a "grammer"?)
>
> Grampa's wife

ROFL!
```

2407. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:20:02 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvoc2vne0@216.39.130.32>
Source record: 43129
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Stephan Schaem wrote:
>
> "sands-of-iowa" <sands@cableone.com> wrote in message
news:tm5clhcm16noe0@corp.supernews.com...
> > Why no parallel ports at $300 your market is the poor and they are
> > going to buy the $5 printer from the Goodwill not the $150 USB
> > printer from Best Buy.
>
> 5$ for the printer and 30$ for the cardrige? :)
> You can get decent usb inkjet printers for <80$.
> If someone cant spent 40$ on a printer, and can only afford 5$, then they really
> need to get creative to refill those cardriges.
>

What I did to get a decent supply of cartridges for my HP 560C (paid
$7.00 for it at Goodwill) was buy up more printers at the thrift stores
averaging around $5 - $7 each (half that sometimes depending on what
color tag is on sale), pull out the cartridges, then redonate the
printers. One of them even had a couple extra sealed cartridges (2
black and one color.) So I'm set for a while.

-- Otter

2408. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:24:30 UTC
From: Otter <otter@oz.net>
Message-ID: <9jvokevne1@216.39.130.32>
Source record: 43130
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe wrote:
>
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
> Free clue: Linux doesn't work like that, dear.

I always thought most implementations of Linux included Netscape
Communicator anyway. And Opera would be a good alternative (rapidly
becoming my primary browser under WinBlows-98).

-- Otter

2409. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:32:48 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>
Source record: 43131
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
says...
> but if you use windows a Pc maker can not use ANY OTHER OS
> or they lose their lic. from microsoft that why Gateway owns Amiga
> you do not put out an Amiga computer because they would lose Windows..

Not true, We sell other OS's, give us a call for a quote, and I'll prove
it.
Microsoft doesn't impose those restrictions on us.

David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
Registered Microsoft OEM Partner
PC Warehouse
1777 NW Maynard Rd
Cary, NC 27513

Gateway had other motivations for wanting Amiga.

Compaq puts out other OS's, ones that compete squarely with NT/2000!
Dell, IBM offer Linux.
Not to mention SGI offers unix.

Not sure where this rumor started, but I've heard it before.

> Dave R. wrote in message ...
> >On Mon, 16 Jul 2001, James Alexander wrote:
> >
> >> gigahertz processor systems aren't readily available yet. oh and don't
> >> forget, where I live, retail on windows is $300 by itself. Are you
> really so
> >> STUPID to believe any vendor will sell you windows and give you the
> hardware
> >> on which to run it for FREE?
> >
> >A vendor, however, will be paying for OEM Windows, not retail. The OEM
> >version is usually much cheaper, but with stricter licensing (i.e. must be
> >sold with a computer, can't be installed on another PC, etc.). So, figure
> >US$50-$75 for Windows, maybe even less.

2410. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 01:35:16 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <nDVJtuiUh2Y7EwQt@gratiano.zephyr.org.uk>
Source record: 43132
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>> Free clue: Linux doesn't work like that, dear.
>
>I always thought most implementations of Linux included Netscape
>Communicator anyway.

Some do, some don't. (Debian, for instance, can't under its license.)
You also often get lynx, links, KDE's browser (Kylix? I forget) and so
on.

This is very different from integrating it into its interface, or some
other such nonsense which assumes all OSes work like Windows.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2411. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 03:34:39 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B63844B.B6A8FDA3@inebraska.com>
Source record: 43133
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > What would the government do to Linux if Linux had "embraced and
> > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > anything, even?
> >
> >
> > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > adopting and corrupting an accepted standard... It means keeping the
> > additions and changes to that standard secret. (Or refusing to allow it's
> > use elsewhere).
>
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do?

Nothing. Linux is not the product of a company that has a monopoly. So none of
these questions apply.

> Should they do
> anything?
>
> > Kerberos is the perfect example.
> > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > anyone to do anything with the source code they want as long as there's an
> > acknowledgement, they extended it and then, when someone found out what the
> > extensions were and posted source code, M$ forced them to remove it from the
> > web.
>
> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them,

But they aren't so empowered.
It's really very simple. The rules you have to play under change once you achieve
monopoly status. You may not use your monopoly to maintain or extend your
monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
other high tech company (possible exceptions: Intel and IBM [IBM once came close

to a breakup because of it's abuse of monopoly power, they backed down and played nice, something Micro$tuff doesn't seem to understand how to do])

Roy

> could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?
> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes.

Here's how it has worked with their "extensions", they made changes to Win 95 and Win 98 at the request of the Office programmers. Not too much wrong there. They made such changes available to the WordPerfect and Lotus Suite programmers, once those programmers learned of the existence of the changes, and then asked for the information.

Do you see the difference? In house products teams had weeks, if not months lead time so their products were out first, and had a much closer working relationship with the Systems programmers than ANY competitor could possibly have. That allowed the Office products to maintain and extend their lead over their major competitors. American law prohibits that as unfair when done by a monopolist.

The kicker is that Micro$tuff is STILL denying that they have a monopoly. I suppose they would only acknowledge it when/if they achieve their wet dream of all computers everywhere using M$ OS.

> Both these practices should
> be protected, as attacking one hurts the other.
> This way, any percieved improvements are realized by consumers,
> regardless what product they choose, and competition is still occuring,
> with the consumer benefitting from the race. That /is/ the only thing
> the government is supposed to be concerned with in a monopoly case
> anyway.
> Consumers do not benefit in any way by having the government soft-
> enforcing a protocol tweeking taboo.
>
> If you look closely at what's happening to GUI's right now, Microsoft
> /is/ competing, everyone is. Apple is making drastic changes in it's UI,

On yeah, and how much has their market share gone up?

>
> Linux is also,

Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.

> and Microsoft is changing the GUI at a faster rate than
> they have ever done anything before. This race they're having is picking
> up speed and the consumer is benefitting on all fronts. And this is how
> it should be.

Ah, but what happened to DRI?
How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in the towel) bundled with a computer? Or the WordPerfect suite? How much shelf space do they get at the Best Buy, Office Max, Office Depot, Circuit City, compared to M$??

>
>
> What we don't need right now is Big Brother stopping this race, so that
> Linux and Mac might slow down,

You won't. Big Brother might slow down M$, but not competitors with less than 10% of the market place. In a case like this, Big Brother's job is to make sure that the race is fair to the little guys.

Roy

> and then we lose because competition has
> stopped again. Besides, it's getting interesting ;)
>
> --David

2412. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 04:14:40 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>
Source record: 43134
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

(sigh!) you're missing the point. Make something up yourself. We're not talking about what linux is, we're talking about what the government should be/shouldn't be able to do.

Anyway, linux isn't like /anything/, "linux" is just a kernel, I can make the "linux OS" anything I feel like dear. kernel 2.4 has a built in *web-server*, by the way, by "built in" I mean right in the kernel.

Not even Microsoft has a webserver in the kernel, so, how does "linux work" again? ;)

2413. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 04:24:45 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>
Source record: 43135
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Free clue: Linux doesn't work like that, dear.
>
>(sigh!) you're missing the point.

Nope.

> Make something up yourself. We're not
>talking about what linux is, we're talking about what the government
>should be/shouldn't be able to do.

And you're making some spurious links to Linux, not understanding the first thing about what you're talking about.

Remember: Just because MS do their Operating Systems one way doesn't mean all Operating Systems work that way. Hence, what the Government do there doesn't apply to some other OSes - because it's entirely irrelevant to them.

Government: "Microsoft, no integration of browser with OS!"
MS: "Squeak! Yes sir!" (eventually, maybe)
Government: "Linux, no integration of browser with OS!"
Linux: "Erm, we don't."

You're trying to make links between two entirely incompatible situations. What a Government can/can't do with Microsoft is entirely different to what it can/can't do with Linux - because the entire system doesn't work like that.

Free clue: When giving examples and analogies, try harder to make them relevant.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2414. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 06:10:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd72f4f312a5da98969f@news-server.nc.rr.com>
Source record: 43137
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
says...
> David Ogg wrote:
>
> > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > says...
> >
> > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > What would the government do to Linux if Linux had "embraced and
> > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > anything, even?
> > >
> > >
> > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > adopting and corrupting an accepted standard... It means keeping the
> > > additions and changes to that standard secret. (Or refusing to allow it's
> > > use elsewhere).
> >
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do?
>
> Nothing. Linux is not the product of a company that has a monopoly. So none of
> these questions apply.

The question was hypothetical, the situation posed in a hypothetical
question need not be fact. The question I asked was "what if", and it's
an interesting question, what if Netscape decided to become available
free with every linux disrobution and became the almost exclusive
browser? what could the government do?

> > Should they do
> > anything?
> >
> > > Kerberos is the perfect example.
> > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > anyone to do anything with the source code they want as long as there's an
> > > acknowledgement, they extended it and then, when someone found out what the
> > > extensions were and posted source code, M$ forced them to remove it from the
> > > web.
> >
> > This is where that double edged sword could hurt Linux. If the
```

> > government is empowered to bitchslap developers who change protocols
> > to extend them,
>
> But they aren't so empowered.

If that was the case, then "embrace and extend" would be moot anyway.

> It's really very simple. The rules you have to play under change once you achieve
> monopoly status. You may not use your monopoly to maintain or extend your
> monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> other high tech company (possible exceptions: Intel and IBM [IBM once came close
> to a breakup because of it's abuse of monopoly power, they backed down and played
> nice, something Micro$tuff doesn't seem to understand how to do])

A monopoly means more than "most people use Microsoft." Microsoft does
not have a monopoly. Even, of all people, RMS has stated that everyone
has a choice of what OS to use. A corporation is not a monopoly because
the free will of the people chose one product over another.

Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
BIOS, therefore IBM had complete /exclusive/ controll of the market,
regardless of the purchasing decisions of the consumer. This is what a
monopoly is.

(By the way, we broke that monopoly by reverse engineering the BIOS,
see? Kind of like the kerberos example. The court should do the same
thing they did then, allow an implementation of that functionality to
be duplicated.)

Microsoft, on the other hand, was voted to where they are now by the
purchasing decisions of the free willed people. There are alternatives,
for crying out loud Microsoft has one of the hardest competitors in the
world to compete with, a competitor who /gives it away/ (sound
familliar) and has both the popular and (arguably) technological
advantage over them. Not just in the OS market, but (especially) the
server, and (mostly) the webserver market. Microsoft's momentum is
/hardly/ increasing, and more and more options are developing every day.

> Roy
>
> > could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes.
>
> Here's how it has worked with their "extensions", they made changes to Win 95 and
> Win 98 at the request of the Office programmers. Not too much wrong there. They
> made such changes available to the WordPerfect and Lotus Suite programmers, once
> those programmers learned of the existence of the changes, and then asked for the

> information.

A lot of competing companies had inside knowledge of Windows, look at
Adobe. Adobe knows more about the inner workings of the Windows Print
architecture than Microsoft. You know why? Adobe /designed/ it! The
public was highly skeptical about the quality of it before release, so
Microsoft called Adobe in and had them completely overhaul the entire
print archetecture. (there's actually a neat story behind this too)
How about the inner workings of Microsoft Networking and the NetBEUI
protocol? Did you know that it was ProComm who put that there? NetBEUI,
Microsoft's "plug-and-play" networking protocol, was purchased from
them.
Adobe has been successful in Windows printing, Procomm in networking.
Microsoft doesn't even have the edge on alot of the code they themselves
distribute.

> Do you see the difference? In house products teams had weeks, if not months lead
> time so their products were out first, and had a much closer working relationship
> with the Systems programmers than ANY competitor could possibly have. That
> allowed the Office products to maintain and extend their lead over their major
> competitors. American law prohibits that as unfair when done by a monopolist.

But the fact that others were developing and releasing competing
products, and making money doing it, precludes Microsoft from being a
monopoly at that point in time. If you remember, Lotus was very
successful. In the end we mostly moved to MS Office because we liked the
product better, if we didn't we, to this day, still have the choice of
using other products. StarOffice comes to mind as an excellent
alternative (I can't stand the interface though)

> The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> suppose they would only acknowledge it when/if they achieve their wet dream of
> all computers everywhere using M$ OS.

I deny it too. I have plenty of options. I'll deny it untill there arn't
any options. Then it will be a /monopoly/. A monopoly means NO options.
Like Bell telephone, IBM making the only machines with an IBM BIOS.
OPEC. Let's face it, it was Darwinism that built Microsoft, it's
Darwinism that will bring it down, and it can and /is/ happening.

> > Both these practices should
> > be protected, as attacking one hurts the other.
> > This way, any percieved improvements are realized by consumers,
> > regardless what product they choose, and competition is still occuring,
> > with the consumer benefitting from the race. That /is/ the only thing
> > the government is supposed to be concerned with in a monopoly case
> > anyway.
> > Consumers do not benefit in any way by having the government soft-
> > enforcing a protocol tweeking taboo.
> >
> > If you look closely at what's happening to GUI's right now, Microsoft
> > /is/ competing, everyone is. Apple is making drastic changes in it's UI,

>
> On yeah, and how much has their market share gone up?

Not relevant. It certainly can't be because of Microsoft Office,
because Office on the Mac is better and more stable than Office on the
PC (from what I've heard). This is (from "what I hear") typical, I hear
Photoshop and alot of other apps that exist on both Windows and Mac are
better on the Mac. This tends to put a few holes in the theory that
Microsoft giving inside Windows OS info to Office developers made
windows more popular, because that Windows OS Office is supposedly
inferior to the MacOS Office, regarless of "inside knowledge"
And the kicker is, You can have all the inside knowledge of the MacOS
you want now, at least the "Darwin OS" parts because it's OpenSource. So
according to the inside knowledge leads to market monopolization theory
posed, the Mac should be cleaning up, right? So how much /has/ there
market share gone up?

> > Linux is also,
>
> Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
>
> > and Microsoft is changing the GUI at a faster rate than
> > they have ever done anything before. This race they're having is picking
> > up speed and the consumer is benefitting on all fronts. And this is how
> > it should be.
>
> Ah, but what happened to DRI?
> How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> compared to M$??

About the same amount as the customers ask for them. Shelf space does
not a monopoly make, When I decide what to stock, it's based on demand,
and customer demand is the free will of the people, nothing more.

> > What we don't need right now is Big Brother stopping this race, so that
> > Linux and Mac might slow down,
>
> You won't. Big Brother might slow down M$, but not competitors with less than 10%
> of the market place. In a case like this, Big Brother's job is to make sure that
> the race is fair to the little guys.

And what have the "little guys" been doing? Generally nothing untill
Microsoft develops something they need to compete with. There's been a
lot of companies resting on their laurels untill they /have/ to improve
something because Microsoft is killing them. Don't believe me? let's
take a closer look...

PalmOS, who swore up and down consumers don't need color. fine everyone
settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
responds with the new color models, but by now they're already losing

market share daily, and the palm VII I *just bought* is now on fire sale as best buy for half the price I paid a few months ago for it.

Novell, once prime master of the universe in networking, decided it didn't want to make a VXD implementation of Novell client for Microsoft right away, they decided their legacy .386-file architecture was all anyone needed. Microsoft, who at first didn't even install networking protocols in win95 by default, and even included a limited novell client, responded to the delay imposed by novell by incorporating NetBEUI (mentioned above) as a stop-gap measure untill novell woke up to consumer demand. Too late. novell is now largely irrelevant.

OS/2, an Operating system more object oriented than Windows is /to this day/ practically abandoned by it's creators even though people are practically begging them not to discontinue it. It's still a staple in most banks and runs a majority of the ATM machines out there. IBM has publically stated they don't plan on supporting this OS.

BEOS, a very capable OS, but one that it's creators have no interest in persueing, deciding they want the embedded market, despite a loyal following of users and tinkerers. Heck, by the time I even discovered BEOS, they had already abandoned it!

On the other hand, there are very good developers out there that make a killing competing against Microsoft because they are /good at it/ and the consumer /prefers to use them./ Adobe is a prime example here, as are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit, and many others. They have prospered because we vote for them with our patronage when we choose them over Microsoft. They have responded to the demands placed upon them by the consumer, faster or better than Microsoft has, and thus prospered. This is how it oughta be.

Some people may feel sympathetic to Netscape, but the fact was they were charging money for a product that could have taken on microsoft and won, but they decided they preferred to be Adware instead. they could have improved their product, but they decided to open a portal during the portal craze and rest on the portal, and their laurels. If Microsoft didn't do it, someone else would have.

that's the thing in a free market, you live with the fear that someone will be faster, better or cheaper than you are. You adapt, or you win the Darwin award.

Anyway, back to your original comment, the government's job is *NOT* to make the race fair to the little guys. the goverments job is to make the race fair and beneficial to the *consumer*, even if it means the "little guy" goes out of business. the government has the power to grant monopolies for this purpose so long as it benefit's the consumer.

But again, Microsoft is where they are because we put them there, and it's in our best interest to let them compete.

>
> Roy
>
> > and then we lose because competition has
> > stopped again. Besides, it's getting interesting ;)
> >
> > --David
>
>

2415. Looking for..

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 06:45:00 UTC
From: doitarchive@doitarchive.de
Message-ID: <1exaqr2.guqdl213hnnnkN%doitarchive@doitarchive.de>
Source record: 43136

Anyone know anything about michael grove?
Send some emails several times but i got no answers.
New email adress?

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2416. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 07:24:55 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cd8451718788ec9896a0@news-server.nc.rr.com>
Source record: 43138
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <eYD3LPzNA5Y7EwGR@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cd57b570ee233e98969e@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Free clue: Linux doesn't work like that, dear.
> >
> >(sigh!) you're missing the point.
>
> Nope.
>
> > Make something up yourself. We're not
> >talking about what linux is, we're talking about what the government
> >should be/shouldn't be able to do.
>
> And you're making some spurious links to Linux, not understanding the
> first thing about what you're talking about.
>
> Remember: Just because MS do their Operating Systems one way doesn't
> mean all Operating Systems work that way. Hence, what the Government do
> there doesn't apply to some other OSes - because it's entirely
> irrelevant to them.
>
> Government: "Microsoft, no integration of browser with OS!"
> MS: "Squeak! Yes sir!" (eventually, maybe)
> Government: "Linux, no integration of browser with OS!"
> Linux: "Erm, we don't."
>
> You're trying to make links between two entirely incompatible
> situations. What a Government can/can't do with Microsoft is entirely
> different to what it can/can't do with Linux - because the entire system
> doesn't work like that.
>
>
> Free clue: When giving examples and analogies, try harder to make them
> relevant.

Actually, now that we somehow got our shirt stuck on this nail that
wasn't relevant to the subject at hand anyway, just kind of provided
like a freehand sketch for those that lose interest in the text without
pictures version...

Linux is not an Operating System. It's not up to "Linux" what gets integrated into the OS. Redhat, Slackware, ect are Operating Systems, They decide what gets integrated into the OS. Linus is just a kernel.

The Analogy was NOT between "Windows and Linux", The analogy was between two "Equally /available/" operating systems. the consumer has the same access to one as the other, illustrating something not true in a monopoly.

As for (re: linux) "They don't do that", who are "They?" and what dictates what "they" do? Is not Linux open for anyone to do what they please? In my "Linux on an Amiga in a Box" half-hearted kill-time project I work on ocassionally, should I contact "them" to find out what I can and cant do because "we dont do that?"

Unless Linus has contacted the hundreds of copyright holders on the various pieces of code, and they all decided to stop distributing the source under the GPL, I'm pretty sure I can integrate anything I damn well please into the kernel, or my OS. Of course it will be tricky, as I'm using the uClinux kernel so as to make it work on older Amiga's without an MMU/and UAE, and I can't get the file system to work, even though everything "should work" (I'm abandoning it soon I believe, I've decided it's time for a new project, a gnutella client that doesn't suck)

Back to the point, the question (again) isnt like you said, "What they can/can't do", I asked what they "Should/shouldn't be allowed to do", this isn't a question of opportunity or current legal precidence, but a hypothetical question of ethics and what level of government inervention is beneficial to the consumer, and why.

The answer to that question is they should either A) side with the small businesses being hurt by Microsoft, or B) side with the consumer, who chooses to use the Microsoft product over the competitor.

I wasn't expecting C) "Linux doesn't work like that", and I apologise for my foggy analogy. The illustration was an afterthought ;)

2417. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 08:19:48 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <eLbl2vAGBHA.349@cpmsnbbsa09>
Source record: 42863
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com...
> In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
> says...
> > but if you use windows a Pc maker can not use ANY OTHER OS
> > or they lose their lic. from microsoft that why Gateway owns Amiga
> > you do not put out an Amiga computer because they would lose Windows..
>
> Not true, We sell other OS's, give us a call for a quote, and I'll prove
> it.
> Microsoft doesn't impose those restrictions on us.

> Compaq puts out other OS's, ones that compete squarely with NT/2000!
> Dell, IBM offer Linux.
> Not to mention SGI offers unix.
>
> Not sure where this rumor started, but I've heard it before.

Even Apple had a license to bundle Win'95 at one point (PC Compatibility
cards).

2418. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 10:52:41 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9k0ps5bv1@news5.isdnet.net>
Source record: 43139

Hello Hallvard !

> What exactly is needed in terms of software to be able to use an ST with
> a CD-ROM drive (SCSI)?
>
> I've got both a GEsoft (without parity, but will build a parity
> generator) and an ICD Link II host adaptor, and HDdriver software for
> the harddisk, but I'm under the impression that something more is needed
> for a CD-ROM drive.

Yes, it is !
You also need ExtenDOS http://www.cyberus.ca/~anodyne/

> I'm going to try things out to begin with using an old
> 2x Apple Macintosh CD-ROM drive (with caddy-loading), then buy a modern
> one once I get that working.
> By the way, are there specific drives that have to be used, or can any
> SCSI CD-ROM drive be used with the ST?

I'm using a MATSHITA CR-504-J external CD-ROM x12, and that's work very well
with The Link 2 (ICD) and ICD SCSI Link Utilities or HD Driver, and of
course ExtenDOS ...

Bye ...

--
Paul.
paulcaillet@altern.org

2419. [ANN] Joe & Rosemary

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 11:00:58 UTC
From: ptonthat@club-internet.fr
Message-ID: <9k0qda$9pr$2@front7m.grolier.fr>
Source record: 43140

Bonjour :)

You can find a Joe's bugfix on my homepage (http://www.multimania.com/nef).
Features :
- fixed a big crash during communication between Joe and its modules
- Hope to have corrected the menu and dialog box slowliness under MiNT
- use of XRSC for external ressource files (RGF method), if you have problems with it, rename the \MODULES\XRSRC.OVL as *.OVX.
- keyboard overrun behavior improvement
- some internal small bugfixes
- Well formed HTML. You can desactivate it (ie <IMG/> -> old <IMG>).
- ISO-8859-1 Filter. You can use no more &entities; (please read the bugfixes.txt)

This version is not MiNT Memory Protection compatible. Tests were excellent with LicomLIB and its compilator, but there's a niggle (memory fragmentation) in this library that nearly forbids Joe to run in monoTOS.
If you really want a MP mode compliant, e-mail me and I will compile Joe with RGF's library, but you should use it only under MiNT or MagiC.

To pardon me about my late, I have released Rosemary sources and its image maker under the SGF license (SGF for "Schmilblick Goes Forward"). 'Tis same as GPL, but for GFA ;-)

Note that DGEM will obey to this license (sources and dev-tools released), when I will finish the 0.14 version.

Bye

Rajah Lone of Renaissance.

2420. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 11:14:46 UTC
From: spike1@freenet.co.uk
Message-ID: <67r0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 43141
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> Ok, not a good example, I'll pick another one, what if Linux integrated a
> free web browser into it's interface? What if (hypothetically) this put
> someone out on the street. What could the government do? Should they do
> anything?

Linux doesn't need to "incorporate it into its interface" in the way you
mean... There are several free web browsers included with every linux
distro. And yes, depending on which windowmanager/desktop environment you
choose, there are integrated ones. But not of them are forced on the user.

And as the source code is free... It would be easily UNintegratable if
someone DID want to reassert their choices.

>> Kerberos is the perfect example.
>> They took the code from the FreeBSD codebase. As FreeBSD license allows
>> anyone to do anything with the source code they want as long as there's an
>> acknowledgement, they extended it and then, when someone found out what the
>> extensions were and posted source code, M$ forced them to remove it from the
>> web.

> This is where that double edged sword could hurt Linux. If the
> government is empowered to bitchslap developers who change protocols
> to extend them, could not this empowerment also be used to bitchslap
> developers who reverse engineer protocols to be compatible?

Think of it this way. Someone working on FreeBSD wrote that kerberos
protocol. OK, he released it under the FreeBSD license, but when M$ extended
it, did he get anything for it? Did he even get to see the changes?

That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
legally without releasing any changes they make back into the community.

> I think the safest ground we could stand on would be that protocols
> be considered speech, and be given the same standing constitutionally.
> (Posting the source code is a different story.) Let Microsoft extend
> whatever they feel like, we'll be right behind them developing tools
> that integrate nicely with those changes. Both these practices should
> be protected, as attacking one hurts the other.

fine... let them keep the source, but they DON'T publicise the actual
protocols... Hell, even their own protocols (word document format anyone?)
aren't fully compatible with each other in an attempt to force people to
needlessly upgrade their software.

```
--
_____________________________________________________________________________
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-----------------------------------------------------------------------------
```

2421. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 11:18:20 UTC
From: spike1@freenet.co.uk
Message-ID: <sdr0k9.qga.ln@ridcully.freenet.co.uk>
Source record: 43142
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> did eloquently scribble:
> In message <9jvokevne1@216.39.130.32>, Otter <otter@oz.net> writes
>>> Free clue: Linux doesn't work like that, dear.
>>
>>I always thought most implementations of Linux included Netscape
>>Communicator anyway.

> Some do, some don't. (Debian, for instance, can't under its license.)
> You also often get lynx, links, KDE's browser (Kylix? I forget) and so
> on.

Konqueror. Kylix is Borlands Delphi under Linux.

--

```
-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell BSc(hons)| |
| in | "I think so brain, but this time, you control |
| Computer Science | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
```

2422. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 11:48:50 UTC
From: Vassilis <papval@mail.otenet.gr>
Message-ID: <3b647e626988ab0@mail.otenet.gr>
Source record: 43012

on Tue 24-07-2001 11:03 gokmase wrote:

> > I think we now have a complete sockets-level compatibility. Let's now
> > try to solve the OSes incompatibilities (at least where possible).
>
> I agree with you, and hope others will see it the same way. Since we
> have 2 major flavours of GEM/TOS on the atari (MiNT+AES/MagiC) I think
> we should make them as compatible as possible. Our platform is a bit
> too small to have a battle about what OS to support and which not to.
>
Yes, and looking at the positive side of this, it's really good that
a small platform has more than one OS. This might make software
development more hard for programmers but gives people the ability
to choose between different implementations on the way to achieve
a certain task. In a world full of standards, this can't be bad :-)

Even 'battles' give sometimes a liveness to the platform, especially
when they contain constructive critisism. I know this is not always
the case, but at the end, peace returns back to the platform :-)

> > > STiK programs runs happily under MagiCnet with the help of GlueSTiK
> > > for MagiCnet, so I say if the emulating bridge would be written,
> > > why not go for MagiCnet?
> > >
> > Well, why not? :-)
>
> Hehe :) MiNTnet/MagiCnet would make sense as "standard" these days,
> since it offers a free TCP/IP stack, that (possibly) soon also will
> have support for the other existing stacks.
>
Well, it's really nice to connect to the internet and be able to use
some 20 clients at the same time, checking, comparing, evaluating them
(the best method to disorganize your mails :-).

Regards,
Vassilis

--

2423. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 12:28:44 UTC
From: Vassilis <papval@mail.otenet.gr>
Message-ID: <3b647e626988ab1@mail.otenet.gr>
Source record: 43013

on Tue 24-07-2001 11:48 Uwe Seimet wrote:

> gokmase wrote:
>
> > I agree there are things that does make some sense to use, even though
> > OS specific, although the current OS situation on TOS platform is a bit
> > splintered. Is there any hope of seeing threads in MiNT, to reach MagiC
> > compatibility? Why not meet half way? :))
>
> I guess meeting half way is not really possible. If threads were ever
> added to MiNT I would expect them to be POSIX threads, in order to be
> compatible with Unix. MagiC threads are no POSIX threads and I doubt
> that they are compliant to any general standard.
>
According to Andreas Kromke, MagiC threads "are modelled on the concept
of Sun Solaris 2.x". THREADS.TXT is in the AES folder and a thread
is started with shel_write (SHW_THR_CREATE, ...). After that, a MagiC
thread behaves like a separate process with its own ap_id.
A multitasking-safe lib is also needed (like MT_AES.LIB).

After all this, I think there might be hope if Henk Robbers makes
his magic ;-) in XaAES taking the above call and passing it to the
underlying MiNT threads. I have no idea if it can be done, just
an idea...

> > > I'm saying that at least ethernet and other drivers are now binary
> > > compatible between MiNT/MagiC-Net, no one seems to listen...
>
> BTW, the MiNT ethernet driver for the Riebel card does not work with
> MagiC/MagiCNet, at least not on my TT. It crashes.
>
I'm sorry to hear that. For the moment I know that the PCI and ISA
versions of the NE2000 and compatible adapters (by Torsen Lang) work
just fine on Hades and Milans and my RTL8012 pocket driver on TTs,
Falcons, STs etc. The PLIP driver also works OK.

If you mean riebltt.xif, this is where I get on my TT (without the
adapter)

---------- BOOT.LOG ----------

pMAGX-NeT dated Jun 26 2001q
MagX-Net 1.3 PL 7, beta
© 1998-2001 Vassilis Papathanassiou

Loading interfaces:

```
MagiCNet - MiNTNet RTL8012 pocket driver
version 1.3 (en0) (0:c0:df:68:9e:79)
........

AM7990: driver for RIEBL VME (TT) (C) 1996, 1997, 1998 by T. Lang
AM7990: driver for RIEBL VME (TT) not installed, board not found.

.........
----------- BOOT.LOG -----------
```

This means that up to this point some MiNT kernel calls have been made and if the adapter is found, then the driver installs the interrupts, VBI (no problem) and maybe HBI (never tested on MagiC).

What I'd like to know is if the crash happens during the init phase or when you try to send/receive something. This will greatly help me to find out where the problem is (and hopefully fix it :-)

--
Regards,
Vassilis

2424. Re: =?ISO-8859-1?Q?Would_YOU_like_=A310,000

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 12:52:58 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b64072a$0$18558@news.zetnet.co.uk>
Source record: 43144

On 28 Jul 2001 16:14:20 , Joe Ringsdale wrote:
>For a limited period we're offering the
>opportunity of a lifetime.
>
>Make "tens of 1000's" without selling,

Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
and any other subject SHOULD NOT be discussed here.

If you've crossposted your message over one or more other newgroups then
this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
else.

Sorry but it's about time that someone took a stand on this.

2425. Re: re: Where did Jon recycle the error in

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 12:53:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b64072c$0$18558@news.zetnet.co.uk>
Source record: 43143

On 29 Jul 2001 19:34:58 , "Sheri Edison" wrote:
>The diskettes, printers, and BASICs are all overloaded and blank. Try
>excludeing the FBI's idle proxy and Sue will question you! What will we

Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
and any other subject SHOULD NOT be discussed here.

If you've crossposted your message over one or more other newgroups then
this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
else.

Sorry but it's about time that someone took a stand on this.

2426. Re: re: The vulnerable rough LAN types over

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 12:53:02 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b64072e$0$18558@news.zetnet.co.uk>
Source record: 43145

On 29 Jul 2001 17:08:45 , "Georgina Stone" wrote:
>As superbly as Corey learns, you can obscure the iteration much more
>badly. Well, screens kick in back of bright infernos, unless they're

Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
and any other subject SHOULD NOT be discussed here.

If you've crossposted your message over one or more other newgroups then
this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
else.

Sorry but it's about time that someone took a stand on this.

2427. Re: [Question] Virtual keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 13:05:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002746ec@fmlynet.org>
Source record: 43015

FamilyNet Newsgate

The ST is currently used for 80- column interpretation for my Atari 800
through a null modem link.

So currently I am typing away on the Atari 800, and there are term programs
running on the Atari 800 side and the ST side.

But for the ST side, when I'm not in terminal mode I need a virtual
keyboard to type in names for folders, modify files and settings, etc.

So, I have a solution for part of it. But the ST side could use a simple
virtual keyboard for what I mentioned. If there was a way a I could enter in
information and then cut and paste from the terminal window to a text entry
field elsewhere... that too would work.

Open to suggestions on a virtual keyboard or a good cut and paste solution.

Doctor Clu

> From: "Steve Sweet" <steve-sweet@lineone.net>

> Hi Greg

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0027085c@fmlynet.org...
>> FamilyNet Newsgate
>>
>> I am currently working with a keyboardless ST and operating everything
> by
>> mouse.
>>
>> Can anyone tell me if a virtual keyboard was ever written for the ST?
> One
>> where you have a virtual keyboard pop up on the screen and you type on it
> with
>> the mouse?

> It looks as though you've found one, you say your ST is keyboardless yet I
> see words??.??

> --

> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2428. Re: I'm Back

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 13:16:28 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9k125frvv1@uranium.btinternet.com>
Source record: 42996

Hello Colin,

"Colin Docherty" <cdoc@cableinet.co.uk> wrote in message
news:3B5BFAF2.6C69820E@cableinet.co.uk...
> As for Rory.............not heard from him since he promised to
> let me know what was happening he then closed his BBS
> and did not bother to tell me.................barsteward.

I did send out many messages on the BBS I had no idea it didn't get through to you. I relaunched an online community on the Internet instead on the website www.athenniaglobe.com . We have FTN style message bases and have an offline message reader in the pipeline and very soon will have email available to users soon.

Anyway how have you been doing?

Rory

--

Athenia Globe http://www.atheniaglobe.com 24hrs
FTN style Message bases on the Internet. The Web based BBS

2429. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 14:35:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b642b40_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 43000

Hi Hallvard

> What exactly is needed in terms of software to be able to use an ST with
> a CD-ROM drive (SCSI)?

> I've got both a GEsoft (without parity, but will build a parity
> generator) and an ICD Link II host adaptor, and HDdriver software for
> the harddisk, but I'm under the impression that something more is needed
> for a CD-ROM drive.

Use the Link II, I never managed to get my GE board to talk to anything but
drive 0.
Nothing else needed but software, I recommend HD-driver and Extendos.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2430. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 14:44:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b642b42_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 43001

Hi David

> > David Ogg wrote in message ...

> > Gee, I hope I don't get on the FBI's "watch" list for posting this!
> >
> > Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
> > Commodore lives . . . . . if you call 1200 baud alive!

> I don't think Carnivore will notice unless you mention bombs, president,
> terrorist, nuke, chemical weapons, assasinate, revolution, PGP, or
> any other trigger words. Hmmm, there's a helicoptor landing on my porch.

The mention of Anthrax, Botulism, Plutonium, Uranium, Ayatollah, Iran, Marta
Iraq, Russia, would certainly get some attention from a snoop-robot
somewhere.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2431. Re: re: Where did Jon recycle the error in

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 15:29:01 UTC
From: BlackPrince <Black.Prince@clara.co.uk+isp>
Message-ID: <CSV87.157813$Do6.6990351@nnrp4.clara.net>
Source record: 42998

These are messages used to flood the newsgroups, with forged 'from'
addresses, by a little shit called 'Hipcrime' and or his helpers.

There are 13,000 in one group (N.A.N.A.E), it's a spanked spammer taking
revenge,

BP
==

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b64072c$0$18558@news.zetnet.co.uk...
> On 29 Jul 2001 19:34:58 , "Sheri Edison" wrote:
> >The diskettes, printers, and BASICs are all overloaded and blank. Try
> >excludeing the FBI's idle proxy and Sue will question you! What will we
>
>
> Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
> and any other subject SHOULD NOT be discussed here.
>
> If you've crossposted your message over one or more other newgroups then
> this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
> else.
>
> Sorry but it's about time that someone took a stand on this.

2432. Software for sale

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 15:49:38 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.cee06b44.7c6675e0.doyene@zetnet.co.uk>
Source record: 42997

Hei All.
Time for a clear out of several software suitable for someone starting out or don't have.
All prices at ï¿½5.00 each and ï¿½1.00 for postage if uk resident quite happy for currency or cheque.
Or postal order if outside uk.
ITEMS FOR SALE:

1.STFormat book and Disks
2.SpeedoGDOS V4 and Manual
3.Draconis Pro v6 and Manual
4.WenSuite v2.40d and Manual
5.Trueimage/Truepaint and Manual
6.Easytext Pro and Manual
7.NeoDesk3 and Manual
8.EZ-Art Pro and Manual
9.ST Tabby and Manual (Software only for the graphic tabby)
10. free giveaway gratis don't want it
Flexidump and Manual
AMICDROM Driver.

Checked and all still working.
Please confirm by email.

REGARDS

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2433. Re: HAVE ANYONE HAD EMAIL PROBLEMS

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 15:52:06 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b643edad13cd0@pandora.be>
Source record: 43003

on Sat 28-07-2001 19:54 John Nicholas Oakes wrote:

>Hei all.
>Is it possible for a email to wipe out my partition or receive bogu
>s downloads on draconis.

I have Marathon somewhere on the HD but I never have use it for the
simple reason I never succeeded to make a connection to POP3 mailserver.
Judging the terrible quality of Adamas I should say yes, it's very
lickely Marathon can do such devasting things.

>Because yesterday that what happened. I noticed while I was downloading a we
>bsite to later view.
>I received a Blank recurring file without any chance of removing it (TOS 33)
>. Then I got another load
>of duff files. I checked with my WenSuite to see if there was a similar prob
>lem, none as was there.

Also it seems Wensuite has some troubles to make legible mails. Lots of
words are splitted over two lines. A sentence stops somewhere in the
middle of a line, the rest of the sentence goes further on another line.
This all makes that it's rather hard to read your postings.
BTW: TOS -33 means file not found.

I should say put the whole Draconis thing in the dustbin and get a decent
mails/news client. If you only looks for a mail client gets Mymail
or Amail. If you want a combined mail/newsreader gets Okami or ASH-mailer.
All mentioned clients are far better then that marathon and Wensuite
thingy.

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2434. Manipulating disk images

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 15:59:07 UTC
From: timvanhoof@gmx.net
Message-ID: <1exbiiq.3e8s7gqhzd58N%timvanhoof@gmx.net>
Source record: 43002

When using an emulator, is it possible to transfer files from the host OS (in my case, MacOS with NoSTalgia) to a disk image, without having to write the files to a floppy and read the floppy back in again?

2435. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:08:40 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1ce8$en1$1@venus.itns.co.za>
Source record: 43006
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Anyone who doesn't like Bill Gates read the copyright message on the U110 chip on the ROM01 motherboard and weep!

--
President George W. Bush : It's not what you know, it's who you know.

2436. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfjeos1@venus.itns.co.za>
Source record: 43005
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:

>
> "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> news:9ikva3ple1@nereid.worldonline.nl...
>> For the sake of argument let's suppose you could design a next generation
>> $300 homecomputer. The goal is to make a userfriendly machine for general
>> use and for hobbyists. How would such a system look?
>>
>> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for this
>> type of thing, you should be looking at the $20-35 level)
>
> I, not a company or else, can by a 700mhz AMD processor for 24$.
> That doesn't seem 'far too expensive' to me. Those processor rocks!
>
>> As OS? (Linux is a dead giveaway, but there also other OS's out there)
>
> Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.

Anyone who can use a command line as per the Apple II shouldn't find adapting
to Linux very difficult. It is only GUI users (like Windoze) who find things
"unfriendly".

>
>> Build in programming language? (please choose anything but Basic!)
>
> Built in? Are you think stuff like in the 70's? Or you really want to put
> a C++ compiler in rom?!?!?
>
>> Amount of memory? (RAM and ROM)
>
> 256meg RAM. 8K EPROM
>
>> Graphic and Sound?
>
> Geforce2
>
>> Network capabilities? (internet capable)
>
> 100BT
>
>> Plug in capabilities (remember you're making it as cheap as possible so

>> modems, CD-Roms, HD's are all extras)
>
> CDRW
>
>> Video (TV? or Monitor?)
>
> Video as option.
>
>>
>>
>> Remember that the RETAIL price should be $300, so think in wholesale prices.
>> The real costs should below $200 or even below the $150 level. You may
>> presume that a million units would be manufactured so take volume discounts
>> for components into account
>
> Take a look at the XBox.
>
>>
>> Let's see what sort of systems people come up with.
>
> Xbox.
>
> Stephan

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

2437. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cfkeou1@venus.itns.co.za>
Source record: 43004
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
Yeah but we DON'T want a PC. Geddit?

On Sun, 15 Jul 2001 13:53:30 GMT, Beyonder wrote:

> You people are insane.
> for $300 you can get a high end pentium 3 system, loaded.
> for $100 more you can get a high end 1.4gig system, loaded.
> and these are retail prices! that doesn't include monitor, but who
> cares?
>
> get with the times.
>
> B
> On Fri, 13 Jul 2001 12:49:42 -0700, Matthew Montchalin
> <mmontcha@OregonVOS.net> wrote:
>
>>On Fri, 13 Jul 2001, Matthew Montchalin wrote:
>>|On Thu, 12 Jul 2001, T.J.T van Kooten wrote:
>>|
>>||For the sake of argument let's suppose you could design a next
>>||generation $300 homecomputer.
>>
>>Well, I'd like to have the stripped down version priced at $150.
>>
>>||The goal is to make a userfriendly machine for general use and
>>||for hobbyists. How would such a system look?
>>|
>>|A box with a whole bunch of ports that all looked like 'phone jacks'
>>|and was intelligent enough to tell the user (with a speech synthesizer)
>>|what was available at each port. If you needed to pass through more
>>|data than usual, just use more phone jacks. Yep, phone jacks all
>>|over the place. Just about *anybody* can figure out how to plug
>>|jacks in. But it is very human to plug the wrong things in to the
>>|wrong sockets, so use the speech synthesis to tell him what's wrong.
>>
>>And what's right. You see, that's part of the initialization
>>procedure. For instance, if the Box ends up saying "Waiting for
>>Port 1 Jack" the user knows that something is up right there.
>>
>>|Oh, and the audio ins and outs would be through phone jacks, too.
>>
>>Yep, phone jacks all over the place.
```

>>
>>|And when it powers up properly, and is sufficiently initialized,
>>|says something like "Computer Okay."
>>
>>As for speech recognition, or maybe just whistle recognition, that's
>>a whole 'nother ball o' wax. The manufacturer would be shooting
>>himself in the foot if he requires the user to input data (er, ah,
>>select games or applications) by whistling.

--
Microsoft Works ? What are we listing oxymorons?

2438. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:48 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgc$eq4$1@venus.itns.co.za>
Source record: 43008
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 17 Jul 2001 12:50:31 -0500, Roy Miller wrote:

> william strutts wrote:
>
>> "Timothy A. Seufert" <tas@mindspring.com> wrote in message
>> news:tas-16D91B.21514716072001@news...
>> <snip>
>> > I believe you are 100% wrong in stating that Apple II programs never
>> > exceeded the "size of memory space" (I assume you mean 64K). Unless I'm
>> > grossly mistaken, AppleWorks did just that. It was and is quite
>> > possible to design programs which bank switch code and/or data in and
>> > out of the CPU's address space. With care, it need not even be a pain
>> > in the butt.
>>
>> I did say that they would have to be bank switched. It would still
>> need an address range to move the data to like that extra 64K on
>> the 80 column IIe card does. It is bank switched. What I meant
>> in saying they didn't exceed the size of memory was that only
>> 64K could be accessed at one time.
>
> Sometimes one's thoughts and what one types aren't always the same. Perhaps
> that is why your last sentence is nonsense. Many programs for 64K 8 bit
> computers were larger than 64K. Some 8 bit machines used bank switching,
> some used overlays, and some used both (WordPerfect for the 128K ProDOS
> Apple //e or //c would run MUCH faster if one added extra memory and
> formatted it as a disk drive, copied the files to the RAM disk and launched
> the program from the RAM disk. Neither ProDOS nor WordPerfect did any
> "bankswitching", only the loading of overlays from a disk.
>
>> To get more memory requires
>> the programmer to bank switch the program or to swap code
>> out and pull it from the Floppy/HD in his code. No hardware
>> or OS automatically handled that on the Apple II.
>
> But then, the machine that you protest would cost too much would easily do
> that. As I recall the 128K Mac used "virtual memory". Was that the ability
> of the 68000, or the OS, or both? And why couldn't it be done on this
> machine inexpensively?
>
>> The early
>> PC's like the 286

>
> The early PCs, of course, used 8088 and 8086 chips.
> The second generation, "Advanced Technology" machines used their 286 and
> later 386 CPUs as fast 8088/86s.

snip

"Advanced Technology"!! From Intel! That is a blatant falsehood :-)))

<further vasecotomising>

--
Computer funeral service : Ascii to Ascii, Dos to Dos

2439. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq6$1@venus.itns.co.za>
Source record: 43007
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

>
> On Mon, 16 Jul 2001, Alan Sharkis wrote:
>
>> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
>> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
>> (Tulip) without any help on my part! But when I tried to install the same
>> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
>> miserably. I do have Red Hat 7.2 running on that machine, but it was
>> hand-configuring all the way. It would be torture for anyone who was
>> brought up on Windows.
>
> I seem to recall that the Mandrake 8 graphical installer needs something
> like 64Mb of RAM and having less is pretty much the only thing that I've
> ever seen cause it to bomb out.
>
> And Red Hat sucks big time. Even the latest version.
>
> AndyC

Andy please elucidate on _WHAT_ sucks in Red Hat?

--
Microsoft Works ? What are we listing oxymorons?

2440. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgd$eq8$1@venus.itns.co.za>
Source record: 43009
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 16 Jul 2001 18:34:54 -0400, Bob Retelle wrote:

> On Mon, 16 Jul 2001 19:03:20 +0000, SWE/YesCREW <jvalant@m42.cx>
> wrote:
>
>>On Sun, 15 Jul 2001, Beyonder wrote:
>>
>>> You people are insane.
>>> for $300 you can get a high end pentium 3 system, loaded.
>>> for $100 more you can get a high end 1.4gig system, loaded.
>>> and these are retail prices! that doesn't include monitor, but who
>>> cares?
>>>
>>> get with the times.
>>
>> Why buying a PC, topic say, "if u could design" not what would u buy..
>>
>>
>>
>> Janez
>>
>
> It's called "Market Research".
>
> It's part of the process of finding out if there is already something
> on the market at the same or lower price point.
>
> If someone is already making something like "The Wonder Widget" and
> selling it for half what it would cost YOU to make your version of a
> Wonder Widget, it wouldn't make any sense for you to try to sell one,
> and it wouldn't make any sense for anyone to finance your business.
>
> If Gigahertz computers still cost $3000, it might make sense to try to
> come up with a $300 computer that would do a lot of the same things.
>
> Unfortunately, as some of the messages here have pointed out,
> Gigahertz computers now cost as little as $350, making a "New"
> computer based around some arcane, non-compatible, possibly obsolete
> CPU chip, with no software available, and a user-unfriendly operating
> system an awfully "hard sell" in the marketplace.
>

> Companies like Atari, Amiga, Sinclair, (fill in the name of any one of
> dozens of others) and even Apple have found out the hard way that just
> having a "superior" box won't do any good at all if no one buys it.
>
> The question is, who will buy this new $300 box?
>
>
> BobR

I think you are missing the point. Rolls Royce still make cars to a standard not to a price. Kit cars (usually VW based) are still available. I think a "kit computer" is a nice niche idea. I certainly subscribe to the idea behind it.

--
Security-wise, NT is a server with a "Kick me" sign taped to it.

2441. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:09:50 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9k1cgeeqa1@venus.itns.co.za>
Source record: 43010
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:

> helgetu (h.schaefer@tu-bs.de) wrote:
>: What might be the purpose of this $300 machine?
>
> It was originally targeted for computer hobbiests. Given the groups we are
> posting to, it would share some of the characteristics of the 8 and 16 bit
> machines of the 80's, or would suit the tastes of the current users of
> these machines.
>
> I was thinking of something easy enough for an amateur to understand the
> electronics, and low level programmaming of the device. (My view is that
> modern machines are too complex and too poorly documented to fit this
> market.)
>
>: By what features might it be sold? (What is the difference to existing
systems
>
>: ranging from gaming consoles to standard PC?)
>
> Any computer would have to be differentiated from current PCs, game
> consoles, and PDAs in a *significant* way. It would be next to impossible
> to compete in the present computer/entertaiment industry with a product
> which the big guys view as viable.
>
>: it has to be userfriendly - that thing must be some sort of
>: plug-it-in-and-there-you-go...
>
> User friendly is a very vague notion, because what is obvious for one user,
> will appear to be counter intuitive to another. Particularly so if you are
> attempting to differentiate yourself from current products. Also, there
> are different levels of user friendliness: easy to learn, vs. easy to use;
> also, I view current systems as being difficult to program (too much so if
> you are not a professional programmer). Older systems were much better in
> this respect. As an example: it was easier to put graphics on the screen
> in the olden days. With the Apple II you simply switched to the
> appropriate video mode, then drew lines or pixels. There was no windowing
> system, or complex event manager, to mess with. On modern systems, you
> need to obtain special tools (such as ghostscript) to create programs
> incorporating graphics -- in any reasonable manner.
>
>: Concerning the OS I am not sure if something capable of what I am thinking
>: already exist: the GUI must be designed the way that even the unexperienced

>: generation of my parents (~ 60 years) will be able to use it from the
>: beginning:
>
> A nobel idea. It is not the suggested market, but you certainly have ideas
> worth exploring.

That's noble. Nobel was a man who invented dynamite. Useful for blowing up
Wintel devices :-)

<snip>

--
Sattingers Law : It works better if you plug it in.

2442. Received ATARI WORKS DISK 1

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 16:21:26 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.cd4068e4.755a7600.doyene@zetnet.co.uk>
Source record: 42999

```
Thanks for the replies got atari works disk1.

regards
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-

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- ATARIAN FOREVER -
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```

2443. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 17:49:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200107291949.a17539@wun.maus.de>
Source record: 43020

Hallo Hallvard!

HT>I've got both a GEsoft (without parity, but will build a parity
HT>generator) and an ICD Link II host adaptor, and HDdriver software for
HT>the harddisk, but I'm under the impression that something more is
HT>needed for a CD-ROM drive.

That'll be just fine, but additionally you'll need some CD-ROM driver software.

There are several opportunities:
- METADOS plus drivers by Atari, rather outdated. IIRC those were available for the ancient CD-ROM drive by Atari and might work with other drives on the ACSI bus.
- CD-Tool by Hard&Soft, commercial but AFAIK no longer available.
- EXTENDOS by Anodyne, commercial and quite good. http://www.cyberus.ca/~anodyne/. Recommended if you would like to burn CDs, as anodynes CD-Writer-Suite relies on Extendos for all CD access.
- SPIN! by Julian Reschke, shareware, available from http://www.muenster.de/~reschke/soft_e.html. Also quite good, with native MagiC and MiNT support. Latest Version available to registered users only, but the one on the web page is quite usable.
- EGON, commercial (I ain't got any more information)

HT>By the way, are there specific drives that have to be used, or can any
HT>SCSI CD-ROM drive be used with the ST?

There shouldn't be any limitations. Even CD burners should work, but those tend to need initiator identification and/or parity.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2444. Re: Where did Jon recycle the error in

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 18:06:23 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <knLjEGpfCFZ7EwKI@my-ste.demon.co.uk>
Source record: 43011

In article <CSV87.157813$Do6.6990351@nnrp4.clara.net>, BlackPrince
<Black.Prince@clara.co.uk+isp> writes
>These are messages used to flood the newsgroups, with forged 'from'
>addresses, by a little shit called 'Hipcrime' and or his helpers.
>
>There are 13,000 in one group (N.A.N.A.E), it's a spanked spammer taking
>revenge,

I've blocked just over 20,000 in there from Dip Slime today, mostly
posted through news20.bellglobal.com. I still had to download the
headers just so the kill rules could drop the articles, and on a 56k
dial-up that sort of flood just isn't funny. It's almost making the
newsgroup unusable :(However, with luck, the more Slime does it, the
more servers are going to become secured and the less he/she/it will be
able to flood like he/she/it is doing now.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 7.0 |http://www.distributed.net/

2445. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 18:56:50 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>
Source record: 43016
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> said:

>Anyone who can use a command line as per the Apple II shouldn't find adapting
>to Linux very difficult. It is only GUI users (like Windoze) who find things
>"unfriendly".

"Unix isn't unfriendly, it's just very particular about who its
friends are."

--
David Cantrell | http://www.cantrell.org.uk/david

2446. re: Where did Jon recycle the error in front of the stupid disc?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 19:34:58 UTC
From: Sheri Edison <ored@cyroraw.net>
Message-ID: <BC6094FF.598615C7@cyroraw.net>
Source record: 42809
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.st

The diskettes, printers, and BASICs are all overloaded and blank. Try excludeing the FBI's idle proxy and Sue will question you! What will we confront after Estefana distributes the foolish backup's idea? It's very bizarre today, I'll insulate angrily or Pauline will substantiate the newsgroups. Never facilitate the iterations bimonthly, contribute them partly. Bonita will grudgingly filter within Willy when the minor analysts place throughout the strange CERT. The useless new ethernets wastefully kick as the untouched Pascals close. I know surreptitious algorithms inside the flat tall frame relay, whilst John fully disappears them too.

2447. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 20:01:30 UTC
From: Vassilis <papval@mail.otenet.gr>
Message-ID: <3b647e626988ab2@mail.otenet.gr>
Source record: 43014

on Tue 24-07-2001 17:41 SWE/YesCREW wrote:

> > I find that strange. Magicnet could well be a step towards a unified
> > TCP/IP-stack on the atari, especially if the bridge between existing
> > stacks are in the works. Awesome.
>
> Well some ppl simply deny all with "MiNT" in title.. Same way why that
> big arguing started..
>
I'm afraid there is a misunderstanding here. Probably they have unix
in mind and confuse it with MiNT ? I was supporting another TOS (!)
system in the past (Targon Operating System by Nixdorf Computer),
a Unix System V OS, and the arguing between colleagues both here and
worldwide was again about graphic environments or the good old shell.

I wouldn't be surprised if some MiNT haters ;-) have something like
this in mind, considering the fact that MiNT started as a command
line only OS. Things have changed of course and today one can have
an all dancing all singing MiNT system on a fast computer with
(preferably) lots of RAM but sometimes it's hard to change one's
opinion, if she/he had a bad experience in the past (the same is
true for those that don't like MagiC for one reason or another).

Anyway, over the years I've learned that the best OS/environment is
the one that makes his user feel comfortable working with it, there
are times I'd like to work on a Unix system and times where Single
TOS is just fine for what I'm doing.

> > Well I think if the hard work has been done, the effort to make a front
> > end would be much easier.
>
> Um i will disagree here though :) TXT cnf and their hardness etc is a
> Myth.. :) for example:
>
> snip---
>
> # FASTLOAD = YES forces fast loading (without zeroing the memory)
> # for all programs. This defines default state , that can be modified
> # later via apropriate kernel calls (use MiNTsetter utility to toggle
> # later without rebooting)
> # FASTLOAD = NO means that information from program header will be used
> # to decide (this is what TOS does)
>
>
> FASTLOAD = YES

>
>
> snip--
>
> I dont see how this is any harder as checking boxes in GEM, often with
> less description.. Most UNIX (esp recent stuff) CFG is VERY well
> docmented.
>
Well, that's the simple case! What about this ?

ifconfig sl0 addr 44.154.0.28 dstaddr 44.154.0.26 netmask 255.255.255.0 mtu 1500 link04 up

(91 chars long :-)
It needs 2 pages explanation and it's very easy to make a typing
mistake. If you don't need the interface for a while, simple:

ifconfig sl0 down

but if later it has to go up again one has to manually add the route

ifconfig sl0 up
route add 44.154.0.26 sl0 (and this without a gateway :-)

I'm sure you'll find out it's easier to do it with NetConfig while
your rc.net will still remain the same.

> > > Surprise ;-), an IConnect gateway is been betatested right now. For
> > > the moment fiffi, Emailer and some tools work fine.
> >
> > Awesomeness! :))) Definitely a huge step!
>
> And ppl say cant/wont be done ;))
>
I found it much easier than GlueSTiK. The problem is it has to respond
to some GEM messages and since apps search for 'ICONNECT', its name
should be ICONNECT.PRG! I hope there are no legal problems with it,
I'll check it before release.

> > Hehe :) MiNTnet/MagiCnet would make sense as "standard" these days,
> > since it offers a free TCP/IP stack, that (possibly) soon also will
> > have support for the other existing stacks.
>
> It cant be, derived from MiNT, and free, cant be good <g>
>
Well, we live in a free world (at least we think so). I swear I'll
not force anyone to use a BSD -> MiNT -> MagiC TCP/IP stack :-)

Regards,
Vassilis

--

2448. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 20:59:54 UTC
From: Karl Thomas <karlt96@nox.nyx.net>
Message-ID: <#GofzWHGBHA.138@cpmsnbbsa07>
Source record: 42874
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9k1cfjeos1@venus.itns.co.za...
> On Sat, 14 Jul 2001 22:25:47 -0700, Stephan Schaem wrote:
>
> >
> > "T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message
> > news:9ikva3ple1@nereid.worldonline.nl...
> >> For the sake of argument let's suppose you could design a next
generation
> >> $300 homecomputer. The goal is to make a userfriendly machine for
general
> >> use and for hobbyists. How would such a system look?
> >>
> >> CPU? (P.S Intel and AMD are out, far too expensive and powerhungry for
this
> >> type of thing, you should be looking at the $20-35 level)
> >
> > I, not a company or else, can by a 700mhz AMD processor for 24$.
> > That doesn't seem 'far too expensive' to me. Those processor rocks!
> >
> >> As OS? (Linux is a dead giveaway, but there also other OS's out there)
> >
> > Linux, why not. .. oh yea. You mentioned userfriendly. so thats a nono.
>
> Anyone who can use a command line as per the Apple II shouldn't find
adapting
> to Linux very difficult. It is only GUI users (like Windoze) who find
things
> "unfriendly".

Why should they have to though? What extra power would my parents get (word processing, internet, dtp, spreadsheet) by using Linux over Windows or her Mac (actually my old Mac)? What advantages would I have in using Linux over Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder, SQL Server etc?

> --
> Security-wise, NT is a server with a "Kick me" sign taped to it.

And there are not dozens of known security holes in most Unix/Linux distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a potential security hazard.

2449. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-29 23:40:55 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <5gdUlLHH8JZ7EwJx@my-ste.demon.co.uk>
Source record: 43017

In article <1exbrph.kcquf3y0bglcN%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes

<snip>

>I was hoping to keep my ICD Link II for a backup machine, and use the
>GEsoft inside my 19" rack STe which I've just posted about in the
>"comp.sys.atari.st.tech" newsgroup, but I guess the other way round will
>work just as well (so long as I turn off parity from the harddisk as the
>GEsoft doesn't support parity).

The GEsoft will work. I had an old NEC 3 speed connected to it while
using Spin 0.34, Magic 5, HDDriver 7 and SCSIDRV 5.02 (maybe from CBHD,
can't remember for certain). I had parity was disabled on the CD (it had
a jumper to do so :) and it worked just fine.

>By the way, is parity recommended to be switched ON if the host adapter
>supports it, or do things work just as well without?

In my situation it worked without parity. YMMV

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 7.0 |http://www.distributed.net/

2450. FS: Atari Jaguar Joypad (Sweden only)

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 00:12:18 UTC
From: Daniel Hedberg <nospam@thank.you>
Message-ID: <CD197.11631$e5.1720467@newsb.telia.net>
Source record: 43043

Jag har en Atari Jaguar Joypad till salu p&#65533; iBazar. Passar &#65533;ven till Atari
STe, och Falcon030 datorer.

F&#65533;r n&#65533;rvarande ligger det h&#65533;gsta budet p&#65533; 95kr.

http://www.ibazar.se/voirobjet.cgi?codeobjet%3dLG625251LG450751

Ha're,
Daniel

2451. FS: Atari ST/STe games (Sweden only)

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 00:15:52 UTC
From: Daniel Hedberg <nospam@thank.you>
Message-ID: <YG197.11632$e5.1720746@newsb.telia.net>
Source record: 43044

Jag har ett flertal Atari ST/STe spel till salu p&#65533; iBazar.

Ikari Warriors:
http://www.ibazar.se/voirobjet.cgi?codeobjet%3dLG625251LG604527

Machester United:
http://www.ibazar.se/voirobjet.cgi?codeobjet%3dLG625251LG171394

'NAM:
http://www.ibazar.se/voirobjet.cgi?codeobjet%3dLG625251LG940614

Gold of the Americas:
http://www.ibazar.se/voirobjet.cgi?codeobjet%3dLG625251LG951812

Ha're,
Daniel

2452. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 00:43:08 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <fzWHRSQc2KZ7Ew8V@gratiano.zephyr.org.uk>
Source record: 43018
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cgd$eq6$1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>> And Red Hat sucks big time. Even the latest version.
>>
>Andy please elucidate on _WHAT_ sucks in Red Hat?

Not being Andy, I'd suggest playing stupid numbers games with unstable
software and non-standard compilers, for a start.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2453. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 00:45:44 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <GzPBBMR44KZ7Ew$M@gratiano.zephyr.org.uk>
Source record: 43019
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9k1cfkeou1@venus.itns.co.za>, Stephen Shaw
<xstephenx@apple2.org.za> writes
>Yeah but we DON'T want a PC. Geddit?

Or top-posting.

HTH HAND

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2454. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 03:48:59 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tm9m7v5719p238@corp.supernews.com>
Source record: 43021
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"James Coupe" <james@zephyr.org.uk> wrote in message
news:xc58qtdlH2Y7EwSV@gratiano.zephyr.org.uk...
> In message <MPG.15cd260ea4b0272989699@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >Ok, not a good example, I'll pick another one, what if Linux integrated a
> >free web browser into it's interface?
>
> Oh dear. Oh dear, oh dear, oh dear.
>
> I would suggest digging up; or at least, don't dig anything further.
>
>
> Free clue: Linux doesn't work like that, dear.

It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

Stephan

2455. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 04:05:03 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <aLKGfRsvzNZ7Ewvx@gratiano.zephyr.org.uk>
Source record: 43023
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>, Stephan Schaem
<tthai@mindspring.com> writes
>> >Ok, not a good example, I'll pick another one, what if Linux integrated a
>> >free web browser into it's interface?

>> Free clue: Linux doesn't work like that, dear.
>
>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

sigh

Which particular Linux "interface" are you referring to?

Free clue: Linux doesn't have any one single interface into which a web browser can be integrated, unlike some other OSes. Similar things apply to many Unix derivations/clones/flavours etc. Given the open-source GPL nature of the Linux, it would be nigh on impossible to integrate something in a manner such that it couldn't be unintegrated and, in many ways, Linux is essentially the kernel and helper apps. The interface is virtually entirely customisable, since all the kernel hooks are well documented and available to all.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2456. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 04:10:19 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5en9mtcav7h9l16qs8tu5o3oivvvh0dgn1@4ax.com>
Source record: 43022
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <tm9m7v5719p238@corp.supernews.com>,
"Stephan Schaem" <tthai@mindspring.com> wrote:

>It does... Linux is not just a basement hacker OS runned by kids living on their mother income.

But it seems like that's how the hardware support comes about. It seems like you pretty much have to buy peripherals that have been out for about 3 years to get full support in Linux.
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

2457. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 04:25:26 UTC
From: TJ Edmister <damage_x@hotmail.com>
Message-ID: <3B64E1B6.52180C9@hotmail.com>
Source record: 43037
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>
> > helgetu (h.schaefer@tu-bs.de) wrote:
> >: What might be the purpose of this $300 machine?
> >
> > It was originally targeted for computer hobbiests. Given the groups we are
> > posting to, it would share some of the characteristics of the 8 and 16 bit
> > machines of the 80's, or would suit the tastes of the current users of
> > these machines.
> >
> > I was thinking of something easy enough for an amateur to understand the
> > electronics, and low level programmaming of the device. (My view is that
> > modern machines are too complex and too poorly documented to fit this
> > market.)
> >

This right here is what I am thinking. A lot of other posts in this thread have talked about PC components. Come on people! PCs are no fun! We all like our obsolete computers (whether you consider them obsolete or not, I personally couldn't find anything useful to do on my Atari if I tried) right? We just want something a little more powerful so we can do all the things we need to do and throw out those stupid PCs which are just a bunch of parts sloppily thrown together. Even if there were an OS for PC that we liked it wouldn't matter much because PC hardware just sucks. Maybe you don't agree but this is certainly my opinion. I'm an assembly language person and I find C++ (the language that "everyone" uses now) to be completely unnatural. It isn't practical to program PCs in assembler because there is so much different hardware (can't find programming info for most of it either) and because most of it looks like it was designed by crazy people.

Sooo... I use my PCs for internet access, for games (just emulators and Doom network games actually), for playing music, the occasional school assignment, and for programming (for non-PC systems of course, like the Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a 6502) assembly). One of the many things I like about my Atari is the fact the motherboard is not too dense, I can go in and unsolder stuff and solder other stuff on. There is no way to do that with a PC motherboard (at least on anything newer than a 286) because of all those tiny little pins on the chips and the four-layer construction. Taking all of this into account, my system would look like this:

1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great Western Design Center 65816's. one of those eZ80s that I've heard about would be good I guess. 80x86 chips are out of the question of course), with a clock speed

in the double digits (decimal digits, not hex :))

2. 2 MB or so of RAM would be fine for what I'm doing

3. A cool video chip like old computers had, that means something other than just a frame buffer and a DAC, something with sprites and layers and maybe polygons. I would like something with 256 colors at 640x480 (the V9990 chip used in the 3DO would be great, the chips from the later MSX computers would be OK)

4. A likewise sound chip, something with 16-bit stereo PCM but also with some good old FM channels or square waves or something

5. an EIDE interface

6. built-in ethernet

7. some REAL joystick ports (the kind where you read a register and each button is represented by a bit)

8. expansion slots

9. An OS which isn't bloated and slow, which includes a command line interface, and which isn't designed to protect idiot users from themselves

Perhaps within the next year or two, when I have some money and some time, I'll build something out of a 65816 development board. Then again, I might spend all my money on mods/paint for my BMW (which is around the same age as my Atari 8-bitter of course).

---
http://www.geocities.com/six_five_o_two/index.htm
manual transmissions and assembly language - the most fun, the best control
JMP ($FFFE)

2458. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 05:16:22 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B64ED9F.A4A9B748@inebraska.com>
Source record: 43024
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

avid Ogg wrote:

> In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> says...
> > David Ogg wrote:
> >
> > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > says...
> > >
> > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > What would the government do to Linux if Linux had "embraced and
> > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > anything, even?
> > > > >
> > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?

And I answered your question with a real world answer. The US government, at least does not now have that power. The only power they have to do anything like you asked is only if the corporation in question is a monopoly, and is using it's monopoly power to extend or maintain it's monopoly.

Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that), and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless you first suggest that Congress passes a law that isn't even in question, and that the President's veto isn't overridden, and that the Supreme's say is constitutional. That

isn't hypothetical, that's a chemical induced nightmare. ;-)

>
>
> > > Should they do
> > > anything?
> > >
> > > > Kerberos is the perfect example.
> > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > anyone to do anything with the source code they want as long as there's an
> > > > acknowledgement, they extended it and then, when someone found out what the
> > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > web.
> > >
> > > This is where that double edged sword could hurt Linux. If the
> > > government is empowered to bitchslap developers who change protocols
> > > to extend them,
> >
> > But they aren't so empowered.
>
> If that was the case, then "embrace and extend" would be moot anyway.
>
> > It's really very simple. The rules you have to play under change once you achieve
> > monopoly status. You may not use your monopoly to maintain or extend your
> > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > to a breakup because of it's abuse of monopoly power, they backed down and played
> > nice, something Micro$tuff doesn't seem to understand how to do])
>
> A monopoly means more than "most people use Microsoft." Microsoft does
> not have a monopoly.

Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even though there were several other competitors (GT&T, IT&T, here in eastern Nebraska there was LT&T, and so on), AT&T was a monopoly because they had a super majority of the business, and there was no way that any of the competitors could take the monopoly away from them.

Besides, your opinion doesn't count, and neither does mine. The trial court found that M$ *is* a monopoly, and the appeals courts sustained that decision.

c. 90% of computer desktops does equal a monopoly.

> Even, of all people, RMS has stated that everyone
> has a choice of what OS to use. A corporation is not a monopoly because
> the free will of the people chose one product over another.
>
> Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> BIOS, therefore IBM had complete /exclusive/ controll of the market,
> regardless of the purchasing decisions of the consumer. This is what a
> monopoly is.

LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell, Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost control of the market. How silly of you.

IBM's monopoly was in mainframes, and even there they had competition. But they used their monopoly power to squeeze the competition, which is why the Feds came down on them. IBM settled out of court. M$ isn't that smart.

>
>
> (By the way, we

We?

> broke that monopoly

Read the above. You don't have enough information here to debate this intelligently.

> by reverse engineering the BIOS,
> see? Kind of like the kerberos example. The court should do the same
> thing they did then, allow an implementation of that functionality to
> be duplicated.)
>
> Microsoft, on the other hand, was voted to where they are now by the
> purchasing decisions of the free willed people.

Not really. M$ makes their money on Office not Windows. And of course, not on Explorer. But Navigator was a threat to Widows as a platform on all OSes, and therefore a threat, in time to Office and M$'s monopoly.

So they cheated.

They did what was illegal for them to do at that stage.

> There are alternatives,

Oh yeah, GEOS is taking the world by storm, isn't it?
How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears, and Walmart have Linux pre installed on them? Have you seen ANY??

How many machines do you see in those stores that have applications software (Works or Office type) that are made by a competitor of M$? Have you seen ANY?

>
> for crying out loud Microsoft has one of the hardest competitors in the
> world to compete with, a competitor who /gives it away/ (sound
> familliar) and has both the popular and (arguably) technological
> advantage over them.

You don't have to have a monopoly in every niche to be a monopoly.
And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly even in those niches.

> Not just in the OS market, but (especially) the
> server, and (mostly) the webserver market. Microsoft's momentum is
> /hardly/ increasing, and more and more options are developing every day.

>
> > Roy
> >
> > > could not this empowerment also be used to bitchslap
> > > developers who reverse engineer protocols to be compatible?
> > > I think the safest ground we could stand on would be that protocols
> > > be considered speech, and be given the same standing constitutionally.
> > > (Posting the source code is a different story.) Let Microsoft extend
> > > whatever they feel like, we'll be right behind them developing tools
> > > that integrate nicely with those changes.
> >
> > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > those programmers learned of the existence of the changes, and then asked for the
> > information.
>
> A lot of competing companies had inside knowledge of Windows, look at
> Adobe. Adobe knows more about the inner workings of the Windows Print
> architecture than Microsoft. You know why? Adobe /designed/ it! The
> public was highly skeptical about the quality of it before release, so
> Microsoft called Adobe in and had them completely overhaul the entire
> print archetecture. (there's actually a neat story behind this too)
> How about the inner workings of Microsoft Networking and the NetBEUI
> protocol? Did you know that it was ProComm who put that there? NetBEUI,
> Microsoft's "plug-and-play" networking protocol, was purchased from
> them.
> Adobe has been successful in Windows printing, Procomm in networking.
> Microsoft doesn't even have the edge on alot of the code they themselves
> distribute.

Adobe isn't selling an Office suite either are they?
Office is M$ bankroll.
By the way, how much do you hear about Novell and networking any more? A real powerhouse like they were in the early 90's right?
And M$ often buys technology, that's not news. Nor does it have anything to do with their having a monopoly in Office Suite or on Desktops.

Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in part, because M$ bought such technology and incorporated into their software, so consumers didn't need to buy and so didn't buy such products.

See, that's a real problem. If you get M$ Office for free, why would you buy WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a browser for free, why buy one?

And when such actions are done by a monopolistic company, it's illegal.

Roy

>
>

> > Do you see the difference? In house products teams had weeks, if not months lead
> > time so their products were out first, and had a much closer working relationship
> > with the Systems programmers than ANY competitor could possibly have. That
> > allowed the Office products to maintain and extend their lead over their major
> > competitors. American law prohibits that as unfair when done by a monopolist.
>
> But the fact that others were developing and releasing competing
> products, and making money doing it, precludes Microsoft from being a
> monopoly at that point in time. If you remember, Lotus was very
> successful. In the end we mostly moved to MS Office because we liked the
> product better, if we didn't we, to this day, still have the choice of
> using other products. StarOffice comes to mind as an excellent
> alternative (I can't stand the interface though)
>
> > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > suppose they would only acknowledge it when/if they achieve their wet dream of
> > all computers everywhere using M$ OS.
>
> I deny it too. I have plenty of options. I'll deny it untill there arn't
> any options. Then it will be a /monopoly/. A monopoly means NO options.
> Like Bell telephone, IBM making the only machines with an IBM BIOS.
> OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> Darwinism that will bring it down, and it can and /is/ happening.
>
> > > Both these practices should
> > > be protected, as attacking one hurts the other.
> > > This way, any percieved improvements are realized by consumers,
> > > regardless what product they choose, and competition is still occuring,
> > > with the consumer benefitting from the race. That /is/ the only thing
> > > the government is supposed to be concerned with in a monopoly case
> > > anyway.
> > > Consumers do not benefit in any way by having the government soft-
> > > enforcing a protocol tweeking taboo.
> > >
> > > If you look closely at what's happening to GUI's right now, Microsoft
> > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> >
> > On yeah, and how much has their market share gone up?
>
> Not relevant. It certainly can't be because of Microsoft Office,
> because Office on the Mac is better and more stable than Office on the
> PC (from what I've heard). This is (from "what I hear") typical, I hear
> Photoshop and alot of other apps that exist on both Windows and Mac are
> better on the Mac. This tends to put a few holes in the theory that
> Microsoft giving inside Windows OS info to Office developers made
> windows more popular, because that Windows OS Office is supposedly
> inferior to the MacOS Office, regarless of "inside knowledge"
> And the kicker is, You can have all the inside knowledge of the MacOS
> you want now, at least the "Darwin OS" parts because it's OpenSource. So
> according to the inside knowledge leads to market monopolization theory

> posed, the Mac should be cleaning up, right? So how much /has/ there
> market share gone up?
>
> > > Linux is also,
> >
> > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> >
> > > and Microsoft is changing the GUI at a faster rate than
> > > they have ever done anything before. This race they're having is picking
> > > up speed and the consumer is benefitting on all fronts. And this is how
> > > it should be.
> >
> > Ah, but what happened to DRI?
> > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > compared to M$??
>
> About the same amount as the customers ask for them. Shelf space does
> not a monopoly make, When I decide what to stock, it's based on demand,
> and customer demand is the free will of the people, nothing more.
>
> > > What we don't need right now is Big Brother stopping this race, so that
> > > Linux and Mac might slow down,
> >
> > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > of the market place. In a case like this, Big Brother's job is to make sure that
> > the race is fair to the little guys.
>
> And what have the "little guys" been doing? Generally nothing untill
> Microsoft develops something they need to compete with. There's been a
> lot of companies resting on their laurels untill they /have/ to improve
> something because Microsoft is killing them. Don't believe me? let's
> take a closer look...
>
> PalmOS, who swore up and down consumers don't need color. fine everyone
> settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> responds with the new color models, but by now they're already losing
> market share daily, and the palm VII I *just bought* is now on fire sale
> as best buy for half the price I paid a few months ago for it.
>
> Novell, once prime master of the universe in networking, decided it
> didn't want to make a VXD implementation of Novell client for Microsoft
> right away, they decided their legacy .386-file architecture was all
> anyone needed. Microsoft, who at first didn't even install networking
> protocols in win95 by default, and even included a limited novell
> client, responded to the delay imposed by novell by incorporating
> NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> to consumer demand. Too late. novell is now largely irrelevant.
>

> OS/2, an Operating system more object oriented than Windows is /to this
> day/ practically abandoned by it's creators even though people are
> practically begging them not to discontinue it. It's still a staple in
> most banks and runs a majority of the ATM machines out there. IBM has
> publically stated they don't plan on supporting this OS.
>
> BEOS, a very capable OS, but one that it's creators have no interest in
> persueing, deciding they want the embedded market, despite a loyal
> following of users and tinkerers. Heck, by the time I even discovered
> BEOS, they had already abandoned it!
>
> On the other hand, there are very good developers out there that make a
> killing competing against Microsoft because they are /good at it/ and
> the consumer /prefers to use them./ Adobe is a prime example here, as
> are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> and many others. They have prospered because we vote for them with our
> patronage when we choose them over Microsoft. They have responded to the
> demands placed upon them by the consumer, faster or better than
> Microsoft has, and thus prospered. This is how it oughta be.
>
> Some people may feel sympathetic to Netscape, but the fact was they
> were charging money for a product that could have taken on microsoft and
> won, but they decided they preferred to be Adware instead. they could
> have improved their product, but they decided to open a portal during
> the portal craze and rest on the portal, and their laurels. If Microsoft
> didn't do it, someone else would have.
>
> that's the thing in a free market, you live with the fear that someone
> will be faster, better or cheaper than you are. You adapt, or you win
> the Darwin award.
>
> Anyway, back to your original comment, the government's job is *NOT* to
> make the race fair to the little guys. the goverments job is to make the
> race fair and beneficial to the *consumer*, even if it means the "little
> guy" goes out of business. the government has the power to grant
> monopolies for this purpose so long as it benefit's the consumer.
>
> But again, Microsoft is where they are because we put them there, and
> it's in our best interest to let them compete.
>
> >
> > Roy
> >
> > > and then we lose because competition has
> > > stopped again. Besides, it's getting interesting ;)
> > >
> > > --David
> >
> >

2459. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:06:26 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>
Source record: 43034
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <tm9m7v5719p238@corp.supernews.com>,
> "Stephan Schaem" <tthai@mindspring.com> wrote:
>
> >It does... Linux is not just a basement hacker OS runned by kids
> >living on their mother income.
>
> But it seems like that's how the hardware support comes about. It seems
> like you pretty much have to buy peripherals that have been out for
> about 3 years to get full support in Linux.

Hm? With the possible expection of SB Live!, my keyboard and mouse and
disk drive (newer than three years, but the designs are not changed, I
guess), there's no components that are even nearly three years old on
my Linux box.

(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)

Didn't have a single problem with this configuration.

Then again, I'm not using USB stuff but rather more 'traditional'
hardware.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I
\---/

2460. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:22:33 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B64FD29.EC980112@seimet.de>
Source record: 43025

Hallvard Tangeraas wrote:

> I've got both a GEsoft (without parity, but will build a parity
> generator) and an ICD Link II host adaptor, and HDdriver software for
> the harddisk, but I'm under the impression that something more is needed
> for a CD-ROM drive.

Yes, a CD-ROM driver.

> By the way, are there specific drives that have to be used, or can any
> SCSI CD-ROM drive be used with the ST?

It's like with any other SCSI peripheral: Basically any drive can be
used. But drives that have parity checking enabled require a SCSI
hostadapter that generates the parity bit.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2461. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:23:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B64FD5E.2B6A60FF@seimet.de>
Source record: 43026

```
Paul CAILLET wrote:
>
> Hello Hallvard !
>
> > What exactly is needed in terms of software to be able to use an ST with
> > a CD-ROM drive (SCSI)?
> >
> > I've got both a GEsoft (without parity, but will build a parity
> > generator) and an ICD Link II host adaptor, and HDdriver software for
> > the harddisk, but I'm under the impression that something more is needed
> > for a CD-ROM drive.
>
> Yes, it is !
> You also need ExtenDOS http://www.cyberus.ca/~anodyne/

Or SPIN!: http://www.muenster.de/~reschke/soft.html

--
-----------------------------------------------------------------
Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de
```

2462. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:27:05 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B64FE39.17291893@seimet.de>
Source record: 43027

Ekkehard Flessa wrote:

> There shouldn't be any limitations. Even CD burners should work, but those tend
> to need initiator identification and/or parity.

Parity maybe yes, but initiator identification? Which burners require
this?
(For those burners a LINK96 or LINK97 adapter would be required.)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2463. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:28:58 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B64FEAA.5C92AB5E@seimet.de>
Source record: 43028

Hallvard Tangeraas wrote:

> By the way, is parity recommended to be switched ON if the host adapter
> supports it, or do things work just as well without?

If the adapter supports it you should turn the drive's parity checking
on. This enables the drive to detect transmission errors.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2464. WordPlus5 English dictionary

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:29:25 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <99797.20548$Vs4.183867@zonnet-reader-1>
Source record: 43029

I'm looking for the English dictionary file for WordPlus5 (=That's Write 4 ?)
I only own a Dutch dictionary at this moment. Anyone willing to send
me an english dictionary?

2465. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:29:42 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cec8f0aeba14a49896a2@news-server.nc.rr.com>
Source record: 43030
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k1cgd$eq6$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:
>
> >
> > On Mon, 16 Jul 2001, Alan Sharkis wrote:
> >
> >> OK, I admit that when I installed Mandrake 8.0 on a loaded Pentium III 800
> >> it was a snap. It even recognized my Sound Blaster Live! and a Linksys NIC
> >> (Tulip) without any help on my part! But when I tried to install the same
> >> distro on a Pentium 100 -- same NIC and a Sound Blaster AWE32, it bombed
> >> miserably. I do have Red Hat 7.2 running on that machine, but it was
> >> hand-configuring all the way. It would be torture for anyone who was
> >> brought up on Windows.
> >
> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.
> >
> > AndyC
>
> Andy please elucidate on _WHAT_ sucks in Red Hat?

This one's easy (although I wouldn't say Red Hat "sucks")

For starters lets take a look at the included version of GCC.

Can you even recompile the base kernel with it?

I wouldn't say any OS sucks because of the "ease of installation"
because if the OS is worth it's salt, you're only going to install it
ONCE anyway.
However, the compiler thing, I just have to sit back, shake my head and
wonder what WERE they thinking?

2466. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:49:03 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com>
Source record: 43031
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
says...
> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > free web browser into it's interface? What if (hypothetically) this put
> > someone out on the street. What could the government do? Should they do
> > anything?
>
> Linux doesn't need to "incorporate it into its interface" in the way you
> mean... There are several free web browsers included with every linux
> distro. And yes, depending on which windowmanager/desktop environment you
> choose, there are integrated ones. But not of them are forced on the user.
>
> And as the source code is free... It would be easily UNintegratable if
> someone DID want to reassert their choices.

Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
a way to do it ;) (Was quite an embarassment too, after MS said they
couldn't!)

> >> Kerberos is the perfect example.
> >> They took the code from the FreeBSD codebase. As FreeBSD license allows
> >> anyone to do anything with the source code they want as long as there's an
> >> acknowledgement, they extended it and then, when someone found out what the
> >> extensions were and posted source code, M$ forced them to remove it from the
> >> web.
>
> > This is where that double edged sword could hurt Linux. If the
> > government is empowered to bitchslap developers who change protocols
> > to extend them, could not this empowerment also be used to bitchslap
> > developers who reverse engineer protocols to be compatible?
>
> Think of it this way. Someone working on FreeBSD wrote that kerberos
> protocol. OK, he released it under the FreeBSD license, but when M$ extended
> it, did he get anything for it? Did he even get to see the changes?

In my personal opinion, I really hate the BSD license, for this very
reason. I mean, it's fine if you don't WANT to see your code when it's
reused, but I wouldn't choose it.

> That's why I prefer the GPL over FreeBSD. Microsoft CAN'T use that code
> legally without releasing any changes they make back into the community.

Agreed.

> > I think the safest ground we could stand on would be that protocols
> > be considered speech, and be given the same standing constitutionally.
> > (Posting the source code is a different story.) Let Microsoft extend
> > whatever they feel like, we'll be right behind them developing tools
> > that integrate nicely with those changes. Both these practices should
> > be protected, as attacking one hurts the other.
>
> fine... let them keep the source, but they DON'T publicise the actual
> protocols... Hell, even their own protocols (word document format anyone?)
> aren't fully compatible with each other in an attempt to force people to
> needlessly upgrade their software.

That's why I save everything in Word 6 format ;)

In the case of kerberos, they did publicise it, in fact, they publicised
the source code. While the NDA keeps you from using that source code, it
doesn't keep you from implementing the protocol.

2467. RAM Card for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:49:42 UTC
From: swampfax@atlantic.net
Message-ID: <as797.16$tl6.40729@news1.atlantic.net>
Source record: 43032

Hi All,
I'm curious to know of the availability and cost of a 14 meg RAM card
for the Falcon MKI and can they be bought new? I have the "Gizmo" in there
now but it's bad for the Phantom SE. In case anyone has info on it, the
cards that I CAN'T use are:

- GIZMO
- Falcon WINGS
- original Atari 14MB RAM card
- any other card with 4x4MB short SIMMs

So the suggested solution is a modern 14MB RAM card with 72pin SIMM

Replies welcome here or at my E-mail address swampfax@atlantic.net

Later,
John G.

2468. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 06:54:43 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cecee95a0489df9896a4@news-server.nc.rr.com>
Source record: 43033
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
@barnyard.co.uk says...
> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> said:
>
> >Anyone who can use a command line as per the Apple II shouldn't find adapting
> >to Linux very difficult. It is only GUI users (like Windoze) who find things
> >"unfriendly".
>
> "Unix isn't unfriendly, it's just very particular about who its
> friends are."

LOL I love that line ;)

There are things in linux that it really is harder to do than in
Windows, but these things (like routing, wierd protocols like PPPoE)
are things usually done by someone who should probably spend a little
time learning anyway.

Sure linux has a learning curve, but it's a freaking computer, when did
the notion that computers had to be usable by people who didn't want to
learn anything become popular?

2469. Re: RAM Card for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 07:18:23 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9k31lpibu1@pegasus.csx.cam.ac.uk>
Source record: 43035

John Garone wrote in message ...
>Hi All,
> I'm curious to know of the availability and cost of a 14 meg RAM card
>for the Falcon MKI and can they be bought new

< cut >

>So the suggested solution is a modern 14MB RAM card with 72pin SIMM

Try Atari Workshop (http://ww.atari-workshop.co.uk) they sell a Falcon upgrade board that requires 1 x 16Mb SIMM, unfortunatly you have to source your own SIMM and at £49.95 + VAT it is a tad expensive.

Stephen Moss

2470. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 08:01:33 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>
Source record: 43036
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <3B64ED9F.A4A9B748@inebraska.com>, millers@inebraska.com
says...
> avid Ogg wrote:
>
> > In article <3B63844B.B6A8FDA3@inebraska.com>, millers@inebraska.com
> > says...
> > > David Ogg wrote:
> > >
> > > > In article <0avtj9.ed4.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > > > says...
> > > >
> > > > > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > > > > What would the government do to Linux if Linux had "embraced and
> > > > > > extended" or anything else Microsoft has done? I wonder. Could they do
> > > > > > anything, even?
> > > > > >
> > > > > >
> > > > > Linux COUDN'T embrace and extend... Embrace and extend involves not only
> > > > > adopting and corrupting an accepted standard... It means keeping the
> > > > > additions and changes to that standard secret. (Or refusing to allow it's
> > > > > use elsewhere).
> > > > >
> > > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > > free web browser into it's interface? What if (hypothetically) this put
> > > > someone out on the street. What could the government do?
> > > >
> > > Nothing. Linux is not the product of a company that has a monopoly. So none of
> > > these questions apply.
> > >
> > The question was hypothetical, the situation posed in a hypothetical
> > question need not be fact. The question I asked was "what if", and it's
> > an interesting question, what if Netscape decided to become available
> > free with every linux disrobution and became the almost exclusive
> > browser? what could the government do?
>
> And I answered your question with a real world answer. The US government, at least
> does not now have that power. The only power they have to do anything like you asked
> is only if the corporation in question is a monopoly, and is using it's monopoly power
> to extend or maintain it's monopoly.
```

The question (as posted in another article) had nothing to do with the
power they now have, but what power they should have, and why.

> Since Netscape isn't a monopoly (not even being owned by AOL qualifies them for that),
> and Linux isn't the product of a monopoly, there isn't a hypothetical to ask, unless
> you first suggest that Congress passes a law that isn't even in question, and that the
> President's veto isn't overridden, and that the Supreme's say is constitutional. That
> isn't hypothetical, that's a chemical induced nightmare. ;-)

But the question was what if they were, saying "but they're not" changes
the question.

> > > > Should they do
> > > > anything?
> > > >
> > > > > Kerberos is the perfect example.
> > > > > They took the code from the FreeBSD codebase. As FreeBSD license allows
> > > > > anyone to do anything with the source code they want as long as there's an
> > > > > acknowledgement, they extended it and then, when someone found out what the
> > > > > extensions were and posted source code, M$ forced them to remove it from the
> > > > > web.
> > > >
> > > > This is where that double edged sword could hurt Linux. If the
> > > > government is empowered to bitchslap developers who change protocols
> > > > to extend them,
> > >
> > > But they aren't so empowered.
> >
> > If that was the case, then "embrace and extend" would be moot anyway.
> >
> > > It's really very simple. The rules you have to play under change once you achieve
> > > monopoly status. You may not use your monopoly to maintain or extend your
> > > monopoly. So Micro$tuff is a very special case that doesn't apply to hardly any
> > > other high tech company (possible exceptions: Intel and IBM [IBM once came close
> > > to a breakup because of it's abuse of monopoly power, they backed down and played
> > > nice, something Micro$tuff doesn't seem to understand how to do])
> >
> > A monopoly means more than "most people use Microsoft." Microsoft does
> > not have a monopoly.
>
> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> the business, and there was no way that any of the competitors could take the monopoly
> away from them.

A monopoly means the consumer has no choice. As for AT&T, I never had a
choice. I can choose alternatives to Microsoft.

> Besides, your opinion doesn't count, and neither does mine. The trial court found that
> M$ *is* a monopoly, and the appeals courts sustained that decision.

LOL, we are talking about opinions here. I don't pretend that anything I
say is going to be passed as law :)

> c. 90% of computer desktops does equal a monopoly.
>
> > Even, of all people, RMS has stated that everyone
> > has a choice of what OS to use. A corporation is not a monopoly because
> > the free will of the people chose one product over another.
> >
> > Case in point: IBM, you /could not/ built an IBM PC without an IBM PC
> > BIOS, therefore IBM had complete /exclusive/ controll of the market,
> > regardless of the purchasing decisions of the consumer. This is what a
> > monopoly is.
>
> LOL - no, not at all. Ever hear of Phoenix bios? Award Bios? Ever hear of Dell,
> Compaq, Tandy? They all made machines that were IBM compatible, and IBM long ago lost
> control of the market. How silly of you.

That proves my point, the government didn't break them up, Phoenix made
a clean-room implementation of the BIOS, allowing machines to "truely"
be IBM compatible.

> IBM's monopoly was in mainframes, and even there they had competition. But they used
> their monopoly power to squeeze the competition, which is why the Feds came down on
> them. IBM settled out of court. M$ isn't that smart.
>
> >
> >
> > (By the way, we
>
> We?

Sorry, have a relative wo worked in the field, was kind of used to
hearing "we" ;)

> > broke that monopoly
>
> Read the above. You don't have enough information here to debate this intelligently.

We're not debating technology, this discussion is about what benefits
the consumer.

> > by reverse engineering the BIOS,
> > see? Kind of like the kerberos example. The court should do the same
> > thing they did then, allow an implementation of that functionality to
> > be duplicated.)
> >
> > Microsoft, on the other hand, was voted to where they are now by the
> > purchasing decisions of the free willed people.
>
> Not really. M$ makes their money on Office not Windows. And of course, not on
> Explorer. But Navigator was a threat to Widows as a platform on all OSes, and
> therefore a threat, in time to Office and M$'s monopoly.

>
> So they cheated.
>
> They did what was illegal for them to do at that stage.
>
> > There are alternatives,
>
> Oh yeah, GEOS is taking the world by storm, isn't it?

;)

I'm sure you could think of an alternative if you tried.

> How many consumer machines at Best Buy, Circuit City, Office Max, Office Depot, Sears,
> and Walmart have Linux pre installed on them? Have you seen ANY??

I sell them. If you wanted one and can't find one I'm sure I could hook
you up.

> How many machines do you see in those stores that have applications software (Works or
> Office type) that are made by a competitor of M$? Have you seen ANY?

Emachines come with StarOffice, and are sold at OfficeMax, among other
places. We offer Corell Office 2000 in addition to MS Office 2k, along
with StarOffice and a few others.

> > for crying out loud Microsoft has one of the hardest competitors in the
> > world to compete with, a competitor who /gives it away/ (sound
> > familliar) and has both the popular and (arguably) technological
> > advantage over them.
>
> You don't have to have a monopoly in every niche to be a monopoly.
> And Linux hasn't won even in these fields - yet. It certainly doesn't have a monopoly
> even in those niches.

The problem is that "monopoly" is becoming too loosely a term. Microsoft
may be guilty of unfair marketing practices, but "monopoly" they are
not. There are choices, and the consumer can choose anything they want.

The governments role is *not* to protect other businesses from
microsoft, but to protect the *consumer*, and right now, the consumer
has choice. if the government happens to do something like pull a
product that the consumer WANTS, then the government is stepping on the
rights of the consumer in favor of the businesses that wern't chosen by
the consumer.

> > Not just in the OS market, but (especially) the
> > server, and (mostly) the webserver market. Microsoft's momentum is
> > /hardly/ increasing, and more and more options are developing every day.
> >
> > > Roy
> > >
> > > > could not this empowerment also be used to bitchslap

> > > > developers who reverse engineer protocols to be compatible?
> > > > I think the safest ground we could stand on would be that protocols
> > > > be considered speech, and be given the same standing constitutionally.
> > > > (Posting the source code is a different story.) Let Microsoft extend
> > > > whatever they feel like, we'll be right behind them developing tools
> > > > that integrate nicely with those changes.
> > >
> > > Here's how it has worked with their "extensions", they made changes to Win 95 and
> > > Win 98 at the request of the Office programmers. Not too much wrong there. They
> > > made such changes available to the WordPerfect and Lotus Suite programmers, once
> > > those programmers learned of the existence of the changes, and then asked for the
> > > information.
> >
> > A lot of competing companies had inside knowledge of Windows, look at
> > Adobe. Adobe knows more about the inner workings of the Windows Print
> > architecture than Microsoft. You know why? Adobe /designed/ it! The
> > public was highly skeptical about the quality of it before release, so
> > Microsoft called Adobe in and had them completely overhaul the entire
> > print archetecture. (there's actually a neat story behind this too)
> > How about the inner workings of Microsoft Networking and the NetBEUI
> > protocol? Did you know that it was ProComm who put that there? NetBEUI,
> > Microsoft's "plug-and-play" networking protocol, was purchased from
> > them.
> > Adobe has been successful in Windows printing, Procomm in networking.
> > Microsoft doesn't even have the edge on alot of the code they themselves
> > distribute.
>
> Adobe isn't selling an Office suite either are they?
> Office is M$ bankroll.

Adobe competes almost squarely with Microsoft Office in many areas.

Pagemaker -> Publisher happens to come to mind.

> By the way, how much do you hear about Novell and networking any more? A real
> powerhouse like they were in the early 90's right?

This was mentioned in another post, they dropped the ball when Win95
came out. What happened to them was they rested on their laurels. They
failed to create a .VXD architecture based client for Windows,
overconfident in the believe the consumer wouldn't mind running the
legacy .386 architecture client. The same thing happened to After Dark,
which failed to rewrite their 16-bit code. This was not Microsofts
fault.

> And M$ often buys technology, that's not news. Nor does it have anything to do with
> their having a monopoly in Office Suite or on Desktops.

But it does have to do with the misconception that they have "inside
knowledge," when there are many people with inside knowledge to the
Windows OS.

> Did you notice what happened to Stacker? Or After Dark? Products that aren't sold, in
> part, because M$ bought such technology and incorporated into their software, so
> consumers didn't need to buy and so didn't buy such products.

Stacker was a dangerous product, as is any disk compression that is
filesystem based. They became irrelevant because HDD's became cheap. I
don't even USE compression on my drives, do you? After Dark was a legacy
application that insisted the consumer should be satisfied with a 16 bit
application in their 32 bit OS.

> See, that's a real problem. If you get M$ Office for free, why would you buy
> WordPerfect? If you get a screen saver for free, why buy After Dark? If you get a
> browser for free, why buy one?

So the government should side with the small businesses over the
consumer? By that logic I suppose the government should ban TV news to
protect the newspapers which you must purchase.

Anyway *NOONE* gets MS Office for free, you might recieve it bundled
with a computer. but it's included in the price of the computer, it's
NOT free.

You don't think someone will buy a product just because they have one
that's free already? Why would anyone buy Windows then? Or the
newsreader I'm using now when I already have the MS one? When there is a
BETTER product, people will buy it.

This decision is best left to the consumer.

> And when such actions are done by a monopolistic company, it's illegal.
>
> Roy
>
> >
> >
> > > Do you see the difference? In house products teams had weeks, if not months lead
> > > time so their products were out first, and had a much closer working relationship
> > > with the Systems programmers than ANY competitor could possibly have. That
> > > allowed the Office products to maintain and extend their lead over their major
> > > competitors. American law prohibits that as unfair when done by a monopolist.
> >
> > But the fact that others were developing and releasing competing
> > products, and making money doing it, precludes Microsoft from being a
> > monopoly at that point in time. If you remember, Lotus was very
> > successful. In the end we mostly moved to MS Office because we liked the
> > product better, if we didn't we, to this day, still have the choice of
> > using other products. StarOffice comes to mind as an excellent
> > alternative (I can't stand the interface though)
> >
> > > The kicker is that Micro$tuff is STILL denying that they have a monopoly. I
> > > suppose they would only acknowledge it when/if they achieve their wet dream of
> > > all computers everywhere using M$ OS.
> >

> > I deny it too. I have plenty of options. I'll deny it untill there arn't
> > any options. Then it will be a /monopoly/. A monopoly means NO options.
> > Like Bell telephone, IBM making the only machines with an IBM BIOS.
> > OPEC. Let's face it, it was Darwinism that built Microsoft, it's
> > Darwinism that will bring it down, and it can and /is/ happening.
> >
> > > > Both these practices should
> > > > be protected, as attacking one hurts the other.
> > > > This way, any percieved improvements are realized by consumers,
> > > > regardless what product they choose, and competition is still occuring,
> > > > with the consumer benefitting from the race. That /is/ the only thing
> > > > the government is supposed to be concerned with in a monopoly case
> > > > anyway.
> > > > Consumers do not benefit in any way by having the government soft-
> > > > enforcing a protocol tweeking taboo.
> > > >
> > > > If you look closely at what's happening to GUI's right now, Microsoft
> > > > /is/ competing, everyone is. Apple is making drastic changes in it's UI,
> > >
> > > On yeah, and how much has their market share gone up?
> >
> > Not relevant. It certainly can't be because of Microsoft Office,
> > because Office on the Mac is better and more stable than Office on the
> > PC (from what I've heard). This is (from "what I hear") typical, I hear
> > Photoshop and alot of other apps that exist on both Windows and Mac are
> > better on the Mac. This tends to put a few holes in the theory that
> > Microsoft giving inside Windows OS info to Office developers made
> > windows more popular, because that Windows OS Office is supposedly
> > inferior to the MacOS Office, regarless of "inside knowledge"
> > And the kicker is, You can have all the inside knowledge of the MacOS
> > you want now, at least the "Darwin OS" parts because it's OpenSource. So
> > according to the inside knowledge leads to market monopolization theory
> > posed, the Mac should be cleaning up, right? So how much /has/ there
> > market share gone up?
> >
> > > > Linux is also,
> > >
> > > Big market share their too. Esp in Best Buy, Sears, and Walmart computer depts.
> > >
> > > > and Microsoft is changing the GUI at a faster rate than
> > > > they have ever done anything before. This race they're having is picking
> > > > up speed and the consumer is benefitting on all fronts. And this is how
> > > > it should be.
> > >
> > > Ah, but what happened to DRI?
> > > How often do you see the Lotus Office Suite (assuming IBM didn't finally throw in
> > > the towel) bundled with a computer? Or the WordPerfect suite? How much shelf
> > > space do they get at the Best Buy, Office Max, Office Depot, Circuit City,
> > > compared to M$??
> >

> > About the same amount as the customers ask for them. Shelf space does
> > not a monopoly make, When I decide what to stock, it's based on demand,
> > and customer demand is the free will of the people, nothing more.
> >
> > > > What we don't need right now is Big Brother stopping this race, so that
> > > > Linux and Mac might slow down,
> > >
> > > You won't. Big Brother might slow down M$, but not competitors with less than 10%
> > > of the market place. In a case like this, Big Brother's job is to make sure that
> > > the race is fair to the little guys.
> >
> > And what have the "little guys" been doing? Generally nothing untill
> > Microsoft develops something they need to compete with. There's been a
> > lot of companies resting on their laurels untill they /have/ to improve
> > something because Microsoft is killing them. Don't believe me? let's
> > take a closer look...
> >
> > PalmOS, who swore up and down consumers don't need color. fine everyone
> > settles for b&w, and Palm own3Z the market. WinCE comes along, and Palm
> > responds with the new color models, but by now they're already losing
> > market share daily, and the palm VII I *just bought* is now on fire sale
> > as best buy for half the price I paid a few months ago for it.
> >
> > Novell, once prime master of the universe in networking, decided it
> > didn't want to make a VXD implementation of Novell client for Microsoft
> > right away, they decided their legacy .386-file architecture was all
> > anyone needed. Microsoft, who at first didn't even install networking
> > protocols in win95 by default, and even included a limited novell
> > client, responded to the delay imposed by novell by incorporating
> > NetBEUI (mentioned above) as a stop-gap measure untill novell woke up
> > to consumer demand. Too late. novell is now largely irrelevant.
> >
> > OS/2, an Operating system more object oriented than Windows is /to this
> > day/ practically abandoned by it's creators even though people are
> > practically begging them not to discontinue it. It's still a staple in
> > most banks and runs a majority of the ATM machines out there. IBM has
> > publically stated they don't plan on supporting this OS.
> >
> > BEOS, a very capable OS, but one that it's creators have no interest in
> > persueing, deciding they want the embedded market, despite a loyal
> > following of users and tinkerers. Heck, by the time I even discovered
> > BEOS, they had already abandoned it!
> >
> > On the other hand, there are very good developers out there that make a
> > killing competing against Microsoft because they are /good at it/ and
> > the consumer /prefers to use them./ Adobe is a prime example here, as
> > are Macromedia, Citrix, Borland, Sun, AOL, Symantec, Peachtree, Intuit,
> > and many others. They have prospered because we vote for them with our
> > patronage when we choose them over Microsoft. They have responded to the
> > demands placed upon them by the consumer, faster or better than

> > Microsoft has, and thus prospered. This is how it oughta be.
> >
> > Some people may feel sympathetic to Netscape, but the fact was they
> > were charging money for a product that could have taken on microsoft and
> > won, but they decided they preferred to be Adware instead. they could
> > have improved their product, but they decided to open a portal during
> > the portal craze and rest on the portal, and their laurels. If Microsoft
> > didn't do it, someone else would have.
> >
> > that's the thing in a free market, you live with the fear that someone
> > will be faster, better or cheaper than you are. You adapt, or you win
> > the Darwin award.
> >
> > Anyway, back to your original comment, the government's job is *NOT* to
> > make the race fair to the little guys. the goverments job is to make the
> > race fair and beneficial to the *consumer*, even if it means the "little
> > guy" goes out of business. the government has the power to grant
> > monopolies for this purpose so long as it benefit's the consumer.
> >
> > But again, Microsoft is where they are because we put them there, and
> > it's in our best interest to let them compete.
> >
> > >
> > > Roy
> > >
> > > > and then we lose because competition has
> > > > stopped again. Besides, it's getting interesting ;)
> > > >
> > > > --David
> > >
> > >
>
>

2471. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 08:44:54 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300935140.12550-100000@zen.sys.uea.ac.uk>
Source record: 43038
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001, Stephen Shaw wrote:

> On Mon, 16 Jul 2001 17:06:18 +0100, Andy Cadley wrote:

> > I seem to recall that the Mandrake 8 graphical installer needs something
> > like 64Mb of RAM and having less is pretty much the only thing that I've
> > ever seen cause it to bomb out.
> >
> > And Red Hat sucks big time. Even the latest version.

> Andy please elucidate on _WHAT_ sucks in Red Hat?

Everything. The entire user experience from start to finish. A few notable points:

The installer *still* complains if you try and put a boot partition above 1024 cylinders and absolutely refuses to allow you to continue (unless you go with it's suggested partition arrangement in which case it just suggests that you don't do that[1]) despite being perfectly capable.

The hardware detection is pathetic compared to other distros. Even simple things like making some use of the Windows key which is on almost all keyboards these days isn't done for you.

The configuration tools are scattered all over the place, all work differently and most are quite counter-inituitive. The auto-update is rubbish compared with the Mandrake equivalent, requiring you to faff around with their website[2] and send them all the sorts of details that everyone was worried Microsoft would want from you when they thought up Windows Update.

Need I continue?

AndyC

[1] And what the f*ck is the point in "recommending" a partition arrangement if you are then going to announce that it isn't recommended.
[2] Which, stupidly enough, only seems to work properly in Internet Explorer under Windows.

2472. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 08:55:55 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107300953300.12550-100000@zen.sys.uea.ac.uk>
Source record: 43039
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 spike1@freenet.co.uk wrote:
> They took the code from the FreeBSD codebase. As FreeBSD license allows
> anyone to do anything with the source code they want as long as there's an
> acknowledgement, they extended it and then, when someone found out what the
> extensions were and posted source code, M$ forced them to remove it from the
> web.

Indeed. Of course the trouble with the Linux community is that they just
aren't devious enough. They should've taken Kerberos, added their own
proprietary extensions and then released them under the GPL.

Hmmm, where's my compiler gone...

AndyC

2473. Re: Free Atari emulator for your PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 09:00:19 UTC
From: David Grundel <DGrundel@altavista.com>
Message-ID: <3b652223$1@netnews.web.de>
Source record: 43040

"Rory Street" <rory@atheniaglobe.com> wrote:
>Just in case none of you knew it you can get a free Atari ST
> emulator at http://www.emulators.com/

Hi Rory,
thanks for that info. Great if I can run my good old ST programms also on
Windows2000 now. I read that Gemulator even can emulate the blitter and all that.
Lovely.
MfG, Dave

--

_____
News suchen, lesen, schreiben mit http://newsgroups.web.de

2474. Case + PSU

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 10:59:27 UTC
From: Andrew Emberson <A.D.Emberson@tesco.net>
Message-ID: <9k3ej1sl1@epos.tesco.net>
Source record: 43041

Hello,

Does anyone know where I can get a case +power supply unit for an atari st
520 fm please.

Cheers,
Andrew Emberson.

2475. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 11:41:18 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>
Source record: 43042
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg <davidogg@nc.rr.com> writes
>> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
>> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
>> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
>> the business, and there was no way that any of the competitors could take the monopoly
>> away from them.
>
>A monopoly means the consumer has no choice.

Not in the real world.

A choice can still be available when a company is monopolistic - like Microsoft, for instance. And most users *didn't* get a choice, because of the licensing agreements with major PC manufacturers which is how a lot of people buy hardware.

--
James Coupe PGP Key: 0x5D623D5D
EBD690ECD7A1F
HEY, MOM! I FOUND SOME OF THOSE PEOPLE ON THE INTERNET B457CA213D7E6
YOU WERE TELLING ME TO NOT TALK TO! 68C3695D623D5D

2476. Re: RAM Card for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 12:57:37 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <nOc97.15839$0h.1059@newsfeed.slurp.net>
Source record: 43045

I got my RAM from Wiiztronics. They sell a Memory card that takes 72pin simms. It works great. They also sell a 16Mb simm as well. For prices, go to www.wizztronics.com

Joshua.

"John Garone" <swampfax@atlantic.net> wrote in message news:as797.16$tI6.40729@news1.atlantic.net...
> Hi All,
> I'm curious to know of the availability and cost of a 14 meg RAM card
> for the Falcon MKI and can they be bought new? I have the "Gizmo" in there
> now but it's bad for the Phantom SE. In case anyone has info on it, the
> cards that I CAN'T use are:
>
> - GIZMO
> - Falcon WINGS
> - original Atari 14MB RAM card
> - any other card with 4x4MB short SIMMs
>
> So the suggested solution is a modern 14MB RAM card with 72pin SIMM
>
> Replies welcome here or at my E-mail address swampfax@atlantic.net
>
> Later,
> John G.

2477. Re: Case + PSU

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 13:50:21 UTC
From: Daniel Hedberg <nospam@thank.you>
Message-ID: <xCd97.11669$e5.1721440@newsb.telia.net>
Source record: 42946

You can get the PSU from Atari Workshop http://www.atari-workshop.co.uk, but they are very expensive, 50 UKP. For 50UKP you get a complete second hand ST, often with extra hardware and software.

Take care,
Daniel Hedberg
http://nb.atari.org

"Andrew Emberson" <A.D.Emberson@tesco.net> skrev i meddelandet news:9k3ej1sl1@epos.tesco.net...
> Hello,
>
> Does anyone know where I can get a case +power supply unit for an atari st
> 520 fm please.
>
> Cheers,
> Andrew Emberson.

2478. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 14:59:01 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <5btamtcemi7mh6s5rno38likth921250or@4ax.com>
Source record: 42947
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:

>John Sheehy <jsheehy@ix.netcom.com> writes:
>
>> In message <tm9m7v5719p238@corp.supernews.com>,
>> "Stephan Schaem" <tthai@mindspring.com> wrote:
>>
>> >It does... Linux is not just a basement hacker OS runned by kids
>> >living on their mother income.
>>
>> But it seems like that's how the hardware support comes about. It seems
>> like you pretty much have to buy peripherals that have been out for
>> about 3 years to get full support in Linux.
>
>Hm? With the possible expection of SB Live!, my keyboard and mouse and
>disk drive (newer than three years, but the designs are not changed, I
>guess), there's no components that are even nearly three years old on
>my Linux box.
>
>(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
>Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
>
>Didn't have a single problem with this configuration.
>
>Then again, I'm not using USB stuff but rather more 'traditional'
>hardware.

I didn't mean to say that you *had* to have old hardware, but I guess it
came out that way. What I meant was that if you have a PC that was
built with no consideration for Linux, you can't reasonably expect all
you peripherals to be fully supported should you decide to install Linux
on it, if the peripherals are relatively new (not the actual cards, but
the chipsets or firmware used).
--

<>>< >>< > >>< <>>< >>< > <>>< <>>< >>< >
John P Sheehy <jsheehy@ix.netcom.com>
>>< > <>>< <>>< >>< > <>>< >>< > >>< <>>< >

2479. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 16:21:35 UTC
From: Mika Yrjola <myrjola@renttu.lnet.lut.fi>
Message-ID: <m366ca2xrk.fsf@renttu.lnet.lut.fi>
Source record: 42948
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

John Sheehy <jsheehy@ix.netcom.com> writes:

> In message <m3g0bf3q8t.fsf@renttu.lnet.lut.fi>,
> Mika Yrjola <myrjola@renttu.lnet.lut.fi> wrote:
>
> >John Sheehy <jsheehy@ix.netcom.com> writes:

> >> But it seems like that's how the hardware support comes about. It seems
> >> like you pretty much have to buy peripherals that have been out for
> >> about 3 years to get full support in Linux.
> >
> >Hm? With the possible expection of SB Live!, my keyboard and mouse and
> >disk drive (newer than three years, but the designs are not changed, I
> >guess), there's no components that are even nearly three years old on
> >my Linux box.
> >
> >(Other hardware includes TB 1200, A7M266, Geforce 2mx, two IBM
> >Deskstar HDs, HP 9120 CD burner and two NICs - all which is rather recent)
> >
> >Didn't have a single problem with this configuration.
> >
> >Then again, I'm not using USB stuff but rather more 'traditional'
> >hardware.
>
> I didn't mean to say that you *had* to have old hardware, but I guess it
> came out that way. What I meant was that if you have a PC that was
> built with no consideration for Linux, you can't reasonably expect all
> you peripherals to be fully supported should you decide to install Linux
> on it, if the peripherals are relatively new (not the actual cards, but
> the chipsets or firmware used).

Yes, I read the comment pretty much as "no new hardware is supported
by Linux; the support comes only later if at all" ;)

It seems to depend quite a lot about the manufacturer; eg. nVidia and
3Com seem to have rather quick support for Linux, whereas some
companies seem to be a real pain in the ass with support lagging years
or infinitely.

--
/---\
I Fantasy, Sci-fi, Linux, Amiga, Telecommunications, Oldfield, Vangelis I
I Seti@Home, Steady relationship, more at http://www.lut.fi/%7emyrjola/ I

\----------/

2480. more Falcon accessories 4sale [USA]

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 17:05:51 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0107301234010.91-100000@Hades060>
Source record: 42952

I have some more Falcon do-dads to sell:

$10 RGB video adapter (Atari made)
$10 Composite video adapter (from B&C computer visions)
Video only, this does not bring the sound out with the video
$15 Internal 2.5" drive mounting kit (braket+screws+cable)
$30 ScreenBlaster II (hardware+software)

$3 s&h anywhere in the USA

Please respond to my mailbox (see below) if you have any questions.
I do not read this section. Thanks.

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2481. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 17:07:32 UTC
From: jfk@askjfk.com
Message-ID: <2f83735a.0107300907.3f91d2c5@posting.google.com>
Source record: 42949
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Why buy a $300 NEW computer when for that amount of money you could get a very good USED computer? If you added an office suite, a VGA monitor connector and a printer to the Sega Dreamcast (which already has a browser, modem and keyboard available), there's a cheap combo with great games!

A decade from now $300 may be the standard price for a computer with relatively new technology, but the price today is more like $800-1000.

Realistically, you would have to be able to produce a $300 machine for about $50-70 to count in all the other costs, like shipping and returns, so someone would have to think outside the box, so to speak, to get the job done.

I do NOT think a monitor should be included with it. It adds weight and cost. You go to a thrift store and there are lots of monitors there. People also have TVs. The computer should have connections for at least types of monitors: SVGA, RCA and AV for TV/VCR. People can get whatever type of monitor they want.

I also think the day of the all-in-one desktop unit (the Apple IIc, Atari 800, Commodore 64 etc.) should be revived if one wants to be economical. Have a serial printer port, joystick/mouse port, the aforementioned three monitor/TV ports, SCSI port. Built in would be a 33k modem and 3.5 floppy drive for data storage. I wouldn't include CD-Rom. All the necessary stuff should be pre-installed to make life easy.

There would have to be a GUI. Something tight that doesn't slow down the new user. HD let's peg at 1GB and Ram at 64MB and figure the processor is 333 MHZ -- good enought to make the Net move but cheap by today's standards. The builder should work a deal with Lotus or WordPerfect to put a low-priced office suite on here.

These $300 machine won't compete speedwise with their $800 counterparts, but are GOOD ENOUGH for most users. And as the $800 machines get faster/better, so will the $300 machines due to trickle-down technology. Perhaps they will be five years behind the more expensive machines in bits and bytes.

That's my biz plan.

Darren Johnson
Old Computers and Videogames at http://askjfk.com

2482. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 17:40:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200107301940.a17600@wun.maus.de>
Source record: 42967

Hallo Uwe!

US>Parity maybe yes, but initiator identification? Which burners require
US>this?

Dunno, maybe I'm just messing up something here. Having Falcons and a Milan,
I've never had to worry about it.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2483. Networking Falcon with PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 20:23:10 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <2kj97.157$XR.1109@newsfeed.slurp.net>
Source record: 42950

I'm looking to bring my Falcon to my office and network it with a PC. I want to share the internet connection with it. I want to use wingate or similar on the PC end and use serial connection for it. Few questions:

What kind of serial cable should I use? Is there a limit on lenght?
How do I setup STiNG on the Falcon end?
How do I setup Wingate?

Thanks.

Joshua.

2484. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 21:24:14 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65CFC8.E80D4562@chello.nl>
Source record: 42951

Vassilis wrote:
> >
> According to Andreas Kromke, MagiC threads "are modelled on the concept
> of Sun Solaris 2.x". THREADS.TXT is in the AES folder and a thread
> is started with shel_write (SHW_THR_CREATE, ...). After that, a MagiC
> thread behaves like a separate process with its own ap_id.
> A multitasking-safe lib is also needed (like MT_AES.LIB).
>
> After all this, I think there might be hope if Henk Robbers makes
> his magic ;-) in XaAES taking the above call and passing it to the
> underlying MiNT threads. I have no idea if it can be done, just
> an idea...

It can be done, I suppose. But if I do, it will encourage the described usage. :-)

The correct usage is:
If you want to start a thread, fork.
Each thread must issue its own appl_init.
Thats all.
Of course you are yourself responsible for guarding integrity of memory used.
So give each thread its own resource file, and of course its own parameter area's.
There is absolutely no need for passing a global area to every AES call.
And even then, I would have designed the use of a handle. But as I said, not needed.
The pid under which you issue the AES call is good enough. :-)

PS:
I havnt tried it yet. :-) But this is how it should (and ever will) work.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2485. News problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 21:33:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65D1FA.288DAA24@chello.nl>
Source record: 42953

Hi everybody

I have problems with my providers news server.

I dont get all the news there is.
This is a general problem of Chello (UPC)

Please, if you dont see a reply from me, where one should certainly
be expected, forward the news article to my private mailbox.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2486. Threading & XaAES

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:01:06 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65D869.AE563D08@chello.nl>
Source record: 42954

A future version of XaAES will come with binding libraries that
keep ALL parameter areas on the stack.
There will be 2 appl_init bindings.
One like the old, one with a extra parameter to be able to supply
a global area. This will be used throughout.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2487. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:04:23 UTC
From: ebaiz@skyenet.net
Message-ID: <HRk97.2$ho1.71@newsfeed.slurp.net>
Source record: 42955

On 22 Jul 2001 13:25:16 , "Pro-Motion" wrote:
>Between 1993 and 1995 I made The Cheaters Digest, awarded a decent 76% by ST
>Format. I still have all the original disks but, sadly, no ST.
>
>Short of buying myself an Atari, has anybody any idea how I can get these
>onto my PC?
>
>From memory I think the disk format was fairly standard, with 80 tracks and
>10 sectors. I don't recall putting any tricky copy protection on.

I believe ST Format Disks are readable on a PC. If not Ghostlink and
PARCP are programs that will do it, but you need a Null modem cable for
Ghostlink and a special cable for the other program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2488. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:04:25 UTC
From: ebaiz@skyenet.net
Message-ID: <JRk97.3$ho1.71@newsfeed.slurp.net>
Source record: 42956

On 29 Jul 2001 09:52:15 , Hallvard Tangeraas wrote:
>What exactly is needed in terms of software to be able to use an ST with
>a CD-ROM drive (SCSI)?
>
>I've got both a GEsoft (without parity, but will build a parity
>generator) and an ICD Link II host adaptor, and HDdriver software for
>the harddisk, but I'm under the impression that something more is needed
>for a CD-ROM drive.

You need a program like Extendos Gold for the CD ROM. I have what you
have plus Extendos and it allows my STe to run a CD ROM drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2489. Re: Manipulating disk images

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:04:27 UTC
From: ebaiz@skyenet.net
Message-ID: <LRk97.4$ho1.71@newsfeed.slurp.net>
Source record: 42957

On 29 Jul 2001 17:59:07 , Tim Vanhoof wrote:
>When using an emulator, is it possible to transfer files from the host
>OS (in my case, MacOS with NoSTalgia) to a disk image, without having to
>write the files to a floppy and read the floppy back in again?

Yes it is. I do that with an Atari 8-bit emulator.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2490. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:20:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B65DCED.16F3EA64@chello.nl>
Source record: 42958
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>

> Sure linux has a learning curve, but it's a freaking computer, when did
> the notion that computers had to be usable by people who didn't want to
> learn anything become popular?

When they shrunk to HiFi size.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2491. Re: Case + PSU

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 22:24:08 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+kblYhAI6dZ7EwJm@atari.org.uk>
Source record: 42959

In article <9k3ej1sl1@epos.tesco.net>, Andrew Emberson
<A.D.Emberson@tesco.net> writes
>Hello,
>
>Does anyone know where I can get a case +power supply unit for an atari st
>520 fm please.
>
>Cheers,
>Andrew Emberson.
>
>
>
Hiya

I have several cases for the STFM's, with single or double sided drives,
and i may have a psu somewhere.
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2492. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-30 23:48:44 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b66003623746e1@free.fr>
Source record: 42960

Hello,

in article <200107291949.a17539@wun.maus.de> (comp.sys.atari.st)
Ekkehard Flessa wrote on Sun 29-07-2001 19:49 (+0200):

> - SPIN! by Julian Reschke, shareware, available from
> http://www.muenster.de/~reschke/soft_e.html. Also quite good, with native MagiC
> and MiNT support. Latest Version available to registered users only, but the
^^^^^^^^^^^^^^^^
Is there any ?

> one on the web page is quite usable.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2493. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 00:25:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc4f1e11feee9896a8@news-server.nc.rr.com>
Source record: 42961
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
james@zephyr.org.uk says...
> In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> <davidogg@nc.rr.com> writes
> >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> >> the business, and there was no way that any of the competitors could take the monopoly
> >> away from them.
> >
> >A monopoly means the consumer has no choice.
>
> Not in the real world.
>
> A choice can still be available when a company is monopolistic - like
> Microsoft, for instance.

:) We're talking about Microsoft, and you can use Microsoft as your
example of precidence? "Microsoft can be a monopololy even though there
are choices, take Microsoft for instance?"

> And most users *didn't* get a choice, because
> of the licensing agreements with major PC manufacturers which is how a
> lot of people buy hardware.

They chose to buy a PC with Windows on it, they had a choice. If anyone
here can find me a PC they want, and they don't want Windows on it, I
guarantee I can find it somewhere else, with the same warranty, support,
and hardware, at the same price, with another OS on it.

Even during the time when Microsoft had exclusive licensing clauses
(ended around 1993) there were options. I mean, heck, look at this
newsgroup.

Do you really think that everyone with windows on their computer was
forced to use it? I guarantee if you take a poll and ask people buying
new machines, and ask them what OS they want on their new PC, it will be
Windows. The people who want something else will buy a machine without
Windows. (Personally I've never purchased Windows, but I get developer
versions via MSDN, and beta versions like the XP I'm using now)

Here's the real world situation. Microsoft can't touch Apache with IIS
in any of it's incarnations, and it doesn't look like that will change,

despite the fact they'll give it to you FREE with Server, and Mindcraft say's it's faster and scales better.
On top of that, after stating "opensource is a virus" Microsoft has egg on their face because they just cant for the life of them get hotmail to work without good old BSD holding the fort, and this is at a time when they're pimping their platform for .Net.
There are Free alternatives to all of Microsoft's products, and ones in developement for products Microsoft hasn't even released yet! Miguel's already pimpin' Mono to work with .Net.
Microsoft's days are numbered, they see the writing on the wall, they know they can't compete with a competitor that they can't buy, undersell, influence, or lock out of the market. The government stepping in right now, would just stop the inertia at a time when they're not needed anyway, they'd take the credit for the inevitable.

Monopoly or not aside, the governments role is to protect the consumer and ensure the consumer has choice. The government's role is NOT to leverage consumer choice for the benefit of Microsoft's competitors. If competitors are cutting each others throats giving away free software, and as the dust settles, the consumer has free software, and netscape's dead, the consumer has benefitted. What then, would the consumer benefit from the government flexing its arms at Microsoft on behalf of these businesses who lost the war to the benefit of the consumer? That's supposed to be how the Monopoly law works, to benefit, for, and ONLY, the consumer.

So where has the consumer lost? The consumer has both Netscape, AND IE, both free, and without the government stepping in where it would have hurt the consumer to do so.

The fact remains, Netscape is just as available as it's always been, if not more so. From the consumers point of view, the consumer has won. From Netscapes point of view, they are legally entitled to financial damages, but they are NOT entitled to having the customers choice overruled by the government on Netscapes behalf.

This isn't really anything more than a political issue I believe, I think this discussion is between the chairs on the left and the chairs on the right. :)

2494. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 00:37:23 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15cfc7df8535646d9896aa@news-server.nc.rr.com>
Source record: 42962
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B65DCED.16F3EA64@chello.nl>, h.robbers@chello.nl says...
>
>
>
> David Ogg wrote:
> >
>
> > Sure linux has a learning curve, but it's a freaking computer, when did
> > the notion that computers had to be usable by people who didn't want to
> > learn anything become popular?
>
> When they shrunk to HiFi size.

I think you're right. And when AOL became popular, and computers started
being sold in designer colors. :)

2495. Re: Modifying jpegs

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 01:09:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <9k50fcebb1@plutonium.compulink.co.uk>
Source record: 42963

On 20 Jul 2001 00:07:04 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>> Doesn't LookNSee do this? There's a brightener module with various
>> settings as well as JPEG import and export (as you must already
>> know).
> I thought the Brightener module only affected the screen display
> and didn't affect exported images - at least there is nothing
> about it in the HYP.

Hi Peter,
That's a good point. IIRC one of the main selling points of Positive Image was that it held the full picture data in memory and displayed the dithered result on screen. When an option was applied to the image, it was applied to the full data in memory rather than just the dithered version on screen in the colour depth you were running. As such, the saved file would be the best that could be expected.

By implication, if you do a "Save As" of the amended file in LookNSee, then it will save the screen version as best it can. So, if it's a 24-bit image displayed on a 16-bit screen and saved as a 70% JPG it will have degraded quite considerably.

I know that Imagecopy does this. I asked Jeremy the best way to crop a Jpeg and he advised running in the highest colour depth possible first...

> Haven't played with Positive Image yet, though I have V2.

I only remember getting half way through v1 here, so yours should be better equipped than mine.

> With Imagecopy, as I said elsewhere, do the Options\Screen\Colours
> affect saving as well? I thought it was just the screen, and having
> just tried it for Convert, the sliders seem to have no effect.

Saving affects the displayed image, so yes to the first part.
Convert didn't work for me either (I'm running v4.22 here - can't remember the last/final version).

> Or do you mean I should make a new screen grab with the lightened
> image? In that case I only have 32k colours available on my RGB
> monitor, but that should do in this case.

Yes, unfortunately. If 15-bit is the highest you've got then you shouldn't notice the deterioration too much, but it depends on what colour depth your friend had access to. Have a quick go in PI2 first, for the reasons I stated above. It may also be that by modifying the

image in a higher colour depth, the loss involved in resaving as a JPG may not matter so much.

Btw, what other save/load formats are available to your friend? TIF or PNG would bump up the filesize, but avoid the lossiness...

rgds
H

2496. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 01:09:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <9k50foebb2@plutonium.compulink.co.uk>
Source record: 42964

```
On 22 Jul 2001 21:54:37 , "Kenneth Medin" wrote:
> On Sun 22-07-2001 18:54 (+0100) Steve Sweet wrote:
>> Hi Kenneth
>>> Btw, I just formatted a floppy as above and put it in my Win-95
>>> and it worked fine. Be shure to keep the floppies _write
>>> protected_ as Windows actually will try to write to the
>>> bootsector even if you only read from them (sic!).
>> Works with Win ME as well, but it dont try to write to my
>> floppies, are you sure youre not virus infected.
> Almost shure :-)
>
> This fenomema _is_ documented but not well known...

This happened to me too, when transferring to a W95 PC last year...

rgds
H
```

2497. Re: Suggestion

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 01:09:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9k50fvebb3@plutonium.compulink.co.uk>
Source record: 42965

On 22 Jul 2001 19:06:36 , "Steve Sweet" wrote:
>> How about nominating one week as "Shareware Week". The idea
>> being that we try to get as many people as possible to register
>> the shareware that they use.
> And how do you plan on contacting the authors. Most of them have
> buggered off and cannot be found.

Rather than registering what you've got in just one week of the year, announcements of successful registraions by users at any time - part bragging, part information - could keep people aware of what software is newly available and which authors are still responding to user-contacts.

> Some have taken the money and run, leaving behind unsupported buggy
> translation software.

I wish people would stop going on about this. If shareware is "try before you buy", then paying up is paying for what you've already got. There's a good element of expecting a further response from your support, and a fair chance too, but it's not a guarantee.

> Other gem's i'd happily re-register for an upgrade have sunk into
> the programming dark beyond.

Sure - re-registration is a bit hopeful...

> Maybe anyone who considers taking up this suggestion should post
> here and get others to share their experiences.

Seems a good idea to me.

rgds
H

2498. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 03:04:11 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <im6cmtokehi1f6gr7rhtktpoda6udc211d@4ax.com>
Source record: 42966
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
<xstephenx@apple2.org.za> wrote:

>
>I think you are missing the point.

Not at all. The "point" was to try to make a "new" computer for $300.

MY point is that NO ONE WILL BUY ONE if it has half the features and
runs at one tenth the speed of a comparably priced system ALREADY on
the market.

> Rolls Royce still make cars to a standard
>not to a price. Kit cars (usually VW based) are still available.

And Rolls Royce has been in financial trouble for quite a while now.

And "kit cars" cost a ton of money, and hardly ever work right.

You can ride to the Space Station if you have enough millions.

But can you build an obsolete hackers' computer for only $300?

> I think a "kit
>computer" is a nice niche idea. I certainly subscribe to the idea behind it.

Certainly, you can find something to fill almost any niche, if price
is no object.

I always lusted after a KIM-1, even though it cost more than our $300
price point, and did very little. Want to guess how many were
actually sold?

BobR

2499. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 03:15:19 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <CEtas77HLiZ7Ewdw@my-ste.demon.co.uk>
Source record: 42968

In article <1exd7tk.e1wlu31su948wN%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes

>That's probably the same GEsoft adapter I bought from you about a year
>or two back! :-)

You did?!? Methinks you've mistaken me for someone else because I've not
sold my adapter.

>I've been in touch with Roger Burrows at Anodyne software (nice guy!)
>asking about their "ExtenDOS" CD-ROM driver software, and he tells me
>that the GEsoft adaptor is most likely a clone of the original Atari
>host adaptor and only supports the most basic commands.
>
>He added that it will drive a CD-ROM drive, but only at the most basic
>level (i.e. reading data), but probably not stuff like extracting audio
>data, control of audio CDs, accessing specific sessions of multi-session
>CDs etc.

It should be capable of doing some very basic control of the drive,
enough to play the audio tracks, but couldn't get it to extract audio
tracks or access multi-session CDs. The latter was a pain as I burnt a
couple of CDs with all my ST software, in 2 or 3 sessions, and it could
only handle the first session.

I'm not sure if this was a software or hardware limitation since I don't
know if the drive could read multi-session discs, or if it was a
limitation imposed by Spin or the adapter. Since I no longer have an ST,
nor the CD to test it, I can't check to see just what was the
limitation.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 7.0 |http://www.distributed.net/

2500. Want a copy of : Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 03:51:51 UTC
From: Jeff Thomas <atari_st@bellsouth.net>
Message-ID: <IRp97.1944$jL6.280253@e3500-atl1.usenetserver.com>
Source record: 42969

For the last year, I have been looking for a copy of the book: Zap! The rise and fall of Atari by Scott Cohen. It has been almost impossible to find....until two weeks ago. I was on Amazon.com and found two used copies....yes...but they wanted 97.50 and 172.50 for them. I want the book.....but not that bad. Well...to cut the story short, I found this Web site that will make you a copy of the book...yes..they actually make it when you order it...for $16 bucks. Keep in mind, its not the original...but a copy of the book. The girl I talked to there said that they have agreements with authors to re-publish their work...without the author having to invest thousands of dollars to have multiple copies made. She said that they make the book when a customer orders one. I assume that Scott realized there still was a demand for this book.....so he used this firm to get it back in the market. Get your copy today!!!

http://www1.xlibris.com/bookstore/bookdisplay.asp?bookid=12003

2501. SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 04:07:45 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9k5aufmon1@news.chatlink.com>
Source record: 42970

Saturday the EZ-135 drive didn't want to spin up to lock-up, after a few attempts it came on line but would access files and programs very very slow. the next time I wanted to use it, it would not work the green power light wouldn't come on, so I think it is the transformer that is going out ??

The transformer plug to the drive has 3 pins, the receiving plug on the drive only uses 2 pins a red wire and a black wire. So I will call pin-1 the red-wire & pin-2 the black-wire & pin-3 unused.

Between pin-1 & pin-2 there is no voltage, but between pin-1 & pin-3 (unused) my meter reads 12 volts. My question is can I move the black wire from pin-2 (no-power) to pin-3 12 volts of power ?? On the transformer information label it list the output as 5v---1amp??

Or should I try to find a new power supply, which could be a chore since SyQuest is out of business....

Regards, Donner.....

2502. JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 04:17:22 UTC
From: nurmix@spam-free.com
Message-ID: <3b66301e.6462109@news-server.socal.rr.com>
Source record: 42971

I've been looking for an Analog 8 (and posted here recently about it). Someone has offered to sell me the Jam Pro 8 out. I know that Janka Gerhard mentioned problems interconnecting SoudPool and Line Audio devices. Does anyone here know if I'd be able to connect my SoundPool/Steinberg FDI to the JAM 8? The FDI only has a single port, so the JAM 8 would have to have a through port. Unfortunately, I don't know much about the JAM 8. Any help or information would be appreciated.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2503. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 04:22:54 UTC
From: bbolsoey@rl.telia.no.nospam
Message-ID: <Xns90EF40E21B8FCbbolsoey@194.19.1.61>
Source record: 42972
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Coupe <james@zephyr.org.uk> wrote in
<6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>:
>In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>,
>David Ogg
> <davidogg@nc.rr.com> writes

>> A monopoly means the consumer has no choice.
>
>Not in the real world.
>
>A choice can still be available when a company is monopolistic -
>like Microsoft, for instance. And most users *didn't* get a
>choice, because of the licensing agreements with major PC
>manufacturers which is how a lot of people buy hardware.

Well the users have always had a choice, simply to drop the
OEM version of Windows and pay extra for the retail version.
The vendors and dealers were just never any good at informing
the consumers.

Who are to blame, really?

Regards...

2504. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 04:27:10 UTC
From: Matthew J Hughes <mhughes@students.depaul.edu>
Message-ID: <Pine.HPX.4.33.0107302242410.8552-100000@ux1>
Source record: 42973
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
> james@zephyr.org.uk says...
> > In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> > <davidogg@nc.rr.com> writes
> > >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly, even
> > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> > >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority of
> > >> the business, and there was no way that any of the competitors could take the monopoly
> > >> away from them.
> > >
> > >A monopoly means the consumer has no choice.
> >
> > Not in the real world.
> >
> > A choice can still be available when a company is monopolistic - like
> > Microsoft, for instance.
>
> :) We're talking about Microsoft, and you can use Microsoft as your
> example of precidence? "Microsoft can be a monopololy even though there
> are choices, take Microsoft for instance?"
>
> > And most users *didn't* get a choice, because
> > of the licensing agreements with major PC manufacturers which is how a
> > lot of people buy hardware.
>
> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.
>
That is a pretty strong guarantee. could you make the other OS 'geos'? And no that is _not_ a typo. or hey let's call dell and see if they will preload QNX?

> Even during the time when Microsoft had exclusive licensing clauses
> (ended around 1993) there were options. I mean, heck, look at this
> newsgroup.
>

And that is another point. every so often a newbie comes in and asks about this newsgroup(writting from alt.amiga.*), should they get interested in Amiga and the answer is invarible, not unless your in it for nostalgia. The stopped making them because they could not sell enough units. although my personal feeling is that M$ did not kill the Amiga but only handed them the knife.

> Do you really think that everyone with windows on their computer
was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows. The people who want something else will buy a machine without
> Windows. (Personally I've never purchased Windows, but I get developer
> versions via MSDN, and beta versions like the XP I'm using now)
>
I think if you take a poll on new PC owners they would not know what an OS was you would be more likely to get the answer Word.
As far as experienced PC owners, what non-commercial OS are they going to ask for? I mean Really, Red-hat is not yet buying ad space in Time, newsweek, or insert-your-favorite-non-Linux-publication-here.

> Here's the real world situation. Microsoft can't touch Apache with IIS
> in any of it's incarnations, and it doesn't look like that will change,
> despite the fact they'll give it to you FREE with Server, and Mindcraft
> say's it's faster and scales better.
They seem to be doing a pretty good job, and 'Code Red' virus seems to be proving it. But with several companies buying into the 'technology partner' status, and '.net' strategy, it seems to be Microsoft || die.

> On top of that, after stating "opensource is a virus" Microsoft has egg
> on their face because they just cant for the life of them get hotmail to
> work without good old BSD holding the fort, and this is at a time when
> they're pimping their platform for .Net.
Last time I checked(recently), hotmail was running windows 2000 on IIS. Yeah shocked me too. I was doublechecking it for accuracy and according to the website I used(I think it was netcraft) they were no longer FreeBSD. Which the NT-vs-Linux.org site needs to be updated cause that is the link I _was_ referencing in conversations.

> There are Free alternatives to all of Microsoft's products, and ones in
> developement for products Microsoft hasn't even released yet! Miguel's
> already pimpin' Mono to work with .Net.
> Microsoft's days are numbered, they see the writing on the wall, they
> know they can't compete with a competitor that they can't buy,
> undersell, influence, or lock out of the market. The government stepping
> in right now, would just stop the inertia at a time when they're not
> needed anyway, they'd take the credit for the inevitable.
>
Microsoft is not dead, possibly dying but I don't think so. They have very low overhead for the units they sell. Nobody is going to unseat them, I offer the following quote from an advert in the paper..."Please send your

resume in word doc format." When your the standard the other guy has to be twice as good to unseat you.

> Monopoly or not aside, the governments role is to protect the consumer
> and ensure the consumer has choice. The government's role is NOT to
> leverage consumer choice for the benefit of Microsoft's competitors. If
> competitors are cutting each others throats giving away free software,
> and as the dust settles, the consumer has free software, and netscape's
> dead, the consumer has benefitted. What then, would the consumer benefit
> from the government flexing its arms at Microsoft on behalf of these
> businesses who lost the war to the benefit of the consumer? That's
> supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> the consumer.
>
See comment about Geos above. When I was consulting, 10 years ago, Geos was considered by some to be "better" than windows. For 3.10 that was not a huge challenge. But it's dead now and the company's only claim to fame is a (silly)patent on WAP. Is the consumer protected by geos' inexistance? Was Microsoft the first company to produce a software product called internet explorer? what happened to that company?
Was the lesson of geos, and the company who originally owned the copyright to the name to "internet explorer" as a program a benefit to the consumer?

> So where has the consumer lost? The consumer has both Netscape, AND IE,
> both free, and without the government stepping in where it would have
> hurt the consumer to do so.
>
Without AOL would netscape 6 even exist?

> The fact remains, Netscape is just as available as it's always been, if
> not more so. From the consumers point of view, the consumer has won.
> From Netscapes point of view, they are legally entitled to financial
> damages, but they are NOT entitled to having the customers choice
> overruled by the government on Netscapes behalf.
>
It wasn't that MSIE was free, it was that you couldn't get windows without it. It would be like firestone striking a deal with Ford that you couldn't get a shiny new (ford)SUV without firestone tires on it.

> This isn't really anything more than a political issue I believe, I
> think this discussion is between the chairs on the left and the chairs
> on the right. :)
>
I guess you must be sitting on the right, because I know I am on the left. oddly enough I am a Microsoft user, but only the OS. You see I bought the OS because it came preinstalled on my machine before I knew about your gaurantee. I don't have the office suite because I don't have the $450 to buy the non-upgrade copy. (oddly enough though the Corel office competing product is only $100, why is that?) I am writing this from a Linux box on a telnet session because the emulation is better.<rant /> Matt

2505. Re: SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 04:55:38 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <Nee5aPVKpjZ7EwMA@my-ste.demon.co.uk>
Source record: 42974

In article <9k5aufmon1@news.chatlink.com>, Don Wolfe
<dwolfe@netcentraltv.com> writes
>Saturday the EZ-135 drive didn't want to spin up to lock-up, after a
>few attempts it came on line but would access files and programs very
>very slow. the next time I wanted to use it, it would not work the
>green power light wouldn't come on, so I think it is the transformer
>that is going out ??
>
>The transformer plug to the drive has 3 pins, the receiving plug on the
>drive only uses 2 pins a red wire and a black wire. So I will call
>pin-1 the red-wire & pin-2 the black-wire & pin-3 unused.
>
>Between pin-1 & pin-2 there is no voltage, but between pin-1 & pin-3
>(unused) my meter reads 12 volts. My question is can I move the black
>wire from pin-2 (no-power) to pin-3 12 volts of power ??

Not recommended. Supplying too high a voltage is a good way to kill
semiconductors.

>On the transformer information label it list the output as 5v---1amp??

The case of my supply gives an output of 5v at 3A. Maybe my drive used
the 5v to drive the spindle as well as the rest of the electronics while
yours uses 12v for the spindle and 5v for the electronics.

>Or should I try to find a new power supply, which could be a chore
>since SyQuest is out of business....

Depending on how you feel about it, you can rip the drive mechanism out
of the case and plug it into an AT power supply and it should work fine.
If you do use an external supply, it's got to be an AT type unless
someone's figured out how to use an ATX supply.

This is what I ended up doing when PSU for my EZ-135 died. It was like
that for some time, along with the CD and 2 fixed drives and worked
well.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 256Mb Win98 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb SuSE 6.3 |
AMD K6-2/500 32Mb SuSE 7.0 |http://www.distributed.net/

2506. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 05:35:16 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B664394.F0BAC9D0@seimet.de>
Source record: 42975

Pascal Ricard wrote:
>
> Hello,
>
> in article <200107291949.a17539@wun.maus.de> (comp.sys.atari.st)
> Ekkehard Flessa wrote on Sun 29-07-2001 19:49 (+0200):
>
> > - SPIN! by Julian Reschke, shareware, available from
> > http://www.muenster.de/~reschke/soft_e.html. Also quite good, with native MagiC
> > and MiNT support. Latest Version available to registered users only, but the
> ^^^^^^^^^^^^^^^
> Is there any ?

The latest (and last) version is 0.37. Note that SPIN! is not Freeware
but Fairware (or something like this), which is some kind of Shareware.
So if you are using SPIN! regularly you have to register and pay a small
fee, regardless of whether you have the version from the web site or
another version.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2507. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 05:36:26 UTC
From: wbdesnoy@acs5.acs.ucalgary.ca
Message-ID: <9k5g4q$fh0$1@nserve1.acs.ucalgary.ca>
Source record: 42977
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle (bobr1@provide.net) wrote:
: MY point is that NO ONE WILL BUY ONE if it has half the features and
: runs at one tenth the speed of a comparably priced system ALREADY on
: the market.

Bob, you are missing the point. The point is to play with an idea. The underlying question is: if we could create our own computer, how would be build it? The price point is there so that we don't build something, like a quad processor Pentium IV, or what be it.

It does not matter whether this machine will sell, because it is only an idea. Sometimes ideas are good, and sometimes ideas are bad. There is no sole judge of quality and, if there were, it certainly wouldn't be on marketability. In this day in age, the Apple II, Amstrad, Amiga, and Atari have very limited markets. That does not mean that these machines were bad ideas. It certainly does not mean that we who use them have bad ideas.

And even if sales were an issue, I'm sick and tired of this damn "you must own the market to be successful" mentality. To pick on Commodore and Atari: these companies were split up, sold off, and bought by other firms. Does that mean that the Amiga or Atari ST were unsuccessful. Apple's marketshare is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that Apple is a failure? Apple is almost 25 years old. Is Sun a failure, by the same logic? Of course not. It is absurd. If I can make a living while serving a few hundred clients, I would consider myself a success. If I could do that with my 68k proposal. And, as I pointed out, similar machines which are targeted to a limited market already exist in the sub-$300 price range.

Yes, 68k and Z80 based computers are still made. A tenth of the power? Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80 based machines.

The point is: these machines are not targeted at the same market that Windows, or MacOS, or any other entertainment/office platform is targeted at. The TI-89 is designed as a calculator, and the design is directed towards portability and the entry of mathematical expressions. But don't be fooled, this is a computer as powerful as an Atari ST. It is routinely programmed to serve other purposes (assembly, C cross compilers, etc.).

Does TI sell millions of '89s every year? That is doubtful. They offer about a half a dozen different models (again, some are Z80 based and are just as programmable). HP is probably their biggest competitor, in a similarly small market -- and there are others. Are any of these companies

or product lines a failure as a result.

If you want to by your dime-a-million VCR's and Wintel computers, be my guest. If you think that our discussions are illconceived, so be it. But if you are more interested in tearing our designs apart than contributing construtively, I suggest you shut your mouth, add this thread to your kill file, and forget this little band of crazies exist.

Good night, and thanks for puting me in a foul mood,
Byron.

2508. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 05:38:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B664452.29B5989C@seimet.de>
Source record: 42976

David Bolt wrote:

> I'm not sure if this was a software or hardware limitation since I don't
> know if the drive could read multi-session discs, or if it was a
> limitation imposed by Spin or the adapter. Since I no longer have an ST,
> nor the CD to test it, I can't check to see just what was the
> limitation.

This is a limitation of the adapter, which does not support high SCSI command classes to be used. This results in, as already said, only a subset of SCSI commands being available.
ICD compatible adapters like the original ICD adapters or the LINK96/97 provide means for using any SCSI command, provided your driver supports this. In the case of SPIN! the SCSI driver has to provide this capability and this is the case for the SCSI drivers of CBHD and HDDRIVER.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2509. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 06:45:11 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d01e08b36a3aa19896ae@news-server.nc.rr.com>
Source record: 42978
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
mhughes@students.depaul.edu says...
> On Tue, 31 Jul 2001, David Ogg wrote:
>
> > In article <6EG+ci0efUZ7Ew70@gratiano.zephyr.org.uk>,
> > james@zephyr.org.uk says...
> > > In message <MPG.15cede648df0ba4c9896a6@news-server.nc.rr.com>, David Ogg
> > > <davidogg@nc.rr.com> writes
> > > >> Monopoly does *not* mean that *everyone* uses your product. AT&T was a monopoly,
even
> > > >> though there were several other competitors (GT&T, IT&T, here in eastern Nebraska
> > > >> there was LT&T, and so on), AT&T was a monopoly because they had a super majority
of
> > > >> the business, and there was no way that any of the competitors could take the
monopoly
> > > >> away from them.
> > > >
> > > >A monopoly means the consumer has no choice.
> > >
> > > Not in the real world.
> > >
> > > A choice can still be available when a company is monopolistic - like
> > > Microsoft, for instance.
> >
> > :) We're talking about Microsoft, and you can use Microsoft as your
> > example of precidence? "Microsoft can be a monopololy even though there
> > are choices, take Microsoft for instance?"
> >
> > > And most users *didn't* get a choice, because
> > > of the licensing agreements with major PC manufacturers which is how a
> > > lot of people buy hardware.
> >
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
> >
> That is a pretty strong guarantee. could you make the other OS 'geos'? And
> no that is _not_ a typo. or hey let's call dell and see if they will
> preload QNX?
```

"I guarantee I can find it somewhere else" Just like I said.

> > Even during the time when Microsoft had exclusive licensing clauses
> > (ended around 1993) there were options. I mean, heck, look at this
> > newsgroup.
> >
> And that is another point. every so often a newbie comes in and asks about
> this newsgroup(writting from alt.amiga.*), should they get interested in
> Amiga and the answer is invarible, not unless your in it for nostalgia.
> The stopped making them because they could not sell enough units. although
> my personal feeling is that M$ did not kill the Amiga but only handed them
> the knife.

Actually, I don't think Microsoft had anything to do with it, Commodore
couldn't market pardons in prison. They had a bad habit of marketing to
customers they already had, or "preaching to the choir."

> > Do you really think that everyone with windows on their computer
> was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows. The people who want something else will buy a machine without
> > Windows. (Personally I've never purchased Windows, but I get developer
> > versions via MSDN, and beta versions like the XP I'm using now)
> >
> I think if you take a poll on new PC owners they would not know what an OS
> was you would be more likely to get the answer Word.

;)

Most of our customers ask for Windows 2000, thinking it's 98's next
version. Then they ask about the Millenium version, so we tell them that
it's WinME they're thinking of. The ones who don't ask about the OS just
assume that Windows "comes with" their computer, they also assume
MSOffice comes with it also.
Then we hit them with the price. Win98/ME $99 installed, Linux, your
choice of distro, $50 installed.
Some ask, "what do you mean installed?", We respond, "that means we
install it" (as if the HDD was manufactured with an OS on it, sheesh).
"But Gateway doesn't charge for that!", "Yes they do, it's built into
the price they're charging you for the OS, we're not charging you extra,
we're giving you the option of not paying for something you may not
want"

> As far as experienced PC owners, what non-commercial OS are they going to
> ask for? I mean Really, Red-hat is not yet buying ad space in Time,
> newsweek, or insert-your-favorite-non-Linux-publication-here.

Red Hat /is/ a commercial OS, and an "expierenced PC owner" has I'm sure
been flooded with information and hype et al about linux, including from
such sources as... Time, Newsweek, insert just about any major PC
magazine here. In fact, didn't Time do a huge article about Linus and
name him one of the "people to watch" right under (or was it above) Bill

Gates?

> > Here's the real world situation. Microsoft can't touch Apache with IIS
> > in any of it's incarnations, and it doesn't look like that will change,
> > despite the fact they'll give it to you FREE with Server, and Mindcraft
> > say's it's faster and scales better.

> They seem to be doing a pretty good job, and 'Code Red' virus seems to be
> proving it. But with several companies buying into the 'technology
> partner' status, and '.net' strategy, it seems to be Microsoft || die.

;) I don't know if we can look at virus proliferation as a sign of
Microsoft dominance, but it's a funny thought. ;)
I remember several people talking about the P3-unique ID the way some
talk about .net. We'll see how many die from lack of .net.

> > On top of that, after stating "opensource is a virus" Microsoft has egg
> > on their face because they just cant for the life of them get hotmail to
> > work without good old BSD holding the fort, and this is at a time when
> > they're pimping their platform for .Net.

> Last time I checked(recently), hotmail was running windows 2000 on IIS.
> Yeah shocked me too. I was doublechecking it for accuracy and according to
> the website I used(I think it was netcraft) they were no longer FreeBSD.
> Which the NT-vs-Linux.org site needs to be updated cause that is the link
> I _was_ referencing in conversations.

If you used Netcraft to check their servers, you were seeing a straw
man. You'll notice a few weeks ago netcraft identifies them sometimes as
"BSD" sometimes as "2000" and I even saw a "???" listed, MS is playing
games putting an "airgap firewall" up. (which by the way, is actually
good security practice, my firewall is linux, but it reports itself as
NT4 :) It's harder to hack if you don't know what you're hacking)
But Microsoft has recently stated that they were using BSD, and that
the transition would be gradual so as not to effect the user. This has
been going on for a while now.

> > There are Free alternatives to all of Microsoft's products, and ones in
> > developement for products Microsoft hasn't even released yet! Miguel's
> > already pimpin' Mono to work with .Net.
> > Microsoft's days are numbered, they see the writing on the wall, they
> > know they can't compete with a competitor that they can't buy,
> > undersell, influence, or lock out of the market. The government stepping
> > in right now, would just stop the inertia at a time when they're not
> > needed anyway, they'd take the credit for the inevitable.
> >
> Microsoft is not dead, possibly dying but I don't think so. They have very
> low overhead for the units they sell. Nobody is going to unseat them, I
> offer the following quote from an advert in the paper..."Please send your
> resume in word doc format." When your the standard the other guy has to be
> twice as good to unseat you.

You don't have to unseat Microsoft, and they don't have to die, they
will simply become less relevant over time, Like the term "Word Doc" is
less relevant now, since like Kleenex, many Word Processors can save to
Word Document format. Sometimes common usage is a bad thing for the
trademark holder, it can be a sign of evaporating relevance.

> > Monopoly or not aside, the governments role is to protect the consumer
> > and ensure the consumer has choice. The government's role is NOT to
> > leverage consumer choice for the benefit of Microsoft's competitors. If
> > competitors are cutting each others throats giving away free software,
> > and as the dust settles, the consumer has free software, and netscape's
> > dead, the consumer has benefitted. What then, would the consumer benefit
> > from the government flexing its arms at Microsoft on behalf of these
> > businesses who lost the war to the benefit of the consumer? That's
> > supposed to be how the Monopoly law works, to benefit, for, and ONLY,
> > the consumer.
> >
> See comment about Geos above. When I was consulting, 10 years ago, Geos
> was considered by some to be "better" than windows. For 3.10 that was not
> a huge challenge. But it's dead now and the company's only claim to fame is
> a (silly)patent on WAP. Is the consumer protected by geos' inexistance?

Geos still exists. They simply renamed themselves "New Deal Office" and
are marketed at Doorstop-technology machines, like old 486's. They
wern't squeezed out of the market, they chose a niche, that they are
currently filling.

> Was Microsoft the first company to produce a software product called
> internet explorer? what happened to that company?

They sold their rights.

> Was the lesson of geos, and the company who originally owned the
> copyright to the name to "internet explorer" as a program a benefit to the
> consumer?

Considering the consumer gets it free? How is that not a benefit? The
consumer also gets the competitors product free also. I can't think of a
way that the consumer has lost, can you? And guess what? there's more!
If you have a hankering for something different, there's Arachne for DOS
(free) and Opera for Windows, get this, selling their browser, in spite
of Netscape and IE being free. You know why, they built a browser that
suits the needs of some people who are willing to buy it where as the
free ones didn't. (actually tried Opera, didn't like the MDI-windowed
interface, but it was fast!)

I hate to break it to the Netscape people, but netscape was a pain in
the ass quite often, up untill V6 anyway, 6 looks good. (Why couldn't
Mozilla use 6's interface instead of that legacy 4.7 crap?)

> > So where has the consumer lost? The consumer has both Netscape, AND IE,
> > both free, and without the government stepping in where it would have
> > hurt the consumer to do so.
> >

> Without AOL would netscape 6 even exist?

Probably not, or at least it wouldn't be as good as it is now. The same, however, can be said for IE. Would IE exist, as it does now, if not for Microsoft?

> > The fact remains, Netscape is just as available as it's always been, if
> > not more so. From the consumers point of view, the consumer has won.
> > From Netscapes point of view, they are legally entitled to financial
> > damages, but they are NOT entitled to having the customers choice
> > overruled by the government on Netscapes behalf.
> >
> It wasn't that MSIE was free, it was that you couldn't get windows without
> it. It would be like firestone striking a deal with Ford that you couldn't
> get a shiny new (ford)SUV without firestone tires on it.

But if they decided to give you the tires for free, to keep, and you had the choice to take that money and buy your own tires, in addition to keeping the firestones, well,hey!

> > This isn't really anything more than a political issue I believe, I
> > think this discussion is between the chairs on the left and the chairs
> > on the right. :)
> >
> I guess you must be sitting on the right, because I know I am on the left.

;)

> oddly enough I am a Microsoft user, but only the OS. You see I bought the
> OS because it came preinstalled on my machine before I knew about your
> gaurantee.

<snicker> :) (that was clever!) :)

> I don't have the office suite because I don't have the $450 to
> buy the non-upgrade copy. (oddly enough though the Corel office competing
> product is only $100, why is that?)

Demand.

You should have bought the PC from someone who could have sold you an OEM MSOffice. (well, assuming you bought them at the same time anyway)

Here's a tidbit, we make more selling Correl Office Suite than we do MS Office. Last time I ordered Corel (OEM version mind you, but the whole Office Suite) it was $14 my cost, we sell it for $95 installed, with correl Office ServicePack3 patched and all. Should be a National Average price, since I had to get it from Ingram Micro.

> I am writing this from a Linux box on
> a telnet session because the emulation is better.<rant /> Matt

Writing this from Microplanet Gravity on WinXP RC12505 (gettin RC2 tommorrow!) Microsoft's newsreaders suck. It's worth the price for

Gravity. (I just didn't care for Agent, it felt like a 16bit app, just me?)

--David Ogg
Fear the government that fears your computer.

2510. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 07:52:30 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10107310846440.25833-100000@zen.sys.uea.ac.uk>
Source record: 42979
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Tue, 31 Jul 2001, David Ogg wrote:

> In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> mhughes@students.depaul.edu says...
> > On Tue, 31 Jul 2001, David Ogg wrote:

> > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > no that is _not_ a typo. or hey let's call dell and see if they will
> > preload QNX?
>
> "I guarantee I can find it somewhere else" Just like I said.

And where, pray tell, would you get, for example, a Dell Precision
(complete with cool case, quirky motherboard arrangement and proprietary
power supply) preloaded with QNX?

Or did you mean "I can find something a bit like it somewhere else"?

AndyC

2511. Re: RAM Card for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 09:39:45 UTC
From: Adam <atari@zulawy.gabo.pl>
Message-ID: <Pine.LNX.4.21.0107311138030.10159-100000@zulawy.gabo.pl>
Source record: 42981

Try asking on DHS bulettinboard (www.dhs.nu)

(Atari Bulletins -> Demoscene)

Adam Klobukowski
atari@gabo.pl

2512. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 10:39:36 UTC
From: Otter <otter@oz.net>
Message-ID: <9k61t8squ0@216.39.130.4>
Source record: 42980
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:

> They chose to buy a PC with Windows on it, they had a choice. If anyone
> here can find me a PC they want, and they don't want Windows on it, I
> guarantee I can find it somewhere else, with the same warranty, support,
> and hardware, at the same price, with another OS on it.

>
> Do you really think that everyone with windows on their computer was
> forced to use it? I guarantee if you take a poll and ask people buying
> new machines, and ask them what OS they want on their new PC, it will be
> Windows.

I think the biggest reason for this is that most of the people (not the technogeeks like most of us here in these newsgroups) simply don't know about the alternatives. Your average computer user will most likely get their new overpriced system at one of the big retail chains such as Circuit City, or Fred Meyer, or whatever. When they walk into one of those places and look over the selections, they will see the stats on the display models, and it will most likely list some form of Windows, some form of MS-Office, and probably a trial subscription to MSN or AOHell (in addition to listing the hardware of course). At those mass-market chains, you never see systems with stats placards boasting Linux and Star-Office. And the sales rep most likely won't even consider mentioning those as a possibility (if he even knows what Linux is).

As an example, only about 2 years ago, I was at the Base Exchange at McChord AFB, and was looking over the different computers in their electronics department. I asked the sales rep there if I would be able to buy one of their systems without any OS installed, since I was scouting out a system to become a Linux box). He just flat out refused. I don't remember the reason he gave, but if I wanted one of their computers for my Linux system, I would have to get it with Windows-98 preinstalled, which I wouldn't have been using anyway, so why would I want to pay extra for it?), reformat, and then do my Linux install.

So, to cut this post short, since I nearly lost my train of thought here... What good is having choices in operating systems and other software packages, if the typical consumer doesn't know about those choices and the folks selling the systems won't volunteer that information?

-- Otter

2513. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 10:45:48 UTC
From: Otter <otter@oz.net>
Message-ID: <9k628s$vl7$0@216.39.130.4>
Source record: 42982
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote:
>
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

How is it done? I'd like to give it a try on one of my experimental systems I'm always tinkering with. :)

-- Otter

2514. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 11:33:38 UTC
From: Paul Smith <ozric2k.nospam@lineone.net>
Message-ID: <9k65js$2smjb$1@ID-53355.news.dfncis.de>
Source record: 42983
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k628s$vl7$0@216.39.130.4...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)

http://www.98lite.net/

The site is down at the moment though.

--
.oO Paul Smith Oo.

2515. Megatype Software and Type 1 Convertor

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 12:07:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B669F65.4F7EE189@greeleynet.com>
Source record: 42984

Does anyone here remember Don Turnock and Megatype Software? They had fonts for
Calamus and Pagestream. In addition they were somehow involved with
Type 1 Convertor which would take Postscript font files and convert them
to Calamus format.

Does anyone have an email address for Don?

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2516. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 12:26:21 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <06scmtkv9qf1aiqko7g19ppad9nh13eqcp@4ax.com>
Source record: 42985
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On 31 Jul 2001 05:36:26 GMT, wbdesnoy@acs5.acs.ucalgary.ca (Byron Desnoyers Winmill) wrote:

>Bob Retelle (bobr1@provide.net) wrote:
>: MY point is that NO ONE WILL BUY ONE if it has half the features and
>: runs at one tenth the speed of a comparably priced system ALREADY on
>: the market.
>
>Bob, you are missing the point.

Actually that's not entirely true.

This thread has split into several directions from the original question of what a $300 "home computer" would look like.

Some of the threads I've stayed out of, since I really don't have any experience with the esoteric CPUs that have been proposed (other than knowing that they ARE esoteric).

Other threads have pointed out that successful, well appointed $300 computers already do exist, with no necessity of leaving out CD-ROM drives or I/O ports as the original post suggested. Those I've participated in, my response was one of the first ones actually, with the comment that I just bought a very nice, new PC for less than the suggested $300 price point, with nothing left out to cut corners.

More threads have questioned what the potential market for the proposed new system would be. This is where my questions about the marketability of a system like this have fallen. Unless the proposed audience is only the handful of people participating in this discussion, then the question of the market for any product has to be addressed.

(Yes, I know this is all hypothetical, but it's still a valid question)

> The point is to play with an idea. The
>underlying question is: if we could create our own computer, how would be
>build it? The price point is there so that we don't build something, like
>a quad processor Pentium IV, or what be it.
>

Oh, I'm very familiar with the idea of kicking around concepts- the question comes up on a regular basis in the Atari newsgroups. It's

usually phrased something like "What CPU would you like to see in a new Atari ST clone?" And it goes back and forth, much like a lot of this discussion has, with no one really ever believing it really could happen, but it's just fun to talk about.

>It does not matter whether this machine will sell, because it is only an
>idea. Sometimes ideas are good, and sometimes ideas are bad. There is no
>sole judge of quality and, if there were, it certainly wouldn't be on
>marketability.

Well, the original post presented the idea with a definite slant toward the marketability question.

Why propose leaving out such features as a CD-ROM drive to cut corners down to the $300 point if marketability wasn't an issue?

The original question was presented as if a new "hackers" computer might be a viable product, if only the cost could be contained to a reasonable level, similar to the "good old" machines we used to tinker with.

>In this day in age, the Apple II, Amstrad, Amiga, and Atari
>have very limited markets.

I would say they have ZERO market, but there are those among us who might get upset at that.

People still buy wax cylinders for Edison phonographs but that doesn't mean there's a viable market for them.

>That does not mean that these machines were bad
>ideas. It certainly does not mean that we who use them have bad ideas.
>

Definitely not. The current situation (for anything) doesn't change the history attached to anything.

The Apple computer was groundbreaking. It brought commercial success to the brand new microcomputer world truly for the first time. All the earlier attempts were close, but no cigar.

Atari was the most technologically advanced computer of its time. It's coprocessor chip set was far and away better than anything available when it came out. The fact that Atari, Inc, and Atari Corp couldn't figure out what to do with it doesn't take anything away from the computer itself.

The Commodore 64 was THE most successful microcomputer of ITS day. It was the best selling computer in the entire world, at that time.

The TRS-80 was a solid, well marketed system. It was headed in the right direction with its business applications. You could buy one in a million Radio Shacks.

All of these were good ideas, at the time.

You'd have to be crazy to try to sell any one of them now.

>And even if sales were an issue, I'm sick and tired of this damn "you must
>own the market to be successful" mentality.

"Owning the market" is an unusual situation. Generally there are
several competitors, each with its own market share.

The auto industry has many players, but they all provide a
"standardized platform". When you buy a car, you get the same four
wheels, the same steering configuration, much the same control
mechanism. There are variations, of course, but the basic product is
built around a standardized platform.

The computer industry has standardized on a platform as well.

> To pick on Commodore and Atari:
>these companies were split up, sold off, and bought by other firms. Does
>that mean that the Amiga or Atari ST were unsuccessful.

Those are not the reasons why the Amiga and ST were unsuccessful, they
are the result of the products being unsuccessful. The companies
might have survived if the products had been successful and had sold
well.

> Apple's marketshare
>is nowhere near 10% (let alone the 90% claimed for M$). Does that mean that
>Apple is a failure? Apple is almost 25 years old.

That makes Apple far more of a success than any of the other companies
mentioned. Those other companies are all dead.

Simply by surviving for 25 years, Apple has succeeded.

Apple does that by selling products people want to buy. They've had
failures, sure, but they generally learn from them and bring out other
products that are more successful.

> Is Sun a failure, by the
>same logic? Of course not.

Sun has a very good position in its chosen marketplace. It too sells
products people want to buy for their specialized needs. In that
respect, Sun is very successful in its market.

> It is absurd. If I can make a living while
>serving a few hundred clients, I would consider myself a success. If I could
>do that with my 68k proposal. And, as I pointed out, similar machines which
>are targeted to a limited market already exist in the sub-$300 price range.
>
>Yes, 68k and Z80 based computers are still made. A tenth of the power?
>Heck, I'll bet that the 68000 is a lot slower than that. Ditto for the Z80
>based machines.
>
>The point is: these machines are not targeted at the same market that

>Windows, or MacOS, or any other entertainment/office platform is targeted
>at. The TI-89 is designed as a calculator, and the design is directed
>towards portability and the entry of mathematical expressions. But don't
>be fooled, this is a computer as powerful as an Atari ST. It is routinely
>programmed to serve other purposes (assembly, C cross compilers, etc.).
>
>Does TI sell millions of '89s every year? That is doubtful. They offer
>about a half a dozen different models (again, some are Z80 based and are
>just as programmable). HP is probably their biggest competitor, in a
>similarly small market -- and there are others. Are any of these companies
>or product lines a failure as a result.

The definition of success or failure depends on many things.
Obviously both TI and HP consider some of their products to be
successful since they continue to sell them and to introduce more
models. Other products are dropped from the product mix.

One thing you can be sure of though, if no one bought a TI calculator
model, it wouldn't last long in the marketplace.

It wouldn't matter what features it had, or what CPU it was running,
or how loyal the people who might have bought one felt about it. If
it didn't sell, it would be dropped.

And they certainly wouldn't introduce a new model unless they felt it
WOULD sell, and they had researched the marketplace to be sure.

My questions about the intended market for the "$300 Hackers'
Computer" are along the same lines.
>
>If you want to by your dime-a-million VCR's and Wintel computers, be my
>guest. If you think that our discussions are illconceived, so be it. But
>if you are more interested in tearing our designs apart than contributing
>construtively, I suggest you shut your mouth, add this thread to your kill
>file, and forget this little band of crazies exist.

Like I said, discussions like this can be interesting and can expose a
lot of people to concepts they might not have thought of otherwise.

But part of discussing what might make a successful new computer has
to be a discussion of what made earlier attempts fail.

As much as I loved my Atari 800, I know why it disappeared from the
stores, and why my Commodore 64 fell from being the most successful
computer in the world to a $5 thrift store white elephant. And, I
know why the other computers I have now have succeeded.

>
>Good night, and thanks for puting me in a foul mood,
>Byron.

Sorry about that- unfortunately that's sometimes part of being
"devil's advocate".

BobR

2517. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 13:01:49 UTC
From: Otter <otter@oz.net>
Message-ID: <9k6a7tmug0@216.39.130.4>
Source record: 42986
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote:
>
> On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
> <xstephenx@apple2.org.za> wrote:
>
> But can you build an obsolete hackers' computer for only $300?
>
> > I think a "kit
> >computer" is a nice niche idea. I certainly subscribe to the idea behind it.
>
> Certainly, you can find something to fill almost any niche, if price
> is no object.
>
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?

Getting even farther from the original topic. It is quite easy to have
a "kit" computer for next to nothing. Here's my current little kit
project...

http://www.oz.net/~otter/gallery/Thissle.JPG

This is eventually going to be a dual-boot Linux/Winblows-98 beast.
Here is what Thissle currently has:

ISA/PCI motherboard
Intel Pentium-120 CPU (Socket-7)
40 MB RAM (72 pin SIMMs - 4 8MB SIMMS and 2 4MB SIMMs)
256K Cache
Hard Drives:
IDE x4 Quantum Fireball ST3.2 3.2GB
Western Digital AC-2850H 850MB
Maxtor 71260AT 1.2GB
Fujitsu M1636TAU 1.2GB

SCSI Quantum ProDrive LP240S 245MB

CD-ROM Chinon CDS-53S
Colorado-250 Tape Backup Unit
Standard 3.5" HD Floppy Drive
Trident TGUI-9680 PCI Video Card - 2MB
56K Modem - ISA

AMD AM-2100 NIC Card - ISA
Adaptec AHA-152- SCSI Card - ISA
SB-16 PnP - ISA
Nice SVGA PnP monitor
Typical 2 Serial Ports and 1 Parallel Port
She still has 2 empty PCI Slots

Right now, I'm just messing around with her Win-98 side, mostly for hardware testing, and for teaching myself networking. The Network hub sitting next to her will be used to link her and SunBlossom (the P-166 system I'm posting this from) together, as soon as I find the documentation for the hub.

All total, I think I have at the most $25 to $30 invested in her. The majority of her components were given to me from friends and co-workers who know I like this old stuff, with the rest being purchased from thrift stores.

I think this definitely qualifies as a "kit" computer, or at least as a "geek station". :) She's got enough to be operational, with plenty of room for upgrades and expansion as super cheap components become available.

Now as for the original question that started this whole thread...I'll have to think on that. Should make good bathtime thinking material later today; or goo drifting off to sleep thinking fodder. On that note, it's time for me to get some sleep.

Night all.

-- Otter

2518. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 15:08:29 UTC
From: Michael Black <blackm00@gloria.cam.org>
Message-ID: <Pine.LNX.4.10.10107311058550.16357-100000@gloria.cam.org>
Source record: 42987
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001, Bob Retelle wrote:

> [stuff deleted]
> I always lusted after a KIM-1, even though it cost more than our $300
> price point, and did very little. Want to guess how many were
> actually sold?
>
>
> BobR
>

Maybe I should have left more context in, because I'm trying to figure out your implication.

My recollection was that the KIM-1 was a popular computer, though at a time when popular didn't have to mean a large quantity. At the time it was sold, it was still early in the cycle of small computers. People were still wanting computers because they had always wanted a computer (something a few years before was an impossibility for most), rather than because they had a need to do something with a computer. So the low cost, for the time, was to many more significant than the fact that it lacked memory, etc. In fact, the KIM-1 wasn't all that limited for the time, remember the Altair came with something liek 256 bytes of memory. To get a computer "that did something" you'd have to spend considerably more.

And of course, some people took their KIM-1's and made them into full-blown systems, with video boards or dumb terminals, 32K of memory, disk drives, and all kinds of things.

I have a KIM-1, got it in 1979 (late for the time, but clearly way before most people got computers), so I'm biased. But my impression is that the KIM-1 was an influential system, coming between the S-100 systems that started it all, and the all in ones that came in 1977, like the Apple and the Radio Shack.

And now I'm really curious about your impression of how many KIM-1's were sold.

Michael

2519. WTD: 520STe in Scotland

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 16:20:18 UTC
From: rb <rb@NOSPAMbitbucket.co.uk>
Message-ID: <3B66DD1F.35BD015B@NOSPAMbitbucket.co.uk>
Source record: 42988

Anyone have a 520STe for sale or trade in Scotland? I'm looking for
something inexpensive for developing a hardware project.

Rory Beaton
Dundee, Scotland

rb@NOSPAMbitbucket.co.uk
(remove the NOSPAM from the address before replying)

2520. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 17:03:25 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <bLB97.7415$5t1.12097@nntpserver.swip.net>
Source record: 42989

"Paul Nurminen" wrote:
> I've been looking for an Analog 8 (and posted here recently about it).
> Someone has offered to sell me the Jam Pro 8 out. I know that Janka
> Gerhard mentioned problems interconnecting SoudPool and Line Audio
> devices. Does anyone here know if I'd be able to connect my
> SoundPool/Steinberg FDI to the JAM 8? The FDI only has a single port,
> so the JAM 8 would have to have a through port. Unfortunately, I
> don't know much about the JAM 8. Any help or information would be
> appreciated.

Hi,
The JAM8 has a thru-port - actually, the male connector has a female
connector soldered directly on it, so there's no problem connecting it to an
S/Pdif.
The only problem that's known to me, is with the JAM-IN boxes - where you
don't get the correct clock if you don't connect a DAT to the S/Pdif - but
Line Audio Design has a solution for that, with a modification in the
S/Pdif.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2521. Re: Want a copy of : Zap! The rise and fall of Atari

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 17:51:56 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <996608980-043777AEicMi@xs4all.nl>
Source record: 42992

>From: "Jeff Thomas" <atari_st@bellsouth.net>
>Date: Mon, 30 Jul 2001 23:51:51 -0400

> Zap! The rise
>and fall of Atari by Scott Cohen.
>this Web
>site that will make you a copy of the book...yes..they actually
>make it when
>you order it...for $16 bucks.

Hello Jeff,
Thanks very much for the info, at last, I have always wanted a book
about this, a copy will do, it's the info that counts !

Cheers
Dan

2522. More pixels on my sm124?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 18:23:20 UTC
From: Anders G{rder <f93anga@dd.chalmers.se>
Message-ID: <9k6t2o$m3t$1@eol.dd.chalmers.se>
Source record: 42990

Hi, I was just wondering if there is any free software for my Falcon that enhances the resolution displayed on my sm124 monitor? I tried "videl inside" but found it very unintuitive,
does someone perhaps know what settings to use? I want a larger screenarea in Cubase.

best regards

Anders Gï¿½rder

2523. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 18:50:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200107312050.a17637@wun.maus.de>
Source record: 42898

Hallo Pascal!

PR>spin! Latest Version
PR>Is there any ?

newer than 0.34? Yes, of course. 0.37.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2524. Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 19:30:28 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.d47871dc.779c7e60.doyene@zetnet.co.uk>
Source record: 42991

Hei All.
Which Atari users groups are still running at the moment I.E. in the Manchester area.

regards
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2525. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 19:43:21 UTC
From: nurmix@spam-free.com
Message-ID: <3b6709dd.4639529@news-server.socal.rr.com>
Source record: 42993

On Tue, 31 Jul 2001 19:03:25 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>The JAM8 has a thru-port - actually, the male connector has a female
>connector soldered directly on it, so there's no problem connecting it to an
>S/Pdif.
>The only problem that's known to me, is with the JAM-IN boxes - where you
>don't get the correct clock if you don't connect a DAT to the S/Pdif - but
>Line Audio Design has a solution for that, with a modification in the
>S/Pdif.

Ok, does it make any difference (as far as connectors are concerned)
that it is the JAM 8 Pro (rackmount version)? I assume you are
referring to the "table top" version of the JAM 8 above.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2526. Re: Manipulating disk images

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 20:09:24 UTC
From: timvanhoof@gmx.net
Message-ID: <1exffzo.667yi01in38h0N%timvanhoof@gmx.net>
Source record: 42994

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> On 29 Jul 2001 17:59:07 , Tim Vanhoof wrote:
> >When using an emulator, is it possible to transfer files from the host
> >OS (in my case, MacOS with NoSTalgia) to a disk image, without having to
> >write the files to a floppy and read the floppy back in again?
>
> Yes it is. I do that with an Atari 8-bit emulator.
>

That's great. Which emulator on which platform?

2527. Anyone Want to buy an Atari 800XL?

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 20:29:50 UTC
From: Seryan <zyzzyy@yahoo.com>
Message-ID: <2zE97.57734$Gh1.8827924@typhoon.tampabay.rr.com>
Source record: 42995
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

I have a working Atari 800XL, in the original box.
If you are interested, make me an offer. I'll ship it
UPS.

2528. Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-07-31 23:27:22 UTC
From: ebaiz@skyenet.net
Message-ID: <u9H97.12$i04.64@newsfeed.slurp.net>
Source record: 42896

Hello,

I posted a message talking about my online problems. What usually happens is that I can connect, but I cannot do anything. It is like I am not online. I think I found out my problem. It seems that my ISP, in the login process, assigns each user a DNS number. They advise everyone to not use the DNS option in our setup. Can STiK2/Sting do this? Is there some way I can set things up in the CFG file?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

2529. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 02:04:59 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <ruJ97.2$7e4.62@newsfeed.slurp.net>
Source record: 42897

It sounds weird that an ISP would assign each user a different DNS number. I work for an ISP and we have 2 sets of DNS numbers that everybody uses (if they want to). I know that an ISP always assigns an IP. I think our Ataris need to have the DNS specified manually. Ask and make sure your ISP has a set of DNS numbers you can use. Have you also checked you MTU value? 1500 is default for most ISPs nowadays but you never know. Try a lower value and see if it makes a difference.

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:u9H97.12$i04.64@newsfeed.slurp.net...
> Hello,
>
> I posted a message talking about my online problems. What usually
> happens is that I can connect, but I cannot do anything. It is like I
> am not online. I think I found out my problem. It seems that my ISP, in
> the login process, assigns each user a DNS number. They advise everyone
> to not use the DNS option in our setup. Can STiK2/Sting do this? Is
> there some way I can set things up in the CFG file?
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

2530. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 03:48:47 UTC
From: jdplace@prodigy.net
Message-ID: <z_K97.461$Uu6.89970919@newssvr15.news.prodigy.com>
Source record: 42899

On 31 Jul 2001 23:27:22 , Edward S. Baiz Jr. wrote:
>Hello,
>
>I posted a message talking about my online problems. What usually
>happens is that I can connect, but I cannot do anything. It is like I
>am not online. I think I found out my problem. It seems that my ISP, in
>the login process, assigns each user a DNS number. They advise everyone
>to not use the DNS option in our setup. Can STiK2/Sting do this? Is
>there some way I can set things up in the CFG file?
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>
>.
Edward (sorry I couldn't find the other thread)
I wanted to say thanks! It seems that my old Maxtor drive wouldn't
work with the termination switch on my CD on, but the Seagate wouldn't
work properly without it on! It is working great now, and it's nice to have
all the space. I had about given up on it. Thanks so much!

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 4MB Atari 520STe /|\

2531. Re: SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 04:10:22 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9k7vfbrpj1@news.chatlink.com>
Source record: 42900

Hi David,

On 31 Jul 2001 05:55:38 , David Bolt wrote:
>In article <9k5aufmon1@news.chatlink.com>, Don Wolfe
><dwolfe@netcentraltv.com> writes
>>Saturday the EZ-135 drive didn't want to spin up to lock-up, after a
>>few attempts it came on line but would access files and programs very
>>very slow. the next time I wanted to use it, it would not work the
>>green power light wouldn't come on, so I think it is the transformer
>>that is going out ??
>>
>>The transformer plug to the drive has 3 pins, the receiving plug on the
>>drive only uses 2 pins a red wire and a black wire. So I will call
>>pin-1 the red-wire & pin-2 the black-wire & pin-3 unused.
>>
>>Between pin-1 & pin-2 there is no voltage, but between pin-1 & pin-3
>>(unused) my meter reads 12 volts. My question is can I move the black
>>wire from pin-2 (no-power) to pin-3 12 volts of power ??
>
>Not recommended. Supplying too high a voltage is a good way to kill
>semiconductors.

I see what you mean, I thought that 12 volts was to high...
>
>>On the transformer information label it list the output as 5v---1amp??

I was told today to look for a matching transformer and if the plug
does not match, just splice my plug onto the new wire, so I will look
to see what I can find and post back...

Regards, Donner.......

2532. Re: If you could design a $300 homecomputer today, what would youchoose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 04:37:33 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <hIL97.5128$WB.456096@paloalto-snr1.gtei.net>
Source record: 42901
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob Retelle wrote in message ...

>On Sun, 29 Jul 2001 16:09:49 +0000 (UTC), Stephen Shaw
><xstephenx@apple2.org.za> wrote:
>
>

>
>> Rolls Royce still make cars to a standard
>>not to a price. Kit cars (usually VW based) are still available.
>
>And Rolls Royce has been in financial trouble for quite a while now.

Agreed.

>And "kit cars" cost a ton of money, and hardly ever work right.

This is true only if you are not mechanic enough to assemble it correctly. For example, A hopped up Myers Manx could beat $25,000 or $30,000 Italian sports cars on the race track back in it's day. In 1968 a $30,000 car was _supposed_ to be a lot of car. (But seldom really was.)

And, a kit computer is worthless only if you lack the ability to assemble it.

>You can ride to the Space Station if you have enough millions.

I hope my new program for picking lottery numbers works!

>But can you build an obsolete hackers' computer for only $300?

You can buy an obsolete hacker's computer Goodwill or some other thrift store for a lot less than that.

BTW, I am posting this from a Windows box, but still enjoy just fooling around with an old 8-bit computer almost every day.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid (972) 221-4088
Commodore lives . . . . . if you call 1200 baud alive!

2533. Re: RAM Card for Falcon?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:06:14 UTC
From: swampfax@atlantic.net
Message-ID: <q%M97.52$tI6.107569@news1.atlantic.net>
Source record: 42902

Thanks all for the feedback.

John G.

2534. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:19:56 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf7qsq165pr52@corp.supernews.com>
Source record: 42903
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Just who is this $300 computer being buildt for?
some geek who likes 3" thick manuals about command lines
or who wants to play with electronics?
or is it for the people who can not afford the fancy computers
if its for the last you have to make the OS simple along the lines of Mac
or Geos or you will not sale many if its hard to use. and your stockholders
with not be happy.

David Ogg wrote in message ...
>In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
>@barnyard.co.uk says...
>> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
>> <xstephenx@apple2.org.za> said:
>>
>> >Anyone who can use a command line as per the Apple II shouldn't find
adapting
>> >to Linux very difficult. It is only GUI users (like Windoze) who find
things
>> >"unfriendly".
>>
>> "Unix isn't unfriendly, it's just very particular about who its
>> friends are."
>
>LOL I love that line ;)
>
>There are things in linux that it really is harder to do than in
>Windows, but these things (like routing, wierd protocols like PPPoE)
>are things usually done by someone who should probably spend a little
>time learning anyway.
>
>Sure linux has a learning curve, but it's a freaking computer, when did
>the notion that computers had to be usable by people who didn't want to
>learn anything become popular?

2535. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:44:53 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf99mgmeq51ed@corp.supernews.com>
Source record: 42904
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
try Newark Electronics they carry the 68000 to 68060
starting at $10

Bob Retelle wrote in message ...
>On Tue, 17 Jul 2001 03:01:37 -0700, "Branko Badrljica"
><brankob@avtomatika.com> wrote:
>
>>
>>"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
>>news:Pine.SUN.3.96.1010716125157.20706B-100000@compass.oregonvos.net...
>>> On Mon, 16 Jul 2001, Branko Badrljica wrote:
>>>
>>> |> Besides, isn't the 6502 limited to 64kB chunks. Apple simply
>>> |> implemented some sort of paging mechanism to access the 128kB found
>>> |> in later models (IIe/IIc). Likewise for the 192kB card which I
>>> |> have lying around here, somewhere. (Though my understanding is
>>> |> the 1MB card for the 8-bit machines used some sort of window into
>>> |> memory.)
>>> |>
>>> |> Byron.
>>> |
>>> |
>>> |Why not using 80386, then ? It has it all- MMU and segmented
>>> |adressing, and one even gets a several 100's bytes of cache ? ;o)
>>>
>>> An unfortunate design defect of the 80386 is that it can't
>>> execute 6502 code. Maybe if Intel could get its sh* together,
>>> it would design a chip that we here at comp.sys.cbm might
>>> actually be willing to try out.
>>
>>It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>>You wait a year or two and Celeron will be cheaper than 6502 ;o)
>>
>>
>>Regards,
>>
>>
>>Branko
>>
>
>I wouldn't be too surprised to see that. -
```

>
>I just did a little poking around to check on prices of Motorola 68020
>and 68030 CPUs, just to see how they would affect the cost of a $300
>system.
>
>Allied Electronics doesn't even stock them any more, but for only $200
>they'll order you a 33Mhz 68020 chip.
>
>That's almost THREE times the cost of a 1Ghz Athlon right now.
>
>(And that's their QUANTITY pricing. Ouch!)
>
>Supply and demand at work.
>
>
>BobR
>

2536. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:48:17 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9g3eaui3s6f@corp.supernews.com>
Source record: 42905
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

so you are thinking about something like the Classic or tandys TOS
that would start from ROM?

Byron Desnoyers Winmill wrote in message
<9j0jbcpog1@nserve1.acs.ucalgary.ca>...
>Bob Retelle (bobr1@provide.net) wrote:
>: Allied Electronics doesn't even stock them any more, but for only $200
>: they'll order you a 33Mhz 68020 chip.
>
>That price is insane, and I suggest that you shop around more. And focus
on
>the 68000, which I have seen in calculators costing about US$120. I am
>quite confident that the manufacturer is not producing these at a loss, and
>likely have a healthy margin. One of these calculators served as my
>inspiration, only with boosted I/O capabilities, much more open design,
>and with the OS in ROM where it can not be damaged. (I pulled mine apart,
and
>it used a Motorola 68000.)
>
>I will not argue withthe PB100 hypothesis though, as I am a Mac user.
>
>It is worth noting though that only parts of the Macintosh and IIgs
operating
>systems are in ROM. For the machine to be in a useable form, the rest must
be
>loaded from disk (the Classic was an exception, but even it does not spring
to
>life as an Atari ST would). Indeed certain drivers required to access the
>original Macintosh hardware do not appear to be in ROM, including part of
the
>serial driver, the print manager, and the AppleTalk manager. (From Inside
>Macintosh Vol. I.) details are bound to be different for later models,
such as
>the PB100, but I would imagine that (proportionally) less was integrated
into
>later versions of the ROM.
>
>Now why is that relevant? Well, I would want the whole OS in ROM. That
way,
>if you goof up while creating patches, you simply reset the machine (or,
better

>yet, disable patches while booting in order to recover your data). This
calc
>of mine (with the OS in flash memory) has given me a scare a couple of
times,
>and certain parts of its software do not appear to work correctly to this
day.
>It is, of course, poorly documented so that is a problem too. Hopefully
the
>ROM would be socketed, so that the OS could be upgraded (or the patches
>incorporated in some optimised form).* But that is not a huge issue. The
>other reason for a ROM based OS is to avoid the lengthly process of
>reinstalling the OS, as I'm certain many of you Windows users enjoy. ;-)
The
>patches would have to be reinstalled, but your machine wouldn't be in an
>unusable form without them. If the patch installation system is sensible,
>they should be quite easy to copy from a floppy disk to a system folder
anyway.
>
>Byron.
>
>[*] Come to think of it, wouldn't flash memory have a write enable line?
If
>so, a manual switch or jumper on this line would be a suitable alternative.

2537. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:51:11 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B67A6DF.51A1BBA7@seimet.de>
Source record: 42906

Hallvard Tangeraas wrote:

> I also have an ICD Link II which I could use.
> Will this do everything except be able to use SCSI devices with
> "initator identification" and "arbitration" (the same thing?)?

Yes, as far as I know.
Bus arbitration is not the same as initiator identification, but bus
arbitration is a feature that requires initiator identification, i. e.
that is not possible without initiator identification. You need bus
arbitration when there are two computers connected to the same SCSI bus.
Without bus arbitration this would not work reliably.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2538. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 06:55:14 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmf9t3qdskp278@corp.supernews.com>
Source record: 42907
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

80386 is used a lot by NASA for controllers.
David Cantrell wrote in message
<4v39ltkbjq26dfvf586nh2gkrfe1imun18@4ax.com>...
>On Mon, 16 Jul 2001 19:10:44 -0400, Bob Retelle <bobr1@provide.net>
>said:
>
>>A further "design defect" of the 80386 is that I don't believe they're
>>being made any more.
>
>Oh, they are. The 80186 is also still rather popular (it pops up
>quite a lot in cheap disk controllers and the like, and consumer
>appliances - my fridge has one for no reason that I can fathom). Even
>the 6502 and Z80 are still being manufactured for use in embedded
>systems.
>
>--
>David Cantrell | http://www.cantrell.org.uk/david

2539. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 07:21:14 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B67ADEA.A8D986BC@siemens.at>
Source record: 42908

Claes Holmerup wrote:
> The only problem that's known to me, is with the JAM-IN boxes - where you
> don't get the correct clock if you don't connect a DAT to the S/Pdif - but
> Line Audio Design has a solution for that, with a modification in the
> S/Pdif.

Just a dumb question since you mentioned JamIn. I use JamIn2 and the
JamClock (no S/Pdif). Do you know if there could be a problem in
that combination ? I ask this because although everything seems fine
when I sample music I always have troubles when I want to change it
afterwards, e.g 'normalize' in AudioMaster or when I use 'Denoiser'.
I always get clicks and other noises in, that make the piece sounding
definitely worse than the original and nobody else seems to have
similar problems. Everybody and Mr. Baumgï¿½rtner :) keeps telling me
that AudioMaster and Denoiser are good products and don't cause such
problems.
But I think it can't be SCSI timing because the clock patch has been
applied (and since Rodolphe installed the CT2 I never did notice any
SCSI problems) and I also tried it with the new fast IDE disk and
both times the effects were the same.
So I have no idea what I could do except using all samples as they
are (except cutting) which is not very satisfying.
That's why I rather ask dumb questions then give up all hope.

sorry to bother you
Gerhard

2540. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 08:19:49 UTC
From: sands-of-iowa <sands@cableone.com>
Message-ID: <tmferm32e17q0f@corp.supernews.com>
Source record: 42909
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

askjfk.com wrote in message
<2f83735a.0107300907.3f91d2c5@posting.google.com>...
>Why buy a $300 NEW computer when for that amount of money you could
>get a very good USED computer? If you added an office suite, a VGA
>monitor connector and a printer to the Sega Dreamcast (which already
>has a browser, modem and keyboard available), there's a cheap combo
>with great games!
>
>A decade from now $300 may be the standard price for a computer with
>relatively new technology, but the price today is more like $800-1000.
>
>Realistically, you would have to be able to produce a $300 machine for
>about $50-70 to count in all the other costs, like shipping and
>returns, so someone would have to think outside the box, so to speak,
>to get the job done.
>
>I do NOT think a monitor should be included with it. It adds weight
>and cost. You go to a thrift store and there are lots of monitors
>there. People also have TVs. The computer should have connections for
>at least types of monitors: SVGA, RCA and AV for TV/VCR. People can
>get whatever type of monitor they want.
>
>I also think the day of the all-in-one desktop unit (the Apple IIc,
>Atari 800, Commodore 64 etc.) should be revived if one wants to be
>economical. Have a serial printer port, joystick/mouse port, the
>aforementioned three monitor/TV ports, SCSI port. Built in would be a
>33k modem and 3.5 floppy drive for data storage. I wouldn't include
>CD-Rom. All the necessary stuff should be pre-installed to make life
>easy.
Why not build it with a buildt in monitor like these TV s with buildt in
VCRs kinda like a old Mac Plus

2541. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 09:33:36 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1971556af7d569896b7@news-server.nc.rr.com>
Source record: 42910
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <Pine.GSO.4.10.10107310846440.25833-100000
@zen.sys.uea.ac.uk>, ac@sys.uea.ac.uk says...
>
>
> On Tue, 31 Jul 2001, David Ogg wrote:
>
> > In article <Pine.HPX.4.33.0107302242410.8552-100000@ux1>,
> > mhughes@students.depaul.edu says...
> > > On Tue, 31 Jul 2001, David Ogg wrote:
>
> > > That is a pretty strong guarantee. could you make the other OS 'geos'? And
> > > no that is _not_ a typo. or hey let's call dell and see if they will
> > > preload QNX?
> >
> > "I guarantee I can find it somewhere else" Just like I said.
>
> And where, pray tell, would you get, for example, a Dell Precision
> (complete with cool case, quirky motherboard arrangement and proprietary
> power supply) preloaded with QNX?
>
> Or did you mean "I can find something a bit like it somewhere else"?

I mean verbatim what I said. Name your specs and I'll find you a PC.
you want QNX? NetBSD, FreeBSD, OpenBSD, NT, Windows (MS), Solaris,
SCO Unix or Unixware?

If the OS is available, it's available on a new PC.

<disclaimer> (and this isn't a cop-out)
This does not include asking for hardware and OS combinations where the
OS doesn't support the hardware you asked for, then claiming I lose
because said hardware won't work, ie: asking for AmigaOS for the Vic-20.
</disclaimer>

<good faith>
I won't just say it's available, I will point you to where you really
can purchase the machine, and actually get a quote for the machine, with
your OS of choice installed, at a very competative price. If you need me
to show you the actual quote to prove it, then so be it.
</good faith>

2542. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 09:47:56 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19a70812d5f399896b8@news-server.nc.rr.com>
Source record: 42912
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k61t8squ0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Not much good at all, I agree.

This is why Microsoft has been so successful, people don't know any better, some people. It has very little to do with availability, or any other notion that "you can't get it" (the competitors product.)

That however, would be ridiculous to try to pin on Microsoft. (although in our courts, anything's possible ;) I can see the headlines now: "Microsoft charged with having customers who don't know any better, Microsoft denies charges, plans to appeal."

The truth is, the customer has choice. If he can't make an informed choice, then maybe we should make more effort to inform people of the choice they do have.

2543. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 10:00:27 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d19d70f07af37b9896ba@news-server.nc.rr.com>
Source record: 42913
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <9k628s$vl7$0@216.39.130.4>, otter@oz.net says...
> David Ogg wrote:
> >
> >
> > Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> > a way to do it ;) (Was quite an embarassment too, after MS said they
> > couldn't!)
>
> How is it done? I'd like to give it a try on one of my experimental
> systems I'm always tinkering with. :)
>
> -- Otter

You could get "98lite" which is a piece of software that lets you do a number of things...

1) Install 98 without IE.
2) uninstall IE from a preinstalled 98
3) install 98, and IE, without integrating them.
4) deintegrating IE from a preinstalled 98

You don't need to use this product though, as you can do it yourself if you feel comfortable juggling system files. I might try to dig up the instructions for the DIY method, if I get a chance.

2544. Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 10:28:59 UTC
From: mrdelurk@aol.com
Message-ID: <20010801062859.09285.00002172@ng-fa1.aol.com>
Source record: 42911

I have a Megafile 30 that has spent a considerable time in storage. I hooked it up to a Mega 4 ST today, but it won't mount. The fan spins, I can feel the smooth vibration of the rotating HD (when the case is open), and both HD lights (yellow + green) light up and remain lit permanently. I tried to format the drive using Ataris own HD tools but all I got is a "check the cable and try again" error. Same result when using my 1040 STs. When I install a new drive C under TOS, it says there is no drive.

What could be wrong? The cable is rusty but the pins look OK. Also, given the huge size of this Seagate mechanism, what if I installed some Giga capacity drive in this box, instead?

2545. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 10:35:14 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108011133540.8932-100000@zen.sys.uea.ac.uk>
Source record: 42914
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Wed, 1 Aug 2001, sands-of-iowa wrote:

> Why not build it with a buildt in monitor like these TV s with buildt in
> VCRs kinda like a old Mac Plus

Or new iMac.[1] Although that would be a hideously expensive option I
expect.

AndyC
[1] Conclusive proof that you can reinvent the wheel

2546. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 10:41:08 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d1a6f910aae0419896bd@news-server.nc.rr.com>
Source record: 42915
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <tmf7qsq165pr52@corp.supernews.com>, sands@cableone.com
says...
> Just who is this $300 computer being buildt for?
> some geek who likes 3" thick manuals about command lines
> or who wants to play with electronics?

Actually we're just building it for the top-poster market ;)

> or is it for the people who can not afford the fancy computers
> if its for the last you have to make the OS simple along the lines of Mac
> or Geos or you will not sale many if its hard to use. and your stockholders
> with not be happy.
>
> David Ogg wrote in message ...
> >In article <t0n8mt46ifup9ilnuv1bnca1ov4nsm4hf4@4ax.com>, usenet-20010705
> >@barnyard.co.uk says...
> >> On Sun, 29 Jul 2001 16:09:23 +0000 (UTC), Stephen Shaw
> >> <xstephenx@apple2.org.za> said:
> >>
> >> >Anyone who can use a command line as per the Apple II shouldn't find
> adapting
> >> >to Linux very difficult. It is only GUI users (like Windoze) who find
> things
> >> >"unfriendly".
> >>
> >> "Unix isn't unfriendly, it's just very particular about who its
> >> friends are."
> >
> >LOL I love that line ;)
> >
> >There are things in linux that it really is harder to do than in
> >Windows, but these things (like routing, wierd protocols like PPPoE)
> >are things usually done by someone who should probably spend a little
> >time learning anyway.
> >
> >Sure linux has a learning curve, but it's a freaking computer, when did
> >the notion that computers had to be usable by people who didn't want to
> >learn anything become popular?
>
>
>
```

2547. Atari ST prolog

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 11:51:55 UTC
From: Davorin Rusevljan <davorin.rusevljan@zse.hr>
Message-ID: <9k8qee$8c85$1@as201.hinet.hr>
Source record: 42916

Hi folks,

for any collector of ancient ST software, I have putted my STTU-9 prolog for free download. The software has allways been free, but now it includes complete source, and it can be downloaded from my homepage.

Davorin Rusevljan
http://www.rush.avalon.hr/

2548. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 12:52:01 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B67FB71.E520FFD2@pcisys.net>
Source record: 42917

Delurk,

Did you give it a good rap on the side when powering it on (old tv troubleshooting trick)?

Do this in a horizontal direction from the side and not from the top for the best result. Doesn't
have to be hard. Just enough to send a vibration through the drive and hopefully knock the
R/W head loose enough for it to unlock.

If it has a Segate drive inside of it, they were notorious for having a head sticking problem
as they got older. This trick helps to loosen the head lets the drive to start spin up. Problem
lies in a grease they used that gets sticky over time.

Do this at your own risk.

Glenn Bruner
glenn_b18@yahoo.com

MrDelurk wrote:

> I have a Megafile 30 that has spent a considerable time in storage. I hooked it
> up to a Mega 4 ST today, but it won't mount. The fan spins, I can feel the
> smooth vibration of the rotating HD (when the case is open), and both HD lights
> (yellow + green) light up and remain lit permanently. I tried to format the
> drive using Ataris own HD tools but all I got is a "check the cable and try
> again" error. Same result when using my 1040 STs. When I install a new drive C
> under TOS, it says there is no drive.
>
> What could be wrong? The cable is rusty but the pins look OK. Also, given the
> huge size of this Seagate mechanism, what if I installed some Giga capacity
> drive in this box, instead?

2549. Atari Users Network merchandise

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 16:10:06 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tmg9l37kpca1c@corp.supernews.com>
Source record: 42918

Hello,

AUN is now selling t-shirts and mouse pads with our new logo on them.
The items can be shipped around the world!
Visit www.atari-users.net for more info!

Rob
webmaster@atari-users.net
http://www.atari-users.net

2550. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 16:37:53 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b683e681208860@tripnet.se>
Source record: 42919

On Tue 31-07-2001 22:04 (-0400) Joshua Kaijankoski wrote:

>they want to). I know that an ISP always assigns an IP. I think our Ataris
>need to have the DNS specified manually. Ask and make sure your ISP has a

STinG is capable of getting dynamic IP, DNS and MTU (I think?) when you
log in via PAP.

>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:u9H97.12$i04.64@newsfeed.slurp.net...

>> the login process, assigns each user a DNS number. They advise everyone
>> to not use the DNS option in our setup. Can STiK2/Sting do this? Is
>> there some way I can set things up in the CFG file?

For a "normal" configuration don't edit the DEFAULT.CFG at all! This is
really a bad habit that has its origins from STiK, I believe.

Simply enter your password and username in the STinG Dialer config pages
and off you go. If this does not work its time for manual fiddling with
configuration files.

Another bad habit is to write above the cited text. Thats why this
article looks so messy!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

2551. Color-mode-dependent applications?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 17:01:32 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B6835EC.A4627981@boeing.com>
Source record: 42920

I switched my Milan over to 64K color mode last week.
Most applications work fine, but a couple now display solid black.
One is the MENU_UHR that comes with MagiC, but ran fine with Mint
before in 256-color mode. (FYI, this program puts the date and time
into the menu bar). The other problem application is GEM Ghostscript
(GEMGS13). When the window opened to display a PDF file, the
contents were solid black. Does anyone know the cause, and hopefully
a cure, for this? I'd hate to have to switch back to 256-color mode
every time I need to view a PDF file...

Milton Horst

2552. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 18:16:02 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>
Source record: 42924
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:

>There are things in linux that it really is harder to do than in
>Windows

None of those things are worthwhile though :-)

> but these things (like routing,

What on earth gave you the idea routing was hard in Linux? IME, it's
a damned sight easier than in anything from MS. It's even easier in
OpenBSD and Solaris.

> wierd protocols like PPPoE)

I see no point in PPPoE. Why would I ever want to use it? I'm not
even sure what uses it other than some broken cable modems used by
inferior providers of no service worthy of my consideration.

--
David Cantrell | http://www.cantrell.org.uk/david

2553. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 18:49:59 UTC
From: nurmix@spam-free.com
Message-ID: <3b684c40.5114203@news-server.socal.rr.com>
Source record: 42921

On Wed, 01 Aug 2001 09:21:14 +0200, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>Just a dumb question since you mentioned JamIn. I use JamIn2 and the
>JamClock (no S/Pdif). Do you know if there could be a problem in
>that combination ? I ask this because although everything seems fine
>when I sample music I always have troubles when I want to change it
>afterwards, e.g 'normalize' in AudioMaster or when I use 'Denoiser'.
>I always get clicks and other noises in, that make the piece sounding
>definitely worse than the original

So "DEnoiser" actually becomes "NOISER"! ;-)
Definitely not good.

I haven't used Audio Master or Denoiser, but have noticed similar
things in Cubase Audio with normalize. If I need to edit or normalize
or do something else to an audio file, lately I've been porting it
over from the Falcon to my PC (on a SyQuest cartridge), where I use
Cool Edit 2000, then take it back to the Falcon.

> and nobody else seems to have similar problems.

Isn't that always the way it is?

> Everybody and Mr. Baumg&#65533;rtner :) keeps telling me
>that AudioMaster and Denoiser are good products and don't cause such
>problems.

Of course! It makes me a little worried about getting Audio Tracker
now. I didn't have any noise problems with the demo version
(recording on all 8 tracks). Maybe I was just lucky?

And speaking of Audio Tracker (and the JAM 8 Out), All along I've just
been ASSUMING that Audio Tracker does indeed work with the JAM 8 Out,
right? Otherwise there's no point in getting it.

>That's why I rather ask dumb questions then give up all hope.

I know the feeling, but you didn't ask anything that was dumb.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2554. Re: Color-mode-dependent applications?

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 19:04:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b686058258790@pandora.be>
Source record: 42922

on Wed 01-08-2001 17:01 Milton Horst wrote:

>I switched my Milan over to 64K color mode last week.
>Most applications work fine, but a couple now display solid black.
>One is the MENU_UHR that comes with MagiC, but ran fine with Mint
>before in 256-color mode. (FYI, this program puts the date and time
>into the menu bar).

If you're using MiNT use the excellent taskbar. Taskbar can display
time and date in whatever colormode you use..

>The other problem application is GEM Ghostscript
>(GEMGS13). When the window opened to display a PDF file, the
>contents were solid black. Does anyone know the cause, and hopefully
>a cure, for this? I'd hate to have to switch back to 256-color mode
>every time I need to view a PDF file...

I'm afraid Ghostscript runs only in 256 color mode.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2555. Re: [MiNT & MagiC] questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 20:08:36 UTC
From: "Francisco L. Fernandez" <flufetor@jazzfree.com>
Message-ID: <3b6861ba$1_1@news.landsraad.net>
Source record: 42923

I did a partial translation adapting a former version English resources (1.99 I think). The reason for not to complete it is simple. I don't know German. v1.a .msg file includes Mupfel messages an those are not translated. Anyway, the .rsc is fully translated as well as Desktop messages.
Email me if you are interested.

Regards

Matt wrote:

> Hi,
>
> A few questions for MiNT...
>
> 1. I've got a new SCSI 1Gb drive for my MegaSTE, to avoid loosing space, I want
> to format about 500 Mb (32 Mb partitions) for TOS and the rest with an extended
> format like ext2fs for Mint... So is it possible and with which utility can I
> format the last 500 Mb into ext2fs ? (or better format minix ?)
>
> 2. Does anybody have a english version of the Gemini 1.a (free desktop like
> Jinnee) ?
>
> 3. When I have re-installed MagiC 6.1, have got the message at reboot : 'MagiC
> ist nicht personaliziert...' why ???
> Maybe my install disks are corrupted... if someone can send me his install disks.
> ..
>
> Thanx
>
> Matt
>
> Note : remove nospam_ from my email address for personal email
>
> ------
> User of http://www.foorum.com/. The best tools for usenet searching.

2556. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 23:41:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ka43cgfc1@plutonium.compulink.co.uk>
Source record: 42925

In message <ruJ97.2$7e4.62@newsfeed.slurp.net>, gaiyan@vianet.ca said:

>It sounds weird that an ISP would assign each user a different DNS number. I
>work for an ISP and we have 2 sets of DNS numbers that everybody uses (if
>they want to). I know that an ISP always assigns an IP. I think our Ataris
>need to have the DNS specified manually. Ask and make sure your ISP has a
>set of DNS numbers you can use. Have you also checked you MTU value? 1500 is
>default for most ISPs nowadays but you never know. Try a lower value and see
>if it makes a difference.

But don't most ISPs now assign DNS numbers dynamically, just for
one blink/connection (or am I getting confused with the acronyms)?

Regards, /Peter/

2557. Re: Moving ST files onto PC

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 23:41:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ka43fgfd1@plutonium.compulink.co.uk>
Source record: 42926

In message <HRk97.2$ho1.71@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>On 22 Jul 2001 13:25:16 , "Pro-Motion" wrote:
>>Between 1993 and 1995 I made The Cheaters Digest, awarded a decent 76% by ST
>>Format. I still have all the original disks but, sadly, no ST.
>>
>>Short of buying myself an Atari, has anybody any idea how I can get these
>>onto my PC?
>>
--SNIP--
>I believe ST Format Disks are readable on a PC. If not Ghostlink and
>PARCP are programs that will do it, but you need a Null modem cable for
>Ghostlink and a special cable for the other program.

But Ed, he says 'Short of buying myself an Atari', so Ghostlink
and/or PARCP won't help him!

On the Atari there is a small program DISKMOD.TOS that will write
an MS-type boot sector from a file BLOCK0.DAT to any floppy disk
without harming the contents. Isn't there something similar on a
PC (probably for DOS)? Mind you, since the data is written from
the 512-byte BLOCK0.DAT file, how does the program know how the
original disk is formatted (number of tracks and sectors,
interleave etc)?

Looking at the BLOCK0.DAT file in a hex editor it seems that it
writes the usual A0 05 for the '# of sectors' (offset $13), which
is the 1440 of a 80 track @ 9 sectors 'standard' disk. That
wouldn't help for a 10-sector 81 track disk or other
'non-standard' formats!

If one has access to a hex editor, one could put the right values
into the file. *BUT* with a hex editor like the one in Harlekin,
which can access any sector, including the boot sector, it would
be easier just to change the first three bytes of the boot sector
to EB 34 90, and the PC would then read it! However, I am not sure
whether this is possible on a PC if it won't recognize the disk. I
guess a good hex editor does not rely on the file structure, but
don't know enough about PC programs. :-(

Regards, /Peter/

2558. Re: SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 23:41:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ka43kgfe1@plutonium.compulink.co.uk>
Source record: 42927

In message <9k7vfbrpj1@news.chatlink.com>, dwolfe@netcentraltv.com said:

>>In article <9k5aufmon1@news.chatlink.com>, Don Wolfe
>><dwolfe@netcentraltv.com> writes
>>>Saturday the EZ-135 drive didn't want to spin up to lock-up, after a
>>>few attempts it came on line but would access files and programs very
>>>very slow. the next time I wanted to use it, it would not work the
>>>green power light wouldn't come on, so I think it is the transformer
>>>that is going out ??
>>>
>>>The transformer plug to the drive has 3 pins, the receiving plug on the
>>>drive only uses 2 pins a red wire and a black wire. So I will call
>>>pin-1 the red-wire & pin-2 the black-wire & pin-3 unused.
>>>
>>>Between pin-1 & pin-2 there is no voltage, but between pin-1 & pin-3
>>>(unused) my meter reads 12 volts. My question is can I move the black
>>>wire from pin-2 (no-power) to pin-3 12 volts of power ??
>>
>>Not recommended. Supplying too high a voltage is a good way to kill
>>semiconductors.
>
>I see what you mean, I thought that 12 volts was to high...
>>
>>>On the transformer information label it list the output as 5v---1amp??

Actually the label says 5 V, 3.0 A. The 12 V reading could be due
to you measuring it off-load and the problem is quite likely due
to the regulator failing.

>I was told today to look for a matching transformer and if the plug
>does not match, just splice my plug onto the new wire, so I will look
>to see what I can find and post back...

I think you'll find it's more than just a transformer. For a
start, it has auto-switching for 90 to 270 V supply voltages and
it will almost certainly have a regulator (though these circuits
may be combined, I guess) so a plain transformer will not do. You
need proper replacement. Don't know where you'd get that, though -
try a computer repair shop, or find someone whose SyQuest disk
drive has failed but the power unit is OK - I know, easier said
than done!:-) But if space is not a problem, then any regulated 5V
supply would do - from a PC or even a disk drive. Just make sure the
polarity is correct!

Regards, /Peter/

2559. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-01 23:44:48 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <Rv0a7.74$gr6.2876@newsfeed.slurp.net>
Source record: 42928

Yes, the ISP usually assigns the DNS numbers but it's always the same set of numbers. Everybody (in the same region) gets the same DNS numbers either dynamically or self-assigned.

Joshua.

<xlator@cix.compulink.co.uk> wrote in message news:9ka43cgfc1@plutonium.compulink.co.uk...
> In message <ruJ97.2$7e4.62@newsfeed.slurp.net>, gaiyan@vianet.ca said:
>
> >It sounds weird that an ISP would assign each user a different DNS number. I
> >work for an ISP and we have 2 sets of DNS numbers that everybody uses (if
> >they want to). I know that an ISP always assigns an IP. I think our Ataris
> >need to have the DNS specified manually. Ask and make sure your ISP has a
> >set of DNS numbers you can use. Have you also checked you MTU value? 1500 is
> >default for most ISPs nowadays but you never know. Try a lower value and see
> >if it makes a difference.
>
> But don't most ISPs now assign DNS numbers dynamically, just for
> one blink/connection (or am I getting confused with the acronyms)?
>
> Regards, /Peter/
>

2560. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 00:21:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <V11a7.72167$UH6.11528275@news02.optonline.net>
Source record: 42929
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I guess I'm a total novice about DSL. I have cable, and my Linksys Router/Switch came with directions about setting up PPPoE, but seemed to imply that it's necessary for DSL. I certainly don't need it with cable.

Maybe that sheds some light on this sub-sub-sub-topic?

"David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
>
> >There are things in linux that it really is harder to do than in
> >Windows
>
> None of those things are worthwhile though :-)
>
> > but these things (like routing,
>
> What on earth gave you the idea routing was hard in Linux? IME, it's
> a damned sight easier than in anything from MS. It's even easier in
> OpenBSD and Solaris.
>
> > wierd protocols like PPPoE)
>
> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.
>
> --
> David Cantrell | http://www.cantrell.org.uk/david

2561. *** VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 01:12:54 UTC
From: vcf@vintage.org
Message-ID: <qO1a7.21247$Kd7.13238893@news1.rdc1.sfba.home.com>
Source record: 42930

Vintage Computer Festival 5.0
September 15th and 16th, 2001
Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

Mark your calendar! The fifth annual Vintage Computer Festival is scheduled for the weekend of September 15th and 16th at Parkside Hall in San Jose, California.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

EXHIBIT YOUR VINTAGE COMPUTER

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. First, Second and Third place prizes will be awarded in 13 categories, including the coveted Best of Show.

For complete details on the VCF 5.0 Exhibition, visit:

http://www.vintage.org/2001/main/exhibit.php

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. If you would like to rent a booth or inquire about consignment rates, please send e-mail to <vendor@vintage.org> for more information or visit:

http://www.vintage.org/2001/main/vendor.php

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the VCF 5.0! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/main/vcf50.doc

Vintage Computer Festival 5.0
September 15th and 16th, 2001

Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

2562. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 03:06:28 UTC
From: Greg Buchner <nobody@mn.rr.com>
Message-ID: <nobody-6F4EBF.22062301082001@mkc-94-170-2.kc.rr.com>
Source record: 42931
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com>,
David Cantrell <usenet-20010705@barnyard.co.uk> wrote:

> I see no point in PPPoE. Why would I ever want to use it? I'm not
> even sure what uses it other than some broken cable modems used by
> inferior providers of no service worthy of my consideration.

Actually in my area, it's DSL that uses PPPoE...Qwest does it with
some internal DSL modems from Intel so they can turn off the
connection when the person isn't surfing the 'net.

Of course, you can get the DSL without having to use that, but it's
an extra $10 a month plus you have to pay for the modem...they give
you the Intel internal modem for free...

Greg B.
--
Note: To e-mail me, replace nobody with gbuchner
I don't get junk e-mail and intend to keep it that way.
If you want to send me spam, go jump off a cliff and make
the world a nicer place.

2563. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 05:13:12 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15d2ab7bc3d610f49896c4@news-server.nc.rr.com>
Source record: 42932
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <V11a7.72167$UH6.11528275@news02.optonline.net>,
asharkis@optonline.net says...
> I guess I'm a total novice about DSL. I have cable, and my Linksys
> Router/Switch came with directions about setting up PPPoE, but seemed to
> imply that it's necessary for DSL. I certainly don't need it with cable.
>
> Maybe that sheds some light on this sub-sub-sub-topic?
>
>
>
>
> "David Cantrell" <usenet-20010705@barnyard.co.uk> wrote in message
> news:fihgmt8katlos8g67b87e0cq5qumt6138c@4ax.com...
> > On Mon, 30 Jul 2001 06:54:43 GMT, David Ogg <davidogg@nc.rr.com> said:
> >
> > >There are things in linux that it really is harder to do than in
> > >Windows
> >
> > None of those things are worthwhile though :-)
> >
> > > but these things (like routing,
> >
> > What on earth gave you the idea routing was hard in Linux? IME, it's
> > a damned sight easier than in anything from MS. It's even easier in
> > OpenBSD and Solaris.

See below ;)

> >
> > > wierd protocols like PPPoE)
> >
> > I see no point in PPPoE. Why would I ever want to use it? I'm not
> > even sure what uses it other than some broken cable modems used by
> > inferior providers of no service worthy of my consideration.

..."are things usually done by someone who should probably spend a
little time learning anyway."

PPPoE is used mostly by DSL providers.

It's a pain in the butt to do in linux, when you have multiple distinct
PPPoE clients that must be routed securely, not just "NATting" them
together behind one PPPoE interface to the DSL.

As far as there being no point in it, if you get stuck having to do it,
you have to do it. (and it sucks)

> >
> > --
> > David Cantrell | http://www.cantrell.org.uk/david
>
>
>

2564. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 06:20:08 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B68F118.D1094924@siemens.at>
Source record: 42933

Paul Nurminen wrote:
> I haven't used Audio Master or Denoiser, but have noticed similar
> things in Cubase Audio with normalize. If I need to edit or normalize
> or do something else to an audio file, lately I've been porting it
> over from the Falcon to my PC (on a SyQuest cartridge), where I use
> Cool Edit 2000, then take it back to the Falcon.

If nothing else helps I will have to do that too using my spare 2gig
external HD.

> Of course! It makes me a little worried about getting Audio Tracker
> now. I didn't have any noise problems with the demo version
> (recording on all 8 tracks). Maybe I was just lucky?

I don't think you need to worry about that, especially when there
were no problems with the demo version. It seems to be either always
or never. I can use AudioMaster for recording and cutting without
ever having any problem as long as I don't use 'normalize'.

> And speaking of Audio Tracker (and the JAM 8 Out), All along I've just
> been ASSUMING that Audio Tracker does indeed work with the JAM 8 Out,
> right? Otherwise there's no point in getting it.

I had no trouble to use JamIn and JamClock with the Soundpool software
and can't imagine why JamOut should be the negative exception.

Gerhard

2565. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 10:22:22 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <UFga7.1285$Qt3.277543@news6-win.server.ntlworld.com>
Source record: 42943
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B698EB1.B4A5D38A@home.com...
>
>
> Branko Badrljica wrote:
>
> > It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> > You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
> This is not the least bit factual. Intel processors are notoriously
> ineffecient. all attempts at having them emulate other processors, even
> older ones, has been a miserable failure.

What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
very nicely indeed.

D.

2566. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 12:39:41 UTC
From: ebaiz@skyenet.net
Message-ID: <hSba7.298$gr6.9325@newsfeed.slurp.net>
Source record: 42934

On 1 Aug 2001 10:28:59 G, MrDelurk wrote:
>I have a Megafile 30 that has spent a considerable time in storage. I hooked it
>up to a Mega 4 ST today, but it won't mount. The fan spins, I can feel the
>smooth vibration of the rotating HD (when the case is open), and both HD lights
>(yellow + green) light up and remain lit permanently. I tried to format the
>drive using Ataris own HD tools but all I got is a "check the cable and try
>again" error. Same result when using my 1040 STs. When I install a new drive C
>under TOS, it says there is no drive.
>
>What could be wrong? The cable is rusty but the pins look OK. Also, given the
>huge size of this Seagate mechanism, what if I installed some Giga capacity
>drive in this box, instead?

What hard drive driver are you using? If not HDDriver, I would download
a demo and see if that helps.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2567. Re: Color-mode-dependent applications?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 12:39:43 UTC
From: ebaiz@skyenet.net
Message-ID: <jSba7.299$gr6.9325@newsfeed.slurp.net>
Source record: 42935

On 1 Aug 2001 17:01:32 G, Milton Horst wrote:
>I switched my Milan over to 64K color mode last week.
>Most applications work fine, but a couple now display solid black.
>One is the MENU_UHR that comes with MagiC, but ran fine with Mint
>before in 256-color mode. (FYI, this program puts the date and time
>into the menu bar). The other problem application is GEM Ghostscript
>(GEMGS13). When the window opened to display a PDF file, the
>contents were solid black. Does anyone know the cause, and hopefully
>a cure, for this? I'd hate to have to switch back to 256-color mode
>every time I need to view a PDF file...

I have never been able to get Ghostscript to display a PDF file in any
color mode, but 256 colors. I would like a solution to that also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2568. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 12:39:44 UTC
From: ebaiz@skyenet.net
Message-ID: <kSba7.300$gr6.9325@newsfeed.slurp.net>
Source record: 42936

On 31 Jul 2001 22:04:59 , "Joshua Kaijankoski" wrote:
>It sounds weird that an ISP would assign each user a different DNS number. I
>work for an ISP and we have 2 sets of DNS numbers that everybody uses (if
>they want to). I know that an ISP always assigns an IP. I think our Ataris
>need to have the DNS specified manually. Ask and make sure your ISP has a
>set of DNS numbers you can use. Have you also checked you MTU value? 1500 is
>default for most ISPs nowadays but you never know. Try a lower value and see
>if it makes a difference.

I have emailed my ISP for a list of the DNS numbers they use. Hopefully
they will send the list to me so I can insert them into my cfg files. I
will try the MTU thing. It just so strange sometimes. I can be online
and connected and not be able to do anything. Then suddenly I can do
everything and then just as suddenly, can do nothing...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2569. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 12:39:46 UTC
From: ebaiz@skyenet.net
Message-ID: <mSba7.301$gr6.9325@newsfeed.slurp.net>
Source record: 42937

On 1 Aug 2001 16:37:53 G, "Kenneth Medin" wrote:
>On Tue 31-07-2001 22:04 (-0400) Joshua Kaijankoski wrote:
>
>>they want to). I know that an ISP always assigns an IP. I think our Ataris
>>need to have the DNS specified manually. Ask and make sure your ISP has a
>
>STinG is capable of getting dynamic IP, DNS and MTU (I think?) when you
>log in via PAP.

Well thanks for the info. I will set STing up for that....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2570. Re: Online Problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 12:39:49 UTC
From: ebaiz@skyenet.net
Message-ID: <pSba7.302$gr6.9325@newsfeed.slurp.net>
Source record: 42938

On 1 Aug 2001 19:44:48 -, "Joshua Kaijankoski" wrote:
>Yes, the ISP usually assigns the DNS numbers but it's always the same set of
>numbers. Everybody (in the same region) gets the same DNS numbers either
>dynamically or self-assigned.
>
>Joshua.

That is what I am thinking also, so if I have this set of numbers, then
I can put them in the cfg Stik2 file and I should be set.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2571. Re: new adults only news letter

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 16:15:04 UTC
From: "Nisse..." <nisse@jultomten.se>
Message-ID: <y4fa7.7658$5t1.12609@nntpserver.swip.net>
Source record: 42939
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

Go jump yourself!

<nwgolk@yahoo.com> skrev i meddelandet
news:FTda7.5826$Ik1.260122@news.pacbell.net...
> hi, sorry to bother the group, we are collating names for our hot new
weekly newsletter, packed with adult material !
>
> If you would like to subscribe, pleas send a blank email to:
>
> celebrity_promo_2001@yahoo.com and we will send you the information asap!!
>
> enjoy your day.
>
> Sarah :)
>
>
>
> cccc
> hnjqfeqteprolfutgtmwrfcpjczmzmzdmfsiwepqd
>

2572. Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 16:25:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b698c781a05d50@pandora.be>
Source record: 42940

```
Hello,

Okami has been updated once more. Note that the new version doesn't hold a
new date or version number.
Okami can now handle correctly mails/messages with a two-digit year
indication in the "Date:" field

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

2573. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 17:33:38 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B698EB1.B4A5D38A@home.com>
Source record: 42941
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Branko Badrljica wrote:

> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
> You wait a year or two and Celeron will be cheaper than 6502 ;o)

This is not the least bit factual. Intel processors are notoriously ineffecient. all attempts at having them emulate other processors, even older ones, has been a miserable failure.

2574. Re: Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 17:37:43 UTC
From: Eric <white_knight_411@yahoo.com>
Message-ID: <tmln7sq4fj272e@corp.supernews.com>
Source record: 42867

Have a look at the ST quick Faq at
http://www.mygale.org/romuald/atari/quickfaq/stfaq_3.htm#3

Not only does it tell you how, also why

<jade@forward.to> wrote in message
news:3b698f61.37034741@news.ntlworld.com...
> I have recently aquired an Atari 1040 ST along with a pile of
> software.
>
> Unfortunately, the floppy disc drive is broken.
>
> Does anyone know if I can just put a new bog-standard 3.5 inch floppy
> drive in it's place, or is it some special type of drive?
>
> Please help.
>
> Jade

2575. Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 17:39:01 UTC
From: jade@forward.to
Message-ID: <3b698f61.37034741@news.ntlworld.com>
Source record: 42942

I have recently aquired an Atari 1040 ST along with a pile of
software.

Unfortunately, the floppy disc drive is broken.

Does anyone know if I can just put a new bog-standard 3.5 inch floppy
drive in it's place, or is it some special type of drive?

Please help.

Jade

2576. Atari 20% Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 20:14:10 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108021304090.27789-100000@shell.pacifier.com>
Source record: 42944
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check HotLinks below for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail. Call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/index.html Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2577. Re: Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 20:20:01 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ibajmt055632m3ln7msrrj2rfh6c3kar8h@4ax.com>
Source record: 42945

On Thu, 02 Aug 2001 17:39:01 GMT, jade@forward.to wrote:

>I have recently aquired an Atari 1040 ST along with a pile of
>software.
>
>Unfortunately, the floppy disc drive is broken.
>
>Does anyone know if I can just put a new bog-standard 3.5 inch floppy
>drive in it's place, or is it some special type of drive?
>
>Please help.
>
>Jade

Replacing the drive in an Atari ST with a standard PC style floppy IS
a commonly done fix.

There are some caveats involved, but it should work well for you.

Is the floppy drive mounted inside the ST case, or is it in an
external case?

BobR

2578. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 20:20:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <dgajmtkl2rhkkjsnqi010dakgr1vs6e5c9@4ax.com>
Source record: 42846
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 17:33:38 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>
>
>Branko Badrljica wrote:
>
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H
>> You wait a year or two and Celeron will be cheaper than 6502 ;o)
>
>This is not the least bit factual. Intel processors are notoriously
>ineffecient. all attempts at having them emulate other processors, even
>older ones, has been a miserable failure.

You've never played Atari ST games on a PC using an emulator then, I
take it? Or Atari 8-bit computer software on a PC?

BobR

2579. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 20:20:03 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <qmajmto4a09qu9r126r3dpqcga1gt7qdke@4ax.com>
Source record: 42847

On 1 Aug 2001 10:28:59 G, MrDelurk wrote:
>>I have a Megafile 30 that has spent a considerable time in storage. I hooked it
>>up to a Mega 4 ST today, but it won't mount. The fan spins, I can feel the
>>smooth vibration of the rotating HD (when the case is open), and both HD lights
>>(yellow + green) light up and remain lit permanently. I tried to format the
>>drive using Ataris own HD tools but all I got is a "check the cable and try
>>again" error. Same result when using my 1040 STs. When I install a new drive C
>>under TOS, it says there is no drive.
>>
>>What could be wrong? The cable is rusty but the pins look OK. Also, given the
>>huge size of this Seagate mechanism, what if I installed some Giga capacity
>>drive in this box, instead?
>

Are you absolutely certain the drive IS spinning up?

You should be able to hear it, these old boxes were pretty notorious
for being noisy. (Are you certain the vibration isn't from the fan?)

There should be a definite "spin up" sound when it starts going.

Try using something like a wooden ruler or a pencil, hold it against
your ear and put the other end tightly against the hard drive
mechanism case, then power it up. The sound should be transmitted to
your ear so you can hear it a lot better. You should hear the drive
start up like Airwolf flying out of a canyon, and there should be some
definite clicking and honking noises as the heads seek during the
spinup process.

The reason for doing all this is that some of the old Seagate drive
mechanisms used in these boxes had a problem called "stiction" where
the drive heads would actually stick to the platters when the drive
was spun down. Then when you turned the drive on again, the motor
didn't have enough power to spin the platters against the force of the
adhesion.

I had a drive that I had to leave running because if I ever turned it
off, it was a real song and dance to get it spinning again (and God
help me if there was a power failure).

If you're planning on formatting the drive anyway, you CAN pretty
easily replace the mechanism with a larger SCSI drive. There are some
limitations on size due to the various Hard Drive Drivers, so don't go
too wild with Multi-Mega-Gigabytes.

Hopefully someone else here can give you more current recommendations
on what driver to use and what sizes are practical.

(and remember- you could probably put every Atari ST program ever created on a 1 GB drive)

BobR

2580. Terence Kelly's address?

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 20:48:16 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b69bc90$0$18557@news.zetnet.co.uk>
Source record: 42848

Can anyone tell me if Terence Kelly, author of ProScore, is still about, please? Email to him @pressenter.com bounces.

Thanks,
Charles.

2581. Re: Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 22:10:46 UTC
From: jade@forward.to
Message-ID: <3b6acfbf.53514806@news.ntlworld.com>
Source record: 42850

On Thu, 02 Aug 2001 16:20:01 -0400, Bob Retelle <bobr1@provide.net>
wrote:

>On Thu, 02 Aug 2001 17:39:01 GMT, jade@forward.to wrote:
>
>>I have recently aquired an Atari 1040 ST along with a pile of
>>software.
>>
>>Unfortunately, the floppy disc drive is broken.
>>
>>Does anyone know if I can just put a new bog-standard 3.5 inch floppy
>>drive in it's place, or is it some special type of drive?
>>
>>Please help.
>>
>>Jade
>
>
>Replacing the drive in an Atari ST with a standard PC style floppy IS
>a commonly done fix.
>
>There are some caveats involved, but it should work well for you.
>
>Is the floppy drive mounted inside the ST case, or is it in an
>external case?
>
>
>BobR

It's mounted inside the ST case.

Jade

2582. Re: Okami newsreader updates

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 22:16:09 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b69dee2f37f33@free.fr>
Source record: 42849

Hello,

in article <3b698c781a05d50@pandora.be> (comp.sys.atari.st)
Martin "Nightowl" Byttebier wrote on Thu 02-08-2001 16:25 (GMT):

> Okami can now handle correctly mails/messages with a two-digit year
> indication in the "Date:" field

Great! I've seen this pb from time to time. Let's go to the download :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2583. MasterKey Docs in English now Avaialble

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 23:04:37 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0108021504.3bae0c0c@posting.google.com>
Source record: 42851

Hello All

The English Docs in PDF format for MASTERKEYS are now completed (by Thomas, the programmer)and are availble.

Go to the download link on the MasterKey page here:

http://sites.netscape.net/timconrardy/mkey.htm

This is a great program. Turns your midi keyboard into a super Midi controller with 6 programmable zones and more. You will only find this stuff on the Atari platform!

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardy/index.htm

2584. Atari Times Update - 8-2-2001

Newsgroup: comp.sys.atari.st
Date: 2001-08-02 23:47:37 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B69E6CA.16F70734@att.net>
Source record: 42853
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

New at The Atari Times!

*NEW! Review of Jaguar Raiden.
*NEW! Review of Postman Pat.
*NEW! Dear Fruitman...
*NEW! Cool Site!
*Revisit the Fight For Life review.

Remember to visit The Atari Times chat (http://www.ataritimes.com/chat)
every Thursday at 8pm EST for JagFest 2002 chat!

Support the St. Louis JagFest!

--
Greg

```
=-=-=-
```

2585. Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 00:18:34 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.11a6b402.84a20c00.doyene@zetnet.co.uk>
Source record: 42852

```
Hei All.
Which Atari users groups are still running at the moment I.E. in th
e Manchester area.

regards

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

--------------------
- ATARIAN FOREVER -
--------------------
```

2586. fS: Atari Facon 030 w/ BitBopperVideoGobos

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 02:20:30 UTC
From: CO <et@seti3.com>
Message-ID: <OTna7.49365$oh1.17100235@news2.rdc2.tx.home.com>
Source record: 42854
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

```
Perfect condition.
w/ Original box and manual.

Atari Falcon 030 with 14MB ram and 80MB hard disc.
Has VGA out adapter as well as atari monitor adapter.

Also comes with a mouse.

BitBopper VideoGobo installed.
http://www.owonder.com/bitbopper/index.html

email if interested.

Located in Texas.
```

2587. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 03:30:12 UTC
From: nurmix@spam-free.com
Message-ID: <3b6a1aa6.771826@news-server.socal.rr.com>
Source record: 42855

On Thu, 02 Aug 2001 08:20:08 +0200, in comp.sys.atari.st you wrote:

>Paul Nurminen wrote:

>> And speaking of Audio Tracker (and the JAM 8 Out), All along I've just
>> been ASSUMING that Audio Tracker does indeed work with the JAM 8 Out,
>> right? Otherwise there's no point in getting it.
>
>I had no trouble to use JamIn and JamClock with the Soundpool software
>and can't imagine why JamOut should be the negative exception.

Well, I asked SoundPool about using the JAM 8 Out with Audio Tracker.
Here's what I was told today in e-mail:

"The AudioTracker does NOT work properly with JAM 8 series."
"We have had several problem with customers who have JAM 8."

T.Baumg&#65533;rtner

I've more or less lined up a good deal on the used JAM 8 Out (hello
Ken, I'm sure you're reading this!). Now I'm not sure what to do. Is
this just SoundPool propaganda? (ie. "only OUR hardware is worth
anything, all else is CRAP"!). Or is this something I should be
concerned with? I haven't ordered the Audio Tracker software yet, and
I'm not sure I should.

Has anyone here EVER used these two products together successfully?
(JAM 8 OUT wih Audio Tracker)

????

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electonic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electonic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2588. Re: SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 03:32:41 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9kd60m$4p8$1@news.chatlink.com>
Source record: 42856

On 1 Aug 2001 23:41:40 G, xlator@cix.compulink.co.uk wrote:
>In message <9k7vfbrpj1@news.chatlink.com>, dwolfe@netcentraltv.com said:
>
>>>In article <9k5aufmon1@news.chatlink.com>, Don Wolfe
>>><dwolfe@netcentraltv.com> writes
>>>>Saturday the EZ-135 drive didn't want to spin up to lock-up, after a
>>>>few attempts it came on line but would access files and programs very
>>>>very slow. the next time I wanted to use it, it would not work the
>>>>green power light wouldn't come on, so I think it is the transformer
>>>>that is going out ??
>>>>
>>>>The transformer plug to the drive has 3 pins, the receiving plug on the
>>>>drive only uses 2 pins a red wire and a black wire. So I will call
>>>>pin-1 the red-wire & pin-2 the black-wire & pin-3 unused.
>>>>
>>>>Between pin-1 & pin-2 there is no voltage, but between pin-1 & pin-3
>>>>(unused) my meter reads 12 volts. My question is can I move the black
>>>>wire from pin-2 (no-power) to pin-3 12 volts of power ??
>>>
>>>Not recommended. Supplying too high a voltage is a good way to kill
>>>semiconductors.
>>
>>I see what you mean, I thought that 12 volts was to high...
>>>
>>>>On the transformer information label it list the output as 5v---1amp??
>
>Actually the label says 5 V, 3.0 A. The 12 V reading could be due
>to you measuring it off-load and the problem is quite likely due
>to the regulator failing.

The 12 v reading on pin-3 was my error, I was reading it as a AC
transformer. Once I set my voltage tester for DC voltage the pin-3
reading was 5.5 volts. So I think I will move the black wire from
pin-2 0 reading to pin-3 5.5 reading......

>I think you'll find it's more than just a transformer. For a
>start, it has auto-switching for 90 to 270 V supply voltages and
>it will almost certainly have a regulator (though these circuits
>may be combined, I guess) so a plain transformer will not do. You
>need proper replacement. Don't know where you'd get that, though -
>try a computer repair shop, or find someone whose SyQuest disk
>drive has failed but the power unit is OK - I know, easier said
>than done!:-) But if space is not a problem, then any regulated 5V
>supply would do - from a PC or even a disk drive. Just make sure the
>polarity is correct!

Thanks for the good information on transformers, I'll keep you posted
as to how this works out.....

Regards, Donner......

2589. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 03:42:59 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1D7D.5F95CFAD@home.com>
Source record: 42857
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hey Dunny

Don't waste our time. You have not proof. I've been programming and working in electronics for years not only as a hobby but also in my career. I am quite familiar with the intel, 6502 and other processors. You simply cannot effieciently emulate one cisc process on another. Its physically impossible.

Dunny wrote:

>
>
> What utter rubbish. Realspec on my old intel emulates a Sinclair Spectrum
> very nicely indeed.

2590. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 03:47:47 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6A1E96.93725F1A@home.com>
Source record: 42858
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Bob,

I've made the rounds of nearly all the emulators. No fallacious arguments to say software emulation is easy or stable can hold up to scrutiny. take a close look at what you need to emulate a stock 8mhz ST on any PC, it isnt the least bit realistic on anything less than a Pemtium2-200 and certainly isn't stable. Risc processors have a better time with emulation but don't even try to waste more of my time saying any intel processor can do a good job of it. It simply isn't bact up by any fact, and likely never will be.

Bob Retelle wrote:

> You've never played Atari ST games on a PC using an emulator then, I
> take it? Or Atari 8-bit computer software on a PC?
>
> BobR

2591. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 08:18:38 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10108030915260.13829-100000@zen.sys.uea.ac.uk>
Source record: 42859
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 3 Aug 2001, James Alexander wrote:

> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and working
> in electronics for years not only as a hobby but also in my career. I am quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically impossible.

Utter nonsense.

The architecture of the Z80 (used in the Spectrum Dunny referred to) and
x86 have a common ancestor (the 8080) which means you can produce some
very effecient emulation because many things, like flags etc, are very
similar.

AndyC

2592. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 09:01:12 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <Ilua7.2979$tQ5.1191336@news2-win.server.ntlworld.com>
Source record: 42860
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message news:3B6A1D7D.5F95CFAD@home.com...
> Hey Dunny
>
> Don't waste our time. You have not proof. I've been programming and working
> in electronics for years not only as a hobby but also in my career. I am quite
> familiar with the intel, 6502 and other processors. You simply cannot
> effieciently emulate one cisc process on another. Its physically impossible.
>

So how is it that by sitting in front of a pentium 150 I can run JPP or Realspec (slowly) and play a nice game of cybernoid? Hmm? You sir, are talking out of your bottom.

For more proof, visit www.worldofspectrum.org and see what a KNOW LIAR you are.

D.

2593. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 09:02:03 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <yJua7.2985$tQ5.1191528@news2-win.server.ntlworld.com>
Source record: 42861
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

James Alexander <james-m-alexander@home.com> wrote in message
news:3B6A1E96.93725F1A@home.com...
> Bob,
>
> I've made the rounds of nearly all the emulators. No fallacious arguments
to
> say software emulation is easy or stable can hold up to scrutiny. take a
> close look at what you need to emulate a stock 8mhz ST on any PC, it isnt
the
> least bit realistic on anything less than a Pemtium2-200 and certainly
isn't
> stable. Risc processors have a better time with emulation but don't even
try
> to waste more of my time saying any intel processor can do a good job of
it.
> It simply isn't bact up by any fact, and likely never will be.

Crap. It emulates a spectrum just nicely.

D.

2594. SV: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 10:59:45 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <cyva7.7757$5t1.13364@nntpserver.swip.net>
Source record: 42862

James,

Usually when emulation other architectures the biggest problem is not the
CPU emulation, but the rest of the hardware. Emulating a 68000 on a PC is
not a problem, but emulating all strange programming hacks on the hardware
is, regardless if the emulating is done on a x86, PPC, or whatever.
Tosbox does not emulate every aspect of the hardware, and emulate an ST at
full speed on my old P120 laptop. When I want to play games, I use my AMD
K6-3 450, and Steem. It is very hard to emulate the x86 or Z80 on the 68000,
as there are big differences between these cpu families.
To emulate a Spectrum (z80) at full speed on a PC, you need no more than a
386sx, as the Z80 and x86 is pretty similar.
PC processors are very cheap, you can get an AMD K6-2 450 for like 50€ here
in Sweden, and complete second hand intel P2-200 system (like you mentioned)
cost like 100€ without monitor. Speed is not really a problem here, James.
I am a bit anti-intel too, I think it is a terrible architecture, but it is
cheaper than everything else, and it is fast.

Regards

/Peter Persson, Tech Writer, HMS Industrial Networks AB

> Bob,
>
> I've made the rounds of nearly all the emulators. No fallacious arguments
to
> say software emulation is easy or stable can hold up to scrutiny. take a
> close look at what you need to emulate a stock 8mhz ST on any PC, it isnt
the
> least bit realistic on anything less than a Pemtium2-200 and certainly
isn't
> stable. Risc processors have a better time with emulation but don't even
try
> to waste more of my time saying any intel processor can do a good job of
it.
> It simply isn't bact up by any fact, and likely never will be.
>
> Bob Retelle wrote:
>
> > You've never played Atari ST games on a PC using an emulator then, I
> > take it? Or Atari 8-bit computer software on a PC?
> >
> > BobR
>

2595. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 14:53:53 UTC
From: russotto@wanda.pond.com
Message-ID: <5Wya7.6656$si.107830@e420r-atl3.usenetserver.com>
Source record: 42864
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <3B6A1D7D.5F95CFAD@home.com>,
James Alexander <james-m-alexander@home.com> wrote:
>Hey Dunny
>
>Don't waste our time. You have not proof. I've been programming and working
>in electronics for years not only as a hobby but also in my career. I am quite
>familiar with the intel, 6502 and other processors. You simply cannot
>effieciently emulate one cisc process on another. Its physically impossible.

Trivially false, because it has been done.

--
Matthew T. Russotto russotto@pond.com
=====
Get Caught Reading, Go To Jail!
A message from the Association of American Publishers
Free Dmitry Sklyarov! DMCA delenda est!
http://www.freedmitry.org

2596. Re: Atari Facon 030 w/ BitBopperVideoGobos

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 15:52:59 UTC
From: CO <et@seti3.com>
Message-ID: <vNza7.52032$oh1.17869900@news2.rdc2.tx.home.com>
Source record: 42866
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

The price is 475.00

"CO" <et@seti3.com> wrote in message
news:OTna7.49365$oh1.17100235@news2.rdc2.tx.home.com...
> Perfect condition.
> w/ Original box and manual.
>
> Atari Falcon 030 with 14MB ram and 80MB hard disc.
> Has VGA out adapter as well as atari monitor adapter.
>
> Also comes with a mouse.
>
>
>
> BitBopper VideoGobo installed.
> http://www.owonder.com/bitbopper/index.html
>
> email if interested.
>
> Located in Texas.
>
>

2597. Disassembling

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 15:58:22 UTC
From: mark@mkeates.f9.co.uk
Message-ID: <ySza7.137$NE.11188@wards>
Source record: 42865

Has anyone had any experience of using
DataRescue's IDA Pro (or the freeware version)
to examine Atari executables? If so, can you
give me a brief guide to how to approach the
following:

1) Getting the image ready for reading into IDA.
(E.g. exe from disk, or saving a memory area
from within an emulator's debugger)

2) Reading into IDA. Will it auto-analyze or do
you need to hunt for a start point? Is there
a .idc file available for trap or commonly
used address names?

Many thanks,

Mark

2598. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 17:12:56 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4AA4573193%news@youmustbejoking.demon.cu.invalid>
Source record: 42868
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I demand that James Alexander may or may not have written...

> Branko Badrljica wrote:
>> It can emulate it, probably much quicker than 1 or 2 MHz 6502 or Z-80H You
>> wait a year or two and Celeron will be cheaper than 6502 ;o)

> This is not the least bit factual. Intel processors are notoriously
> ineffecient. [...]

So... you're saying that the later StrongARMs are inefficient and that the
XScale is inefficient?

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spec+3, Risc PC, A3010 | s zap,tartarus,org | Northumberland
| BBC M128, Linux PC | @ retrospec,co,uk | Toon Army
| Down with the Mackems!

Reading is thinking with someone else's head instead of one's own.

2599. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 18:34:23 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6b2cf5_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 42873

Hi John.

> Which Atari users groups are still running at the moment I.E. in
th
> e Manchester area.

Do you you have mains electricity in Manchester yet??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2600. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 21:39:16 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5k2$4j4$1@news1.xs4all.nl>
Source record: 42869
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

exploring.
>
> That's noble. Nobel was a man who invented dynamite. Useful for blowing up
> Wintel devices :-)

For the younger viewers, DON`T TRY THIS AT HOME. >=oD

> <snip>
>
>
> --
> Sattingers Law : It works better if you plug it in.

2601. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 21:42:20 UTC
From: ankhor <ankhor@*remove*wanadoo.nl>
Message-ID: <9kf5pq$5ga$1@news1.xs4all.nl>
Source record: 42870
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Stephen Shaw" <xstephenx@apple2.org.za> schreef in bericht
news:9k1ce8$en1$1@venus.itns.co.za...
> Anyone who doesn't like Bill Gates read the copyright message on the U110
chip
> on the ROM01 motherboard and weep!

read any copyrights messages, they ussually all suck and you have to travel
all
over the world if you want to sue them, for all contain"according too (name
a country) law
and ..... will be held by .... courts." So you better like traveling. :o)

>
> --
> President George W. Bush : It's not what you know, it's who you know.

2602. falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 21:45:27 UTC
From: mug <me@wouldntuliketoknow.co.uk>
Message-ID: <3b6b1d89_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 42871

What is the going rate for these ? 16 meg lot of software no monitor

please post here as email is false
Thanks

2603. Re: Falcon/Magic/Memory Check

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 22:29:20 UTC
From: swampfax@atlantic.net
Message-ID: <4BFa7.98$tl6.199891@news1.atlantic.net>
Source record: 42872

On 9 Jul 2001 21:53:42 -, Lyndon Amsdon wrote:

>Hmm, I recently tried to get SAM working on Magic and Jinnee but it didn't
>play the sounds even though you could from the acc and the box "sounds
>enabled" was ticked and the only sound to work was start up sound. I
>think it worked OK on my old STE with TOS.
>
>Lyndon Amsdon
>--
>Email: bindon@madasafish.com
>ICQ: UIN-120425214 Nick-stimpy
>Website: http://www.lyndonamsdon.co.uk
>
>
>.
Hi Lyndon,
I just noticed with Magic that all SAM sounds worked in 640 x 480 x 2
and only the boot and crash sound worked in 640 x 480 x 256. Have'nt tried
other resolutions.
John G.

2604. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 23:39:48 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <vUGa7.7879$5t1.13697@nntpserver.swip.net>
Source record: 42875

"Paul Nurminen" <nurmix@spam-free.com> wrote:
> On Thu, 02 Aug 2001 08:20:08 +0200, in comp.sys.atari.st you wrote:
>
> >Paul Nurminen wrote:
>
> >> And speaking of Audio Tracker (and the JAM 8 Out), All along I've just
> >> been ASSUMING that Audio Tracker does indeed work with the JAM 8 Out,
> >> right? Otherwise there's no point in getting it.
> >
> >I had no trouble to use JamIn and JamClock with the Soundpool software
> >and can't imagine why JamOut should be the negative exception.
>
>
> Well, I asked SoundPool about using the JAM 8 Out with Audio Tracker.
> Here's what I was told today in e-mail:
>
> ------------
> "The AudioTracker does NOT work properly with JAM 8 series."
> "We have had several problem with customers who have JAM 8."
>
> T.Baumgï¿½rtner
> ------------
>
> I've more or less lined up a good deal on the used JAM 8 Out (hello
> Ken, I'm sure you're reading this!). Now I'm not sure what to do. Is
> this just SoundPool propaganda? (ie. "only OUR hardware is worth
> anything, all else is CRAP"!). Or is this something I should be
> concerned with? I haven't ordered the Audio Tracker software yet, and
> I'm not sure I should.
>
> Has anyone here EVER used these two products together successfully?
> (JAM 8 OUT wih Audio Tracker)

Hi,
I never used AudioTracker myself, but I used the JAM-8 with Cubase Audio
with great success. I have heard of some interfaces having problems where
the outputs would shift occationally. A little annoying, but Line Audio
Design made a simple hardware fix (I believe there are only a few resistors
to add in the JAM) to get rid of the problem - at least if CAF. Maybe that's
what SoundPool have heard about?

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2605. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-03 23:45:01 UTC
From: David Cantrell <usenet-20010705@barnyard.co.uk>
Message-ID: <6odmmtkvmht6utlj57p046lmsmb6ukeul4@4ax.com>
Source record: 42881
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Thu, 02 Aug 2001 00:21:09 GMT, "Alan Sharkis"
<asharkis@optonline.net> said:

>I guess I'm a total novice about DSL. I have cable, and my Linksys
>Router/Switch came with directions about setting up PPPoE, but seemed to
>imply that it's necessary for DSL. I certainly don't need it with cable.

How odd. This 'ere DSL works with Proper Protocols over Ethernet.

>Maybe that sheds some light on this sub-sub-sub-topic?

None whatsoever :-)

--
David Cantrell | http://www.cantrell.org.uk/david

2606. Re: Atari Browser poll

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 00:18:00 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108031618.6213826a@posting.google.com>
Source record: 42876

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<996113986-32167AEicMi@gmx.net>...
> There are more women and children then Atari computers on this planet.
> Meaning it should be more difficult to find an Atari then a woman, so
> shouldn't one treasure his Atari more especially since the latter isn't
> produced anymore?
> The production of children ... :-)
>
> Cheers from Belgium
> Dennis
> --

LOL:-).

2607. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 00:45:04 UTC
From: mug <me@wouldntuliketoknow.co.uk>
Message-ID: <3b6b47a4_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 42877

"Graham" <hurfy@alphalink.com.au> wrote in message
news:3b6b42f5$1@news.alphalink.com.au...
> why the false email address ??
>
every time I use my real one on an NG even with
medeleteallthisbecauseofspam@somwhere I still get a few hundred mails about
crap

2608. Re: Connecting Atari 520ST to ethernet

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 01:26:16 UTC
From: themroc@aol.com
Message-ID: <20010803212616.02221.00002242@ng-ck1.aol.com>
Source record: 42878

There were some devices back in the days.They cost about 300$,and their performance was below 50kbyte/s.

2609. Re: Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 02:20:56 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <30nmmtknrn02eabqktf20u8niivbb2hv7i@4ax.com>
Source record: 42879

On Thu, 02 Aug 2001 22:10:46 GMT, jade@forward.to wrote:

>On Thu, 02 Aug 2001 16:20:01 -0400, Bob Retelle <bobr1@provide.net>
>wrote:
>

>>
>>Replacing the drive in an Atari ST with a standard PC style floppy IS
>>a commonly done fix.
>>
>>There are some caveats involved, but it should work well for you.
>>
>>Is the floppy drive mounted inside the ST case, or is it in an
>>external case?
>>
>>
>>BobR
>
>It's mounted inside the ST case.
>
>Jade

Sorry- After I'd hit Return on that reply I looked back and saw that you;d said it was a 1040ST. All the 1040s had internal floppy disk drives. Oops.

Anyway, you can replace the internal floppy drive with a current PC style floppy drive, with a few things to watch out for-

First of all, the 1040 cannot use High Density (1.44Meg) floppy disks unless it's modified beyond a simple drive replacement. That's OK, because all PC floppy drives will also work in Double Density (720K) mode. You should be able to format DSDD (Double Sided, Double Density) floppy disks for use with the ST with no problems at all.

Secondly, you can use ALMOST any normal PC floppy disk. The most important thing to note is that the Atari ST requires the floppy disk drive to be set as "Drive 0". Most all PC drives come set to be "Drive 1". That's OK, as long as there is a jumper on the drive allowing the setting to be changed to Drive 0. Unfortunately recent PC floppy drives have been turning up which do NOT have a jumper to change this setting since no one ever needs to do it normally.

You MUST insure that the floppy drive you plan to use has a jumper allowing it to be set as Drive 0. For this reason, it's probably best to buy it from a local dealer who has a competent service

department who will be able to tell if their drives meet this requirement. CompUSA and Best Buy will undoubtedly NOT be able to tell you if their drives do. Likewise, buying over the internet would probably be risky unless you're absolutely sure you can get a straight answer from the dealer before you buy the drive.

Next thing- the cable that plugs into the drive in the ST now, the original drive, is most probably going to need to be turned "upside down" to plug into the new drive properly. Most of the floppy drive mechanisms Atari used had the connector backwards from what has become the "standard" today. This usually isn't a problem, but on some models the cable may be pretty short, and turning it over can be difficult. The power connector from the old drive will fit the new drive.

Then, the new drive is not going to fit into the same space the Atari drive currently occupies, very well. The new drive will be thinner, meaning you may have to work out some way to mount it, AND the "faceplate" of the drive will not fit the same cutout opening in the side of the ST. In most cases you can use an X-Acto knife and Razor Saw to cut the case to fit.

Lastly, (and possibly the most troublesome part of all this), the way Atari implemented the "Media Change Line" is different from the way modern floppy drives work.

That is, when you pop out a disk and put a new one in the drive, there is a signal generated which informs the computer of the change, and alerts it that there is a new, different disk in the drive now.

Because the new PC floppy does this differently, the ST is not going to have a reliable way to tell that there is a new disk when you change them.

The ramification of this is that if you open a disk, to get the directory, then pop it out and put in a new disk, then write a file out to the new disk, the Atari won't know the disk has changed, and will use the directory of the old disk to save the file on the new disk. This will trash the new disk.

You can avoid this potentially disastrous situation by closing the directory window and reopening it when the new disk is in the drive. This should read the new directory in from the new disk.

You can also press the ESC key when a directory window is open, which will force a re-read of the directory.

There is also a way to modify the new PC floppy drive to emulate the Atari Media Change Line signal, but unfortunately I haven't been able to locate the text files that tell how to do this.

You COULD just try to find another Atari floppy drive to replace the one in the 1040ST. In that case replacing the drive is a very simple

matter of swapping the mechanism.

However, there are no new units available, so you have to find a used one. If you look on eBay, in the "Classic Computers" category (I think that's what they call it), you can occasionally find people selling external disk drives. These were used as the main disk drive for the old, original 520ST, and as the "B" drive for units like your 1040ST. These often sell for next to nothing, and you could easily take the case apart and use the floppy disk mechanism to replace the one in your 1040. If you decide to do this, be sure to look for model SF314, which was the Double Sided model.

The drawback to doing this is that any floppy drive you get would be easily as old as the one you're replacing.

The advantage of course is you could avoid all the "gotchas" of using a PC drive.

Good luck!

BobR

2610. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 02:21:10 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <a0nmmto8ndqf9cn1idfhfjm31t6tfhhhd4@4ax.com>
Source record: 42880
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>Bob,
>
>don't even try
>to waste more of my time saying any intel processor can do a good job of it.
>It simply isn't bact up by any fact, and likely never will be.
>

How about, YOU don't waste any more of OUR time telling us we don't do
what we obviously CAN do with emulators?

BobR

2611. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 08:57:06 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27654_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42882

In uno strano messaggio del 03 Aug 01 steve-sweet@lineone.net (2:333/608.1)
scrisse al povero All :
>> Which Atari users groups are still running at the moment I.E. in
s> th
>> e Manchester area.
s>
s> Do you you have mains electricity in Manchester yet??.

I've bought a MegaST2 expanded to 4MB RAM in Manchester, it was 1990, and
came back to Italy with it. It was an Atari shop with service and repairing,
can't remember the name, anybody can help ? A beautiful experience, having to
take that small bus to reach the place, and still come back in time for the
plane.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2612. looking for John H Curtis

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 14:50:36 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27684_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42892

Anybody can help me to get in contact with the author of FBM ? His old email address does not work his last address I have is:

Address : John H. Curtis
7521-A McDevett Cir
Ft Knox, KY 40121

Voice : (502)943-9753
BBS : (502)943-7755

FidoNet : 1:2540/100
AtariNet: 51:206/0
NeST : 90:302/0

email was jhcurtis@bluegrass.net

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2613. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 15:50:16 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.7118d4bc.8c9011e0.doyene@zetnet.co.uk>
Source record: 42883

In message <3b6b2cf5_1@mk-nntp-1.news.uk.worldonline.com>
Steve Sweet wrote:
>Hi John.

>> Which Atari users groups are still running at the moment I.E. in
>th
>> e Manchester area.

>Do you you have mains electricity in Manchester yet??.

Charmed I am sure.
Hei Steve. Yes we do have electricity, but Trafford Utd keep stealing our power source.
I remember Harry Sideras created a disk of Atari User Groups But I don't know if he is
still
doing this anymore.

regards from the city of one million pot holes and 20 watt bulb council thinkers.
if Manchester council was a dinosaur, it would have still tried to get out of the primal
soup.

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2614. Graphics card for TT

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 16:03:36 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.71c1d465.80e41200.doyene@zetnet.co.uk>
Source record: 42884

hEI All.
With the prices of Graphics cards lowering, Is there any development to adapt or port them to the Atari TT030 scene. i noticed from ebay only one at the time, but by the time I tried to
register, the little bugger had gone. I must admit even when i look for Apple mac Laptop they
were like looking for needle in a haystack. So how about it sit down and take out your pipe and discuss.

regards.

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

2615. UNI_MANiacs new URL

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 16:09:29 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <Z6Va7.23938$Vs4.219348@zonnet-reader-1>
Source record: 42885

**** ANNOUNCEMENT: NEW URL ****

The UNI_MANiacs support page has moved !!!

Old address: http://www.telebyte.nl/~mt/uni_man.htm

NEW ADDRESS: http://uniman.atari.org

(this will redirect you to http://www.home.zonnet.nl/m.tarenskeen/uni_man.htm
My internet account on telebyte.nl will soon end, and the old URL with it)
So if you use Zadok's UNI_MAN - the universal MIDI SysEx toolkit for
Atari computers - you can now find the support and device adaptors you need here:

http://uniman.atari.org

This URL will stay even if I would choose another provider somewhere in the future.

**** END OF ANNOUNCEMENT ****

2616. Re: Graphics card for TT

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 17:22:58 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6d58ab_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 42804

Hi John

> With the prices of Graphics cards lowering, Is there any development to
adapt or port
> them to the Atari TT030 scene. i noticed from ebay only one at the time,
but by the >time I tried to register, the little bugger had gone.

The Galaxy card by Mario Becroft is what your after, a modern supported well
spec'd piece of kit.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2617. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 17:29:36 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6d58ac_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 42805

Ho John

> >> Which Atari users groups are still running at the moment I.E. in
> >> the Manchester area.

> >Do you you have mains electricity in Manchester yet??.

> Charmed I am sure.
> Hei Steve. Yes we do have electricity, but Trafford Utd keep stealing our
>power source.

What do they want with donkey shit?.

> I remember Harry Sideras

I remember him as well.

> created a disk of Atari User Groups But I don't know if he is still
> doing this anymore.

Harry is busy running a house of ill repute for circus dwarfs, he did
announce some while ago that he was giving up this list and offered it up
for interested parties to take on board, he's probably watching right now
and will fil us in, just after he's greased up that chicken in the box.

> regards from the city of one million pot holes and 20 watt bulb council
thinkers.
> if Manchester council was a dinosaur, it would have still tried to get out
of the >primal soup.

I had a bowl of that once, it was disgusting I dint eat anymore, I pissed in
the bowl.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2618. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 20:21:51 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0108042221230.11769-100000@newgem.atari.org>
Source record: 42886

On Fri, 3 Aug 2001, mug wrote:

> What is the going rate for these ? 16 meg lot of software no monitor

100-120ukp

--
Anders Eriksson
ae@dhs.nu

2619. Re: Graphics card for TT

Newsgroup: comp.sys.atari.st
Date: 2001-08-04 21:18:16 UTC
From: ebaiz@skyenet.net
Message-ID: <sEZa7.270$iK.220986@newsfeed.slurp.net>
Source record: 42887

On 4 Aug 2001 16:03:36 G, JOHN NICHOLAS OAKES wrote:
>hEI All.
> With the prices of Graphics cards lowering, Is there any development to adapt or port
>them to the Atari TT030 scene. i noticed from ebay only one at the time, but by the time I tried to>
>register, the little bugger had gone. I must admit even when i look for Apple mac Laptop they
>were like looking for needle in a haystack. So how about it sit down and take out your pipe and dis>cuss.
>
>regards.

Try the site below. Mario Becroft makes a card that will work in the TT..

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2620. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 01:20:01 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b6ca09a@dnews.tpgi.com.au>
Source record: 42888

do you need 1 hurfy?

Mark

mug <me@wouldntuliketoknow.co.uk> wrote in message
news:3b6b1d89_1@mk-nntp-1.news.uk.worldonline.com...
> What is the going rate for these ? 16 meg lot of software no monitor
>
> please post here as email is false
> Thanks
>
>

2621. ESNA: CD Writer Suite 3.2

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 02:18:56 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B792092F.22AA%bengy@mac.com>
Source record: 42889

CD Writer Suite is now at version 3.2, and available immediately from ESNA.
CD Writer Suite v3.2 offers:

*a modern interface
*recording at 4x on 68030 and faster systems
*recording at 2x even on 68000 systems
*reliable writes, time after time
*easy installation: no dongle required!
*simulate-before-writing feature
*support for HP, Philips, TEAC, Plextor, Yamaha, and many
SCSI3/MMC-compliant CD recorder

Although the version number has increased, the price has stayed the same. CD
Writer Suite 3.2 is available for $89.95US or $109.95CND.

http://www.europe-shareware.org/english/

2622. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 05:06:25 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <lv4b7.90536$Xr6.447691@news-server.bigpond.net.au>
Source record: 42891

if you format the disk on the PC, it will work in both machines, just make
sure its a double density disk.

--

"Rick LaFleur" <rlafleur@rcn.com> wrote in message
news:9kik3kmc1@bob.news.rcn.net...
> Just picked up a used 1040STf from a local game shop....
> everything works great except it didn't include a mouse.
>
> i figured out how to use the mouse with the keyboard, but nothing
> beats having the real thing...
>
> anyone know a place on the net that sells used ST mice?
>
> thanks
>
> ohhh anyone know of a program that let me read st disks on the pc?
> this way i can download st games from the net and save them to st
> formated disk...
>
> ohhh this ST reads ibm formated disks.. which is nice... but i want to be
> able
> to save disk image files too..
>
>
> thanks
>
> -Rick
>
>
>
>

2623. cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 05:10:50 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kik3kmc1@bob.news.rcn.net>
Source record: 42890

Just picked up a used 1040STf from a local game shop....
everything works great except it didn't include a mouse.

i figured out how to use the mouse with the keyboard, but nothing
beats having the real thing...

anyone know a place on the net that sells used ST mice?

thanks

ohhh anyone know of a program that let me read st disks on the pc?
this way i can download st games from the net and save them to st
formated disk...

ohhh this ST reads ibm formated disks.. which is nice... but i want to be
able
to save disk image files too..

thanks

-Rick

2624. VISION : new LDV

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 07:17:01 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <Np6b7.1954$9x1.3717160@nnrp3.proxad.net>
Source record: 42893

Hi !

In order to wait for the 4.0e release (September), please come and download
the new LDV : Y-Perspective.

http://www.multimania.com/jlusetti/telee.htm

--
A+, Jean
http://vision.atari.org
jlusetti@free.fr

2625. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 09:06:39 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8Z81nIAfyQb7EwLK@atari.org.uk>
Source record: 42894

In article <lv4b7.90536$Xr6.447691@news-server.bigpond.net.au>, Oracle ï¿½ <thisinsntreal@no.its.not> writes
>if you format the disk on the PC, it will work in both machines, just make
>sure its a double density disk.

If it has a double sided drive then you should be able to format a
double density disk (720k) from windows.

If it's single sided, you will have to use the DOS command from MS-DOS:
format a: f:360 or something like that

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2626. YSEDITOR PLUS new URL

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 09:29:38 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <6m8b7.24011$Vs4.223898@zonnet-reader-1>
Source record: 42895

**** ANNOUNCEMENT: NEW URL ****

The YSEDITOR PLUS homepage has moved !!!

Old address: http://www.telebyte.nl/~mt/yseditor.htm

NEW ADDRESS: http://yseditor.atari.org

(this will redirect you to http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm -
My internet account on telebyte.nl will soon end, and the old URL with it)

So if you own one of the following Yamaha synthesizers:
FB01, DX100, DX27, DX27s, DX21, TX81Z, WT11, DX11, DS55, YS100, YS200, B200, TQ5, or V50

You now must go to:

http://yseditor.atari.org

This URL will stay even if I would choose another provider somewhere in the future.

**** END OF ANNOUNCEMENT ****

2627. Re: Floppy drive broken on 1040-ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 09:32:23 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OYSpHjAnKRb7EwcC@atari.org.uk>
Source record: 42796

In article <30nmmtknrn02eabqktf20u8niivbb2hv7i@4ax.com>, Bob Retelle
<bobr1@provide.net> writes
>
>Then, the new drive is not going to fit into the same space the Atari
>drive currently occupies, very well. The new drive will be thinner,
>meaning you may have to work out some way to mount it, AND the
>"faceplate" of the drive will not fit the same cutout opening in the
>side of the ST. In most cases you can use an X-Acto knife and Razor
>Saw to cut the case to fit.

hmmm.. all the drives i have for pc's are all the same size!!!! maybe
this is something to do with cases and their 3.5" bays!!!!!!

Only the old single sided drives are larger in the ST, the other are the
same size as the high density drive pc's use.

>
>Lastly, (and possibly the most troublesome part of all this), the way
>Atari implemented the "Media Change Line" is different from the way
>modern floppy drives work.
>
>That is, when you pop out a disk and put a new one in the drive,
>there is a signal generated which informs the computer of the change,
>and alerts it that there is a new, different disk in the drive now.

iirc the atari monitors the read/write protect line to detect a disk
change.

>
>Because the new PC floppy does this differently, the ST is not going
>to have a reliable way to tell that there is a new disk when you
>change them.
>
>The ramification of this is that if you open a disk, to get the
>directory, then pop it out and put in a new disk, then write a file
>out to the new disk, the Atari won't know the disk has changed, and
>will use the directory of the old disk to save the file on the new
>disk. This will trash the new disk.
>
>You can avoid this potentially disastrous situation by closing the
>directory window and reopening it when the new disk is in the drive.
>This should read the new directory in from the new disk.
>
>You can also press the ESC key when a directory window is open, which
>will force a re-read of the directory.

not always:(((pressing the ESC key is a way of finding out if the
machine has detected a change of media and WILL updated it if it has
noticed it.

BUT it may not work all the time.

I use the ESC key test for incompatible 3.5" floppy drives, if you
change a disk and press ESC it SHOULD updated the buffers/cache and
display the new directory!!

If it doesn't then the drive isn't detecting the change of media etc.

There are programs around this to allow a force media change.

My advice anyway, even on a atari with original drive, is to check that
the directory window has been updated AFTER every disk change.

This incidentally isn't just a problem for high density drives but also
double density drives as well.

>
>There is also a way to modify the new PC floppy drive to emulate the
>Atari Media Change Line signal, but unfortunately I haven't been able
>to locate the text files that tell how to do this.
>
>
>You COULD just try to find another Atari floppy drive to replace the
>one in the 1040ST. In that case replacing the drive is a very simple
>matter of swapping the mechanism.
>
>However, there are no new units available, so you have to find a used
>one. If you look on eBay, in the "Classic Computers" category (I
>think that's what they call it), you can occasionally find people
>selling external disk drives. These were used as the main disk drive
>for the old, original 520ST, and as the "B" drive for units like your
>1040ST. These often sell for next to nothing, and you could easily
>take the case apart and use the floppy disk mechanism to replace the
>one in your 1040. If you decide to do this, be sure to look for
>model SF314, which was the Double Sided model.

You can also use external drive mechanisms for the amiga as companies
like zydec use the same type of mechanism just different cable:))

The Amiga A1200 uses a standard double density floppy with the standard
shurgart interface. Not sure whether other models do though!

I know many people that have used external drive mechanisms to replace
the internal one.

The only problem being some case cutting is usually needed. Even with
drives from the original Atari external drives, as not all ST's comform
to the same eject button.

>
>The drawback to doing this is that any floppy drive you get would be

>easily as old as the one you're replacing.
>
>The advantage of course is you could avoid all the "gotchas" of using
>a PC drive.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2628. 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 10:01:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kI6jD5AGmRb7EwZd@atari.org.uk>
Source record: 42797
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi people

After a long time, i've managed to get hold of a 130xe and floppy drive:)))) Which i've been waiting for to try and support the 8-bit's again.

Yes i know i'm a glutton for punishment!!!!!!

What i could do with now is a monitor, ideally Atari!

If you have one and are in the UK please let me know:)
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2629. MiNT + SCC.XDD + STiK

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 10:07:28 UTC
From: m.tarenskeen@zonnet.nl
Message-ID: <AV8b7.24075$Vs4.224295@zonnet-reader-1>
Source record: 42798

I have a Falcon030 running MiNT+XaAES+Thing+STiK2+Qdialer+HSMODEM.
All in their latest versions. (NOTE: MiNT newest version 1.15.12 just
released. Check it out at www.freemint.de !)

I don't have all that unixlike stuff, no extented filesystems on my HD
partitions, and no Mintnet installed. I'm quite happy with it for the
moment.

Now I have tried to install SCC.XDD as a replacement of HSMODEM.
(de-installing DRVIN.PRG+SCC.PRG from my autofolder)
But it doesn't work. When I try to connect using Qdialer, the dialer hangs
up somewhere during the connection process. With HSMODEM instead,
everything works fine again. Should I consider installing MiNTnet, or
can I avoid going into that scary looking installationprocess and just
keep using STiK or STiNG, and still be able to replace HSMODEM? I do
find it attractive to have less programs in my autofolder.

Can anyone help?

Martin Tarenskeen
creator of YSEDITOR PLUS
http://yseditor.atari.org

(P.S. Someone should make a really userfriendly MiNT/MiNTnet installation
package with the non-technical user in mind. Could be a real hit, and
finally make MiNT available as an alternative for MagiC to more
Atarians. May cost something, just like there are commercial distributions
of the "free" Linux for the PC)

2630. Re: Graphics card for TT

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 10:19:13 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b6d2a7a1fcdcc0@pandora.be>
Source record: 42799

on Sat 04-08-2001 21:18 Edward S. Baiz Jr. wrote:

>On 4 Aug 2001 16:03:36 G, JOHN NICHOLAS OAKES wrote:
>
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2631. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 10:42:41 UTC
From: Andreas Micklei <nurgle@gmx.de>
Message-ID: <1v7jk9.2m1.ln@lealand.gmx.de>
Source record: 42814
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg <davidogg@nc.rr.com> wrote:
> This one's easy (although I wouldn't say Red Hat "sucks")
> For starters lets take a look at the included version of GCC.
> Can you even recompile the base kernel with it?

Recent kernels can be compiled with their version of GCC. When RedHat 7.0 came out this problem did exist indeed, but it has been resolved by now.

Gcc 2.9.6 was the most stupid thing they have done in years anyway. But apart from that I find RedHat quite usable, although not perfect. But who is?

2632. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 11:00:44 UTC
From: swampfax@atlantic.net
Message-ID: <wH9b7.5$Ck1.15129@news1.atlantic.net>
Source record: 42801

```
On 3 Aug 2001 22:45:27 +, "mug" wrote:
>What is the going rate for these ? 16 meg lot of software no monitor
>
>please post here as email is false
>Thanks
>
>
>.

Are you buying, selling or just curious?

John G.
```

2633. Re: MiNT + SCC.XDD + STiK

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 11:43:22 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b6d3e245d3a40@pandora.be>
Source record: 42802

on Sun 05-08-2001 10:07 Martin Tarenskeen wrote:

>Now I have tried to install SCC.XDD as a replacement of HSMODEM.
>(de-installing DRVIN.PRG+SCC.PRG from my autofolder)
>But it doesn't work. When I try to connect using Qdialer, the dialer hangs
>up somewhere during the connection process.
>With HSMODEM instead, everything works fine again.

Indeed, these special drivers seems not to work with STik/Sting. the
ppp-negotiations fails.

>Should I consider installing MiNTnet, or
>can I avoid going into that scary looking installationprocess and just
>keep using STiK or STiNG, and still be able to replace HSMODEM? I do
>find it attractive to have less programs in my autofolder.

I should say go for MiNT-net. It isn't that scary at all. It needs only
lots of reading.
>
>
>(P.S. Someone should make a really userfriendly MiNT/MiNTnet installation
>package with the non-technical user in mind. Could be a real hit, and
>finally make MiNT available as an alternative for MagiC to more
>Atarians. May cost something, just like there are commercial distributions
>of the "free" Linux for the PC)

You should try once the MiNT-net installation for dummies:
http://www.ndh.net/home/kehr/atari/Atari.htm
Not an easy-to-install package in the reals sence of the word but it
contains everything one need to know/have to get online.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2634. Re: MiNT + SCC.XDD + STiK

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 12:29:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010805121412.291A-100000@localhost>
Source record: 42800

On Sun, 5 Aug 2001, Martin Tarenskeen wrote:

> Now I have tried to install SCC.XDD as a replacement of HSMODEM.
> (de-installing DRVIN.PRG+SCC.PRG from my autofolder)
> But it doesn't work. When I try to connect using Qdialer, the dialer hangs
> up somewhere during the connection process. With HSMODEM instead,
> everything works fine again. Should I consider installing MiNTnet, or
> can I avoid going into that scary looking installationprocess and just
> keep using STiK or STiNG, and still be able to replace HSMODEM? I do
> find it attractive to have less programs in my autofolder.

Did u coment out all HSMODEM stuff in MiNT cnf? U can try and comment
out all HSMODEM lines, maybe even all serial lines.. (commenting out means
u pur "#" on beggining of line) You did put XDD in mint folder? ;))

> (P.S. Someone should make a really userfriendly MiNT/MiNTnet installation
> package with the non-technical user in mind. Could be a real hit, and
> finally make MiNT available as an alternative for MagiC to more
> Atarians. May cost something, just like there are commercial distributions
> of the "free" Linux for the PC)

Basic KGMD installation (without fixing, since its now a tad obsolete)
requires dowloading lotsa files, copying all of them in same directory,
downloading and unpacking instflpy.zoo in same dir and running installer..
Then u are asked few question like what partiton will be mint
partition, what FS will u use, where is KGMD package and your username and
user and root passwords.. Then u may sit and watch TV for some 30 mins and
MiNT is installed.. (there may be some machine dependand probs) Thats all.

We did also a package which did replace and add new features on MiNT
setup especialy for begginers.. It requires copying package to HOME
directory, runing tar depacker and starting install script... Of course
its super wise to read DOCs before, also there are nice HYP's on net, even
Papyrus document.. my experiences says noone actuay do that :))

Fixing, adding stuff, modifying FS structure aint as easy as install,
but if u wana use UNIX and not used to it, thats nice school and warmup
period for later usage.. Im still covinces few hardnuts and probs learns u
more as book only.. no mater how thick is..

Linux instalation is used for example.. Its a bit of a double sword
imho. U put CD in, start install and that is.. Still does user now may
go and use Linux, esp CLI etc if he had no knowledge?

Janez

2635. Atari Online News, Etc. #03-31

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 12:55:50 UTC
From: danap8@aol.com
Message-ID: <20010805085550.25872.00000597@mb-mb.aol.com>
Source record: 42803

```
A-ONE #0331 08/03/01

~ Web Sales Tax Dead? ~ People Are Talking! ~ Cyberpunks News!
~ Atari Gaming Poll! ~ Mobsters and Privacy? ~ OmniWeb Released!
~ Vintage Computer Fest! ~ Online Music Regulated ~ JagFest 2K2 Plans!
~ Netzero Cuts Services! ~ Laptops Get Pentium 3 ~ Console Max Payne!

-* Bluelight Drops Free Service *-
-* Video Games Ratings Are Too Soft! *-
-* Court Rejects Both Microsoft & Government! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org

Due to server problems, A-ONE is presently not available from our
Delphi site. E-mail requests are available until then, or visit one of
our alternative sites!
```

2636. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 14:50:05 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6ee236_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 42837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Steve

> After a long time, i've managed to get hold of a 130xe and floppy
> drive:)))) Which i've been waiting for to try and support the 8-bit's
> again.

I wish i'd known, ive got a 320K 130 XE and a 256K 800XL that i want to get some money back on, also 2 Happy 1050's and a straight 1050. 850 interface also here.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2637. Misc ST Items and More FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 16:00:56 UTC
From: fmhcom@operamail.com
Message-ID: <Y4eb7.116$Yd1.141320@newsfeed.slurp.net>
Source record: 42806

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

The Complete Atari MINT CD by Whiteline. Everything you could ever
want/need with MINT for your Atari computer. X11, PERL, HUGE, TCL,
GNU C++, MINTos, MINTnet, FTP, Telnet, and all the MINT Distribution
kits. Over 330 Meg of data. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

2638. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 17:48:59 UTC
From: mug <me@wouldntuliketoknow.co.uk>
Message-ID: <3b6d8924$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 42807

"John Garone" <swampfax@atlantic.net> wrote in message
news:wH9b7.5$Ck1.15129@news1.atlantic.net...
> On 3 Aug 2001 22:45:27 +, "mug" wrote:
> >What is the going rate for these ? 16 meg lot of software no monitor
> >
> >please post here as email is false
> >Thanks
> >
> >
> >.
>
> Are you buying, selling or just curious?
>
> John G.

considering selling, I have two one with Nemisis and one with Powerup and
all they do these days is Invoices

2639. FS: Atari 1040 STe system Toronto, Canada

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 18:04:52 UTC
From: David Goulden <forsale@zanid.com>
Message-ID: <RPfb7.438$5c.50725@news20.bellglobal.com>
Source record: 42808

Hello,

I have the following for sale:

Atari 1040 STe computer, 4MB RAM, no HD, midi in/out, SM125 B/W monitor,
SC1224 Colour monitor, 9 issues of ST Format magazine with disks, Notator
MIDI sequencing software, various other shareware/freeware/demo software.

I live in Toronto, Canada and would REALLY rather not deal with the hassle
of finding boxes and padding for the monitors, but I'd consider shipping the
other items. Although I'm asking CDN $100, make me an offer. I'm less
concerned about money than I am about giving the system to someone who will
appreciate it.

Visit http://www.zanid.com/forsale for a picture and details.

Thanks,

David

2640. Milan for sale??

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 19:06:08 UTC
From: rking@zetnet.co.uk
Message-ID: <3b6d9920$0$18559@news.zetnet.co.uk>
Source record: 42810

Hi all,

I'm getting a Blue and White G3 Mac and will probably be selling my Milan and Multisync Taxan monitor and colour printer. Just to warn any one thinking of making a killing, I will be asking a realistic price for the package, as it's got SCSI card and two CDs one of which is CDW . As a graphics M/C. its all you could ask, but there is NO DTP software available (including Calamus) thats up to the grade, and that's what I'm into. I will be keeping my Falcons, standard and C-Lab MkX, as they are an engineering marvel and a rock steady Midi platform.
I'll let you know of my price, when I've worked it out (providing the G3 is OK).

Bob King.

2641. [AD]Atari-Users.Net T-shirts

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 19:31:19 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tmr6ts6bl6e142@corp.supernews.com>
Source record: 42811

Hello!

With the opening of our new logo store, we the AUN Logo T-Shirts on
sale for $10.95 plus shipping. That's $2.00 off the regular price. Shipping
is available, for most places around the world!

Visit www.atari-users.net for more information.

Rob
webmaster@atari-users.net

2642. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 20:15:51 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kk94fghv1@bob.news.rcn.net>
Source record: 42812

"Steve Stupple" <Steve@atari.org> wrote in message
news:8Z81nIAfyQb7EwLK@atari.org.uk...
> In article <lv4b7.90536$Xr6.447691@news-server.bigpond.net.au>, Oracle &#65533;
> <thisinsntreal@no.its.not> writes
> >if you format the disk on the PC, it will work in both machines, just
make
> >sure its a double density disk.
>
> If it has a double sided drive then you should be able to format a
> double density disk (720k) from windows.
>
> If it's single sided, you will have to use the DOS command from MS-DOS:
> format a: f:360 or something like that
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

```
can i use a HD disk and format it to DD?

my A: drive on my pc is broken right now... i have to travel to a friends
house to try this... i'll pick up a new pc drive soon...

-rick

cheap ST mice anywhere???
```

2643. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 21:46:06 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <A8jb7.604$Yx2.14677@news.cpqcorp.net>
Source record: 42813

```
>** *** **
>
>
> can i use a HD disk and format it to DD?
>
> my A: drive on my pc is broken right now... i have to travel to a friends
> house to try this... i'll pick up a new pc drive soon...
>

The magnetic coating on an HD disk is different to that on a DD disk. It
needs a much stronger
magnetic field to make sure it is permanently magnetised. So I would not
recommend using an HD disk for long
term data storage. However in an emergancy you can cover up the media sense
hole, and the disk will usually format
and work. But its likley to "forget" what you have stored on it. I think
last time I tried this they died after a coupld of months..

Dave.
>
> -rick
>
> cheap ST mice anywhere???
>
>
```

2644. FS Atari Mega 4 STE (or trade for PC)

Newsgroup: comp.sys.atari.st
Date: 2001-08-05 22:59:00 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <fdjrmtoi2qrdovumk26aqm25i3ofui315j@4ax.com>
Source record: 42815

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
(for switching to colour monitor)
Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.
Best offer or will trade for PC computer

2645. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 01:15:08 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrrqteds2eg80@corp.supernews.com>
Source record: 42817
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"Otter" <otter@oz.net> wrote in message news:9k61t8squ0@216.39.130.4...
> David Ogg wrote:
>
> > They chose to buy a PC with Windows on it, they had a choice. If anyone
> > here can find me a PC they want, and they don't want Windows on it, I
> > guarantee I can find it somewhere else, with the same warranty, support,
> > and hardware, at the same price, with another OS on it.
>
> >
> > Do you really think that everyone with windows on their computer was
> > forced to use it? I guarantee if you take a poll and ask people buying
> > new machines, and ask them what OS they want on their new PC, it will be
> > Windows.
>
> I think the biggest reason for this is that most of the people (not the
> technogeeks like most of us here in these newsgroups) simply don't know
> about the alternatives. Your average computer user will most likely get
> their new overpriced system at one of the big retail chains such as
> Circuit City, or Fred Meyer, or whatever. When they walk into one of
> those places and look over the selections, they will see the stats on
> the display models, and it will most likely list some form of Windows,
> some form of MS-Office, and probably a trial subscription to MSN or
> AOHell (in addition to listing the hardware of course). At those
> mass-market chains, you never see systems with stats placards boasting
> Linux and Star-Office. And the sales rep most likely won't even
> consider mentioning those as a possibility (if he even knows what Linux
> is).
>
> As an example, only about 2 years ago, I was at the Base Exchange at
> McChord AFB, and was looking over the different computers in their
> electronics department. I asked the sales rep there if I would be able
> to buy one of their systems without any OS installed, since I was
> scouting out a system to become a Linux box). He just flat out
> refused. I don't remember the reason he gave, but if I wanted one of
> their computers for my Linux system, I would have to get it with
> Windows-98 preinstalled, which I wouldn't have been using anyway, so why
> would I want to pay extra for it?), reformat, and then do my Linux
> install.
>
> So, to cut this post short, since I nearly lost my train of thought
> here... What good is having choices in operating systems and other

> software packages, if the typical consumer doesn't know about those
> choices and the folks selling the systems won't volunteer that
> information?

Ok. look in your crystal ball... how many people will get a linux PC when they
walk in Fred Meyer over a Windows PC?
They get the PC, then ask to look at the software section, or maybe ask if
they can run the same software they saw at their friend house.

I'm sure it better today and you dont have to spend a week getting a dev environment
to get basic tool to work. But its still a far cry from the software you get under windows.

Like you hint, the guy probably dont know linux.... can you imagine the guy walking back
asking for basic question as to why his new directx game wont install, or how does he
setup the new usb scanner he just got... or import his digital camera images, etc.. etc..
etc..

We are talking about 0.000001% . Thats why Dell droped the ball on linux. They dont offer
this as an option anymore. They realized that linux market is super specialized server and
hacker.
And hackers build their own PC's :)

BTW, I beleive its possible to have API like directx working on linux... So 'pure' directx
dev
could be ported in a snap to linux, but who we spend that level or R&D for those linux
user?

Stephan

2646. st talk or st speach??

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 01:20:06 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kkquu$s2r$1@bob.news.rcn.net>
Source record: 42816

Anyone remember this little program and where i can find it?

It's been so long. I can't recall the correct name of this voice app.
What ever you typed into the program the ST would say it.
I really want to find it, I think my kids would get a kick out of it.

Anyone know of a web site where I can download it?

-Rick

rlafluer@rcn.com

2647. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 01:21:57 UTC
From: Stephan Schaem <tthai@mindspring.com>
Message-ID: <tmrs7loh08fn8e@corp.supernews.com>
Source record: 42818
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"David Ogg" <davidogg@nc.rr.com> wrote in message
news:MPG.15cecd7cc117cb829896a3@news-server.nc.rr.com...
> In article <67r0k9.qga.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
> > David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> > > Ok, not a good example, I'll pick another one, what if Linux integrated a
> > > free web browser into it's interface? What if (hypothetically) this put
> > > someone out on the street. What could the government do? Should they do
> > > anything?
> >
> > Linux doesn't need to "incorporate it into its interface" in the way you
> > mean... There are several free web browsers included with every linux
> > distro. And yes, depending on which windowmanager/desktop environment you
> > choose, there are integrated ones. But not of them are forced on the user.
> >
> > And as the source code is free... It would be easily UNintegratable if
> > someone DID want to reassert their choices.
>
> Easily, maybe, I can also easily unintegrate IE from Win98 too, there is
> a way to do it ;) (Was quite an embarassment too, after MS said they
> couldn't!)

I think they took it like "Remove your network stack, bad bad boy! you are a monopoly
you can integrate a network stack!" and from a totaly stupid request they just said "no
cant do"
because giving a valid answer wouldn't have made a diference.
In my view MS is really down at many people like they are technologie moron.

Anyway, lets look in 5 year as to what OS WONT have an integrated HTML 'parser' in the OS
as a base API service.
Should the US gov (and tax payer) bring to court QNX, Beos, etc.. ?

BTW, what happen when you type a ftp or http address in an explorer windows?
If you install Netscape can you 'fix' the now broken desktop and allow for those space to
be browsed again?
Who make 'namespace' http support for windows?

Anyway... time will again prove MS right and linux will follow.

Stephan

2648. RF adapter for 520STfm?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 01:43:29 UTC
From: Rodney Hester <rod3@mindspring.com>
Message-ID: <9kksoa$821$1@slb7.atl.mindspring.net>
Source record: 42819

What kind of TV adapter is needed? I have an old 2600 adapter which doesn't seem to work, nor will it provide a signal on a composite monitor...is a "special" adapter required?

Rodney

2649. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 02:00:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ciurmt0bbajq0pauauh155s4f75tvt52en@4ax.com>
Source record: 42820
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 5 Aug 2001 11:01:42 +0100, Steve Stupple <Steve@atari.org>
wrote:

>Hi people
>
>After a long time, i've managed to get hold of a 130xe and floppy
>drive:)))) Which i've been waiting for to try and support the 8-bit's
>again.
>
>Yes i know i'm a glutton for punishment!!!!!!
>
>What i could do with now is a monitor, ideally Atari!
>
>If you have one and are in the UK please let me know:)
>-- Cheers! For Now
> Steve <>< * * *

Atari never manufactured monitors for their Home Computer line.

Would have been a nice addition to their catalog to have a
color-matched video monitor, but those things were probably too
expensive in those days to sell to Atari's intended audience.

I was at the Chicago "Consumer Electronics Show" when Atari introduced
the 130XE model, but I can't remember what kind of monitors they were
using in the displays. (That was the era they would have brought out
a monitor for the 8-bit if they were ever going to do it, but nothing
ever showed up in their product line.)

Atari was too busy introducing the 260ST and 520ST at that show to
spend much time on the 8-bit computers. People would walk up to the
130XE, look at it for a second, realize it wasn't the ST, and turn
right around, heading for the other side of the room,

I wonder if any "prototype" monitors might exist somewhere though...

BobR
.

2650. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 03:42:16 UTC
From: Mark Bedingfield <atari@nocrud.tpg.com.au>
Message-ID: <9kl3gdkus1@merki.connect.com.au>
Source record: 42821
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have seen shots of what appears to be an SC1224, but with the red atari logo. They were shown in Explorer in the mid eighties, during the 130XE release. As far as I know they were never put into production.

Mark

"Bob Retelle" <bobr1@provide.net> wrote in message news:ciurmt0bbajq0pauauh155s4f75tvt52en@4ax.com...
> On Sun, 5 Aug 2001 11:01:42 +0100, Steve Stupple <Steve@atari.org>
> wrote:
>
> >Hi people
> >
> >After a long time, i've managed to get hold of a 130xe and floppy
> >drive:)))) Which i've been waiting for to try and support the 8-bit's
> >again.
> >
> >Yes i know i'm a glutton for punishment!!!!!!
> >
> >What i could do with now is a monitor, ideally Atari!
> >
> >If you have one and are in the UK please let me know:)
> >-- Cheers! For Now
> > Steve <>< * * *
>
>
> Atari never manufactured monitors for their Home Computer line.
>
> Would have been a nice addition to their catalog to have a
> color-matched video monitor, but those things were probably too
> expensive in those days to sell to Atari's intended audience.
>
> I was at the Chicago "Consumer Electronics Show" when Atari introduced
> the 130XE model, but I can't remember what kind of monitors they were
> using in the displays. (That was the era they would have brought out
> a monitor for the 8-bit if they were ever going to do it, but nothing
> ever showed up in their product line.)
>
> Atari was too busy introducing the 260ST and 520ST at that show to
> spend much time on the 8-bit computers. People would walk up to the
> 130XE, look at it for a second, realize it wasn't the ST, and turn
> right around, heading for the other side of the room,
>
> I wonder if any "prototype" monitors might exist somewhere though...

>
> BobR
> .

2651. Re: SyQuest EZ-135 Drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 03:43:40 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9kl3pa$82n$1@news.chatlink.com>
Source record: 42823

On 3 Aug 2001 03:32:41 +, Don Wolfe wrote:
>On 1 Aug 2001 23:41:40 G, xlator@cix.compulink.co.uk wrote:
>>In message <9k7vfbrpj1@news.chatlink.com>, dwolfe@netcentraltv.com said:

>The 12 v reading on pin-3 was my error, I was reading it as a AC
>transformer. Once I set my voltage tester for DC voltage the pin-3
>reading was 5.5 volts. So I think I will move the black wire from
>pin-2 0 reading to pin-3 5.5 reading......
>
>>I think you'll find it's more than just a transformer. For a
>>start, it has auto-switching for 90 to 270 V supply voltages and
>>it will almost certainly have a regulator (though these circuits
>>may be combined, I guess) so a plain transformer will not do. You
>>need proper replacement. Don't know where you'd get that, though -
>>try a computer repair shop, or find someone whose SyQuest disk
>>drive has failed but the power unit is OK - I know, easier said
>>than done!:-) But if space is not a problem, then any regulated 5V
>>supply would do - from a PC or even a disk drive. Just make sure the
>>polarity is correct!
>
>Thanks for the good information on transformers, I'll keep you posted
>as to how this works out.....

Well I moved the black wire to pin-3 and the Drive came alive :)

Regards, Donner......

2652. Re: RF adapter for 520STfm?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 03:45:58 UTC
From: Mark Bedingfield <atari@nocrud.tpg.com.au>
Message-ID: <9kl3nblcg1@merki.connect.com.au>
Source record: 42822

The STFM has one built in.Are you trying to replace the internal unit? RF and composite are verrrryyyy different. One is modulated and carries all the signals (RF), and the other is a video signal only. If you need composite it is derived from the 13 pin monitor socket.

Mark

"Rodney Hester" <rod3@mindspring.com> wrote in message news:9kksoa$821$1@slb7.atl.mindspring.net...
> What kind of TV adapter is needed? I have an old 2600 adapter which doesn't
> seem to work, nor will it provide a signal on a composite monitor...is a
> "special" adapter required?
>
> Rodney
>
>

2653. SOLD: Atari 1040 STe system Toronto, Canada

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 04:11:02 UTC
From: David Goulden <forsale@zanid.com>
Message-ID: <7lob7.5899$5c.360811@news20.bellglobal.com>
Source record: 42824

Wow, that was fast. All items have been sold.

Dave

"David Goulden" <forsale@zanid.com> wrote in message
news:RPfb7.438$5c.50725@news20.bellglobal.com...
> Hello,
>
> I have the following for sale:
>
> Atari 1040 STe computer, 4MB RAM, no HD, midi in/out, SM125 B/W monitor,
> SC1224 Colour monitor, 9 issues of ST Format magazine with disks, Notator
> MIDI sequencing software, various other shareware/freeware/demo software.
>
> I live in Toronto, Canada and would REALLY rather not deal with the hassle
> of finding boxes and padding for the monitors, but I'd consider shipping
the
> other items. Although I'm asking CDN $100, make me an offer. I'm less
> concerned about money than I am about giving the system to someone who
will
> appreciate it.
>
> Visit http://www.zanid.com/forsale for a picture and details.
>
> Thanks,
>
> David
>
>
>

2654. Re: RF adapter for 520STfm?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 06:35:43 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <n25smtkkbb0423v4v1lk70djnuu6rds4to@4ax.com>
Source record: 42825

On Sun, 5 Aug 2001 21:43:29 -0400, "Rodney Hester"
<rod3@mindspring.com> wrote:

>What kind of TV adapter is needed? I have an old 2600 adapter which doesn't
>seem to work, nor will it provide a signal on a composite monitor...is a
>"special" adapter required?
>
>Rodney
>

First of all, the 520STfm video output CAN NOT be used with a
composite monitor. It HAS to be connected to the ANTENNA on your TV
set.

The STfm (floppy drive, RF modulator) doesn't need anything special,
as the RF modulator is already built into the system.

The 2600 switchbox you have should work fine.

You need a cable with RCA plugs on both ends, one end goes to the 2600
switchbox, the other end plugs into the back of the ST. It's pretty
obvious, there's only one place it can plug in.

Then the 2600 switchbox has to connect to the TV set's ANTENNA
input. .

Tune the TV set to either Channel 3 or Channel 4 (there is a tiny
slide switch next to the RCA jack on the back of the ST to set the
channel. Choose whichever channel is not in use in your area), and
you should be able to see the ST screen.

If you DO want to connect the ST to a composite monitor, you may be in
luck. The models with built in RF modulators usually have the
composite video signal brought out on one of the pins in the normal ST
monitor socket.

You would have to get a plug which will fit the socket and wire it up
to the monitor. There are text files floating around on the web which
go into detail about how to do this.

BobR

2655. Re: st talk or st speach??

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 07:22:46 UTC
From: swampfax@atlantic.net
Message-ID: <aBrb7.27$Ck1.51052@news1.atlantic.net>
Source record: 42826

On 5 Aug 2001 21:20:06 -, "Rick LaFleur" wrote:
>Anyone remember this little program and where i can find it?
>
>It's been so long. I can't recall the correct name of this voice app.
>What ever you typed into the program the ST would say it.
>I really want to find it, I think my kids would get a kick out of it.
>
>Anyone know of a web site where I can download it?
>
>-Rick
>
>rlafluer@rcn.com
Hi Rick,
Check your E-mail for it! I believe you must type in the way the word
sounds and not how it's spelled.
John G.

2656. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 08:45:18 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <q8cguIAeklb7EwaV@atari.org.uk>
Source record: 42827

In article <A8jb7.604$Yx2.14677@news.cpqcorp.net>, David Wade <dave.wade
@compaq.no.spam.please.com> writes
>The magnetic coating on an HD disk is different to that on a DD disk. It
>needs a much stronger
>magnetic field to make sure it is permanently magnetised. So I would not
>recommend using an HD disk for long
>term data storage.

The magnetic field used in double density drives is much stronger than
those used in modern high density drives. So much so that data around
the sector being written, and on the other side of the disk get
corrupted:(

I have only 1 double density disk drive that will read high density
disks formatted as a dd.

It's a common mistake, all disks are not the same:(

> However in an emergancy you can cover up the media sense
>hole, and the disk will usually format
>and work. But its likley to "forget" what you have stored on it. I think
>last time I tried this they died after a coupld of months..

Yep, all it takes is one bit of data in the data stream to be wrong and
that's it the program or whatever has had it!!

Cheap mouse... I do have some rodents around, I'm in the UK though. I,
as far as i know, can still get hold of new rodents for amiga/atari!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2657. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 10:11:00 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3b706d18.1458790730@127.0.0.1>
Source record: 42828

Bob Retelle <bobr1@provide.net> wrote:

>If you're planning on formatting the drive anyway, you CAN pretty
>easily replace the mechanism with a larger SCSI drive. There are some

More info on this please?

regards,
___/
_/ - with a perfectly fine working Megafile 30 but need more
space :)

2658. fpatch2.prg

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 11:32:12 UTC
From: nospam@zonnet.nl
Message-ID: <0fvb7.24248$Vs4.232277@zonnet-reader-1>
Source record: 42829

I have fpatch2.prg in my Falcon's autofolder but I can't remember
when and why I put it there. Can anyone fresh up my memory and tell me
what it is for?

2659. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 11:58:48 UTC
From: Dunny <paul.dunn4@ntlworld.com>
Message-ID: <O4Ab7.14275$hs5.2508041@news2-win.server.ntlworld.com>
Source record: 42835
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Roy Miller <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>
> Roy

No probs - any time mate. If you need more, just ask.

D.

2660. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 14:23:50 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108060623.59586e4f@posting.google.com>
Source record: 42830
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> Why should they have to though? What extra power would my parents get (word
> processing, internet, dtp, spreadsheet) by using Linux over Windows or her
> Mac (actually my old Mac)?

None if they can use Office/Works already. I would give the Unix
Office applications a year to become functionally more useful than the
MSOffice equivalents. By more useful I don't mean that they will do
everything that the equivalent MS program would do, but it would do it
correctly. Office has so many bugs it is unbelievable. Still, large
software programs have bugs, so the Unix Office apps will get them as
well. I just hope that the emphasis for the Unix Office apps is going
to be stability and bug fixing over feature bloat.

The Windows interface is just as confusing to newbies as the Linux one
(say, KDE). Except that KDE comes with a whole pile of apps
preinstalled for free, KOffice, Konqueror, silly games, etc. Linux is
just a mess under the surface though, and the surface is dodgy. For a
home user desktop, it needs a single, consistent interface, easy to
configure printers, hardware, etc. MS is way ahead in these areas. QNX
is the best alternative desktop OS I have seen to date.

> What advantages would I have in using Linux over
> Windows as an application programmer using VB, C++ Builder, VC++, Jbuilder,
> SQL Server etc?

VB - MS Technology
C++ Builder - Borland
VC++ - MS
JBuilder - Borland
SQLServer - MS

You would get none, of course. What advantages would I have in Windows
over Linux as a server programmer using Perl, PHP, Python,
PostgresQL/Oracle/MySQL?

> And there are not dozens of known security holes in most Unix/Linux
> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
> potential security hazard.

Hence you should use the more secure alternatives with length
parameters to prevent buffer overflows, such as strncpy.

Graham

2661. Re: fpatch2.prg

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 14:35:40 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9km9vsrnu0@206.230.189.17>
Source record: 42831

This little patch fixes two problems in the Falcon BIOS (TOS 4.00-4.04)

(1) Sound is not initialized properly.
(2) Bconmap() doesn't work.

To use it, copy FPATCH2.PRG to your AUTO folder.

This patch supersedes FPATCH1.PRG. The former worked by hooking into
the BIOS trap and intercepting Bconxxx calls. This patch fixes the
Bconmap problem directly (by setting the Bconmap table size to its
correct value) and hence requires no resident code. It also has
the benefit of allowing the Falcon LAN port to be accessed via
the BIOS.

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:0fvb7.24248$Vs4.232277@zonnet-reader-1...
> I have fpatch2.prg in my Falcon's autofolder but I can't remember
> when and why I put it there. Can anyone fresh up my memory and tell me
> what it is for?
>
>

2662. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 15:00:34 UTC
From: Roy Miller <millers@inebraska.com>
Message-ID: <3B6EB10F.48B4D6B5@inebraska.com>
Source record: 42832
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Thanks a whole hell of a lot.

Now we have THREE of these bandwidth-wasting, cross-posting
threads-with-the-same-title that I am not interesting in reading.

Roy

Bob Retelle wrote:

> On Fri, 03 Aug 2001 03:47:47 GMT, James Alexander
> <james-m-alexander@home.com> wrote:
>
> >Bob,
> >
> >don't even try
> >to waste more of my time saying any intel processor can do a good job of it.
> >It simply isn't bact up by any fact, and likely never will be.
> >
>
> How about, YOU don't waste any more of OUR time telling us we don't do
> what we obviously CAN do with emulators?
>
> BobR

2663. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 15:32:56 UTC
From: pausch@saaf.se
Message-ID: <9kmdb8$hi6$1@merope.saaf.se>
Source record: 42833
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <6172ee17.0108060623.59586e4f@posting.google.com>,
Graham <graham@aledrinker.co.uk> wrote:

>> And there are not dozens of known security holes in most Unix/Linux
>> distributions? Every scanf(),gets(), sprintf(),strcpy in the OS is a
>> potential security hazard.
>
> Hence you should use the more secure alternatives with length
> parameters to prevent buffer overflows, such as strncpy.

And in particular, scanf(), gets(), sprintf(), strcpy() are not OS
functions but C runtime library functions, and the security holes
within these functions are present in *all* C runtime libraries,
including those running under MS-Windoze....

scanf() in particular is useless for anything but quick'n'dirty
throw-away test programs, and should never be used in a real
application.

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch at saaf dot se or paul.schlyter at ausys dot se
WWW: http://hotel04.ausys.se/pausch http://welcome.to/pausch

2664. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 16:44:18 UTC
From: nurmix@spam-free.com
Message-ID: <3b6ec6c4.97166@news-server.socal.rr.com>
Source record: 42834

On Sat, 4 Aug 2001 01:39:48 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>I never used AudioTracker myself, but I used the JAM-8 with Cubase Audio
>with great success. I have heard of some interfaces having problems where
>the outputs would shift occationally. A little annoying, but Line Audio
>Design made a simple hardware fix (I believe there are only a few resistors
>to add in the JAM) to get rid of the problem - at least if CAF. Maybe that's
>what SoundPool have heard about?

That's interesting. At first I was thinking that they meant the
device simply would not work at all with their software (as if the
hardware was incompatible in some way). But if it works with CAF, I
assume, hardware-wise, it's basically the same as the Analog 8 Out,
since CAF was not specifically designed to use LINE AUDIO devices.

And since Audio Tracker works with the Analog 8 Out, one would think
the JAM 8 Out should also work. Re-reading what SoundPool wrote, they
did say:

"The AudioTracker does NOT work __properly__ with JAM 8 series".
[I added the emphasis on "properly"]
"We have had several problem with customers who have JAM 8."

So they could very well simply be refering to the problem you
mentioned above. The person selling the JAM 8 Out tells me he has not
had any noise problems when he used it with CAF. I guess the only way
to know for sure is to test it myself.

Thanks Claes.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2665. Re: Networking Falcon with PC

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 18:18:05 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3B6EDF2E.7B13DA43@village.uunet.be>
Source record: 42836

Howdy,

Joshua Kaijankoski wrote:
>
> I'm looking to bring my Falcon to my office and network it with a PC. I want
> to share the internet connection with it. I want to use wingate or similar
> on the PC end and use serial connection for it. Few questions:
>
> What kind of serial cable should I use? Is there a limit on lenght?

Serial connection is limited to only a couple of meters I thought (max 18) -
can someone confirm this?

> How do I setup STiNG on the Falcon end?

Take a look at :
http://gallery.uunet.be/saka/atari/lan/ser_atari-pc.htm

> How do I setup Wingate?

don't know... there is maybe a FAQ at the WinGate site...

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2666. SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 18:42:49 UTC
From: Erik Closson <sqwirl@atarist.com>
Message-ID: <JyBb7.1458$PP1.16113468@news2.news.adelphia.net>
Source record: 42838

Well I got a SH204 HDD in the mail the other day and hooked it up. Booted perfectly right away from the last persons files. Then I accidently overwrote the desktop.inf and in trying to get the drive letters back I somehow made the drive not bootable. AHDI detects it and when I try to make it bootable it says please partition. I then try to partition and it tells me to format first. I try to format and it completes the format and exits hdx. I restart the computer and try to run partition and it tells me that this computer has been formatted with an different version of ahdi and says format again. Anyone know of a different HDD driver I could use or what is wrong with this. Or possibly the version of AHDI that came with the SH204.
Thanks
Erik Closson

2667. [SEARCH] Deuteros and help

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 20:12:44 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.3aba9f1e.832c1ac2.ovanoni@icor.fr>
Source record: 42712

Hello.

I'm looking for the game Deuteros (the next Millenium), an original one
of course with if possible the box and handbook.
Also, can one of you give me any information about the way to go, without
of course giving me the solution.

Please answer me by mail.

Thanks.

2668. Re: fpatch2.prg

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 20:41:55 UTC
From: doom_master@btinternet.com
Message-ID: <1exqmwb.agfy2l1yufkuqN%doom_master@btinternet.com>
Source record: 42839

> This little patch fixes two problems in the Falcon BIOS (TOS 4.00-4.04)
>
> (1) Sound is not initialized properly.
> (2) Bconmap() doesn't work.
>
> To use it, copy FPATCH2.PRG to your AUTO folder.
>
> This patch supersedes FPATCH1.PRG. The former worked by hooking into
> the BIOS trap and intercepting Bconxxx calls. This patch fixes the
> Bconmap problem directly (by setting the Bconmap table size to its
> correct value) and hence requires no resident code. It also has
> the benefit of allowing the Falcon LAN port to be accessed via
> the BIOS.

just what is a "Bconmap" ?

and was it the STe compatibility sound that wasn't initialised
correctly, or..?

Just curious :-)

--
Steve
- - -
The Loudest DOT COM
http://www.knac.com

2669. Re: Networking Falcon with PC

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 21:31:55 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <i1Eb7.649$Yx2.15715@news.cpqcorp.net>
Source record: 42840

"Karl Samyn" <saka@village.uunet.be> wrote in message
news:3B6EDF2E.7B13DA43@village.uunet.be...
> Howdy,
>
> Joshua Kaijankoski wrote:
> >
> > I'm looking to bring my Falcon to my office and network it with a PC. I
want
> > to share the internet connection with it. I want to use wingate or
similar
> > on the PC end and use serial connection for it. Few questions:
> >
> > What kind of serial cable should I use? Is there a limit on lenght?
>
> Serial connection is limited to only a couple of meters I thought (max
18) -
> can someone confirm this?

It depends on speed. In theory at 64k maximum distance is I think around
15ft. At 9600 I have used lengths of 200 meters or so. If you use good
quality, low capacitance cable, I would expect up to 100 feet, but it
depends on many other things.

2670. Re: RF adapter for 520STfm?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 21:35:49 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <X4Eb7.650$Yx2.15713@news.cpqcorp.net>
Source record: 42841

"Rodney Hester" <rod3@mindspring.com> wrote in message
news:9kksoa$821$1@slb7.atl.mindspring.net...
> What kind of TV adapter is needed? I have an old 2600 adapter which
doesn't
> seem to work, nor will it provide a signal on a composite monitor...is a
> "special" adapter required?
>
> Rodney
>
>
An "FM" should not need an adaptor. It should have RF out on the back. If it
is just an "F" it won't have RF out, nor will it have
composite, as this is generated in the on-board modulator. So you need
either a Monitor that understands RGB or a modulator
that accepts RGB.

2671. Re: st talk or st speach??

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 22:48:34 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kn6en$c1j$1@bob.news.rcn.net>
Source record: 42842

Not the program i was looking for, but thanks anyways.... i did find the
program i was looking for late last night.
it's called stspeech.tos

thanks anyways.....

maybe you can help me find a graphics demo i had years ago.,

it was in german.. and had muppet looking guys playing music...kids loved
it...

hhehe

-Rick
http://users.rcn.com/alafleur/

"John Garone" <swampfax@atlantic.net> wrote in message
news:aBrb7.27$Ck1.51052@news1.atlantic.net...
> On 5 Aug 2001 21:20:06 -, "Rick LaFleur" wrote:
> >Anyone remember this little program and where i can find it?
> >
> >It's been so long. I can't recall the correct name of this voice app.
> >What ever you typed into the program the ST would say it.
> >I really want to find it, I think my kids would get a kick out of it.
> >
> >Anyone know of a web site where I can download it?
> >
> >-Rick
> >
> >rlafluer@rcn.com
> Hi Rick,
> Check your E-mail for it! I believe you must type in the way the word
> sounds and not how it's spelled.
> John G.

2672. Re: cheap st mouse?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:00:46 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kn75j$ev7$1@bob.news.rcn.net>
Source record: 42843

Real hard to find around here... How much you want to an ST mouse
mailed to the States?
I need one badly....you might be cheaper then the online dealers..

"Steve Stupple" <Steve@atari.org> wrote in message
news:q8cguIAeklb7EwaV@atari.org.uk...
> In article <A8jb7.604$Yx2.14677@news.cpqcorp.net>, David Wade <dave.wade
> @compaq.no.spam.please.com> writes
> >The magnetic coating on an HD disk is different to that on a DD disk. It
> >needs a much stronger
> >magnetic field to make sure it is permanently magnetised. So I would not
> >recommend using an HD disk for long
> >term data storage.
>
> The magnetic field used in double density drives is much stronger than
> those used in modern high density drives. So much so that data around
> the sector being written, and on the other side of the disk get
> corrupted:(
>
> I have only 1 double density disk drive that will read high density
> disks formatted as a dd.
>
> It's a common mistake, all disks are not the same:(
>
> > However in an emergancy you can cover up the media sense
> >hole, and the disk will usually format
> >and work. But its likley to "forget" what you have stored on it. I think
> >last time I tried this they died after a coupld of months..
>
> Yep, all it takes is one bit of data in the data stream to be wrong and
> that's it the program or whatever has had it!!
>
> Cheap mouse... I do have some rodents around, I'm in the UK though. I,
> as far as i know, can still get hold of new rodents for amiga/atari!!
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

2673. Re: SCSI CD-ROM with ST?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:06:30 UTC
From: ebaiz@skyenet.net
Message-ID: <WpFb7.198$432.137580@newsfeed.slurp.net>
Source record: 42844

On 29 Jul 2001 09:52:15 , Hallvard Tangeraas wrote:
>What exactly is needed in terms of software to be able to use an ST with
>a CD-ROM drive (SCSI)?

I would get Extendos Gold to drive the CD drive. Of course a good SCSI
driver like HDDriver is good to have also.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2674. A-ONE on Delphi Is Back!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:09:23 UTC
From: danap8@aol.com
Message-ID: <20010806190923.29123.00003368@ng-cu1.aol.com>
Source record: 42845

Delphi's FTP issues have been resolved. Atari Online News, Etc.
(A-ONE) is available again there for download or online reading!
Thanks for everyone's patience.

-Dana @ A-ONE

2675. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:33:55 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <bkUb7.8563$5t1.15392@nntpserver.swip.net>
Source record: 42766

> "The AudioTracker does NOT work __properly__ with JAM 8 series".
> [I added the emphasis on "properly"]
> "We have had several problem with customers who have JAM 8."
>
> So they could very well simply be refering to the problem you
> mentioned above. The person selling the JAM 8 Out tells me he has not
> had any noise problems when he used it with CAF. I guess the only way
> to know for sure is to test it myself.

Hi,
I used a FA-8 before I got my JAM-8 and there was no difference in functionality - except that the JAM has balanced outputs (someone claimed that the JAM had better converters and a better sound quality thanks to this, but I never had the possibility to make an A/B-test myself...).
Maybe you should also ask Roger, who runs Line Audio Design and who designed the JAM and FAD units. Then you could maybe get the schematics for the modifications you _might_ need. The website is at www.lineaudio.se .
The cases I've heard of when it comes to problems with JAM+CAF have been rare, so it's probably most likely that it works without any problems...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2676. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:49:56 UTC
From: Dave <nada.nad.nada@spamtrap.com>
Message-ID: <9knaa9$qq5$1@uranium.btinternet.com>
Source record: 42746
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
"Roy Miller" <millers@inebraska.com> wrote in message
news:3B6EB10F.48B4D6B5@inebraska.com...
> Thanks a whole hell of a lot.
>
> Now we have THREE of these bandwidth-wasting, cross-posting
> threads-with-the-same-title that I am not interesting in reading.
>

Then kill file them or whatever then :)
```

2677. FS Atari Mega 4 STE (or trade for PC)

Newsgroup: comp.sys.atari.st
Date: 2001-08-06 23:51:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002932f8@fmlynet.org>
Source record: 42754

FamilyNet Newsgate

Hi there, what kind of PC are you looking for?

Doctor Clu

> From: Bullit <jamesreganmusic@hotmail.com>
> Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
> (for switching to colour monitor)
> Panasonic Printer, Emagic Notator 3.164 SL and additional software.
> $300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.
> Best offer or will trade for PC computer

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2678. Re: Networking Falcon with PC

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 02:15:50 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <FbIb7.272$432.203899@newsfeed.slurp.net>
Source record: 42747

I transfered files using ghostscript at 115200 bps without a problem on a
25ft cable.

Joshua.

"David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:i1Eb7.649$Yx2.15715@news.cpqcorp.net...
>
> "Karl Samyn" <saka@village.uunet.be> wrote in message
> news:3B6EDF2E.7B13DA43@village.uunet.be...
> > Howdy,
> >
> > Joshua Kaijankoski wrote:
> > >
> > > I'm looking to bring my Falcon to my office and network it with a PC.
I
> want
> > > to share the internet connection with it. I want to use wingate or
> similar
> > > on the PC end and use serial connection for it. Few questions:
> > >
> > > What kind of serial cable should I use? Is there a limit on lenght?
> >
> > Serial connection is limited to only a couple of meters I thought (max
> 18) -
> > can someone confirm this?
>
> It depends on speed. In theory at 64k maximum distance is I think around
> 15ft. At 9600 I have used lengths of 200 meters or so. If you use good
> quality, low capacitance cable, I would expect up to 100 feet, but it
> depends on many other things.
>
>
>
>
>

2679. Re: MEGA ST4 + MEGAFILE 30

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 02:33:27 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6F5242.CE072B3E@home.com>
Source record: 42748

ICD used to produce an micro-adscsi adaptor that would support scsi id's 0 to 3 that would allow a small scsi drive to be mounted internally in the original mega ST's.

Djordje Vukovic wrote:

> On 16 Jul 2001 19:01:28 , Lyndon Amsdon wrote:
> Yes, but not an old power-hungry monster like Megafile. However, some
> more modern drive with smaller power consumption (and smaller size)
> would fit nicely, heat less, and there is an ACSI connector inside
> the box so the ASCI/SCSI host adaptor can be put in there too.
> Remember that some ventilation has to be maintained so it would not be
> good to jam the box full of additional hardware.

2680. Re: Problems with a rouge email

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 02:52:49 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6F5675.B5D721C2@home.com>
Source record: 42750

I'm not totally sure but it could be some bad sectors or possibly some other disk error developed at the
time you did your email and that might have jiggered it up on you.

JOHN NICHOLAS OAKES wrote:

> Hei all.
> Is it possible for a email to wipe out my partition or receive bogus downloads on draconis.
> Because yesterday that what happened. I noticed while I was downloading a website to later view.
> I received a Blank recurring file without any chance of removing it (TOS 33). Then I got another load
> of duff files. I checked with my WenSuite to see if there was a similar problem, none as was there.
> So I look through Linux my Midnight Commander, to see what they were. To my amazement it was having
> trouble reading them aswell. but I manage to remove them. So thinking the problem solved I returned
> to retreive some emails via Marathon, which worked fine and okay in reading. But when I came to closing
> folder, the whole setup went kaput leaving me looking at a odd file. Is it possible there is a chink
> in Draconis armour, because it stems in that area only. Please take out your pipes and discuss.
>
> regards
>
> John Nicholas Oakes.

2681. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 03:03:27 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6F58E2.BE1B033F@home.com>
Source record: 42751

Hi John

TAF in toronto canada is still going, albeit in name only. Its in a pathetically bad state and
nobody in the club wants to do anything about it. Don't be surprised if its gone before the end
of the year. Currently I'm looking for another atari group to join.

JOHN NICHOLAS OAKES wrote:

> Hei All.
> Which Atari users groups are still running at the moment I.E. in the Manchester area.

2682. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 03:08:04 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B6F59DE.E9B9ABCD@home.com>
Source record: 42752

Bob,

Therre is absolutely NO WAY to put a scsi drive in a megafile 30. The megafile 30 and 60 models were RLL only. Only an RLL drive will work. You cant just stuff a 50 pin scsi connector on the RLL's 2 cables which are 20pins and 34 pins

Bob Retelle wrote:

> If you're planning on formatting the drive anyway, you CAN pretty
> easily replace the mechanism with a larger SCSI drive. There are some
> limitations on size due to the various Hard Drive Drivers, so don't go
> too wild with Multi-Mega-Gigabytes.
>
> Hopefully someone else here can give you more current recommendations
> on what driver to use and what sizes are practical.

2683. Re: SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 04:03:24 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b6f696f$0$93669$272ea4a1@news.execpc.com>
Source record: 42753

On Mon, 6 Aug 2001, Erik Closson wrote:

> Well I got a SH204 HDD in the mail the other day and hooked it up. Booted
> perfectly right away from the last persons files. Then I accidently
> overwrote the desktop.inf and in trying to get the drive letters back I
> somehow made the drive not bootable. AHDI detects it and when I try to make
> it bootable it says please partition. I then try to partition and it tells
> me to format first. I try to format and it completes the format and exits
> hdx. I restart the computer and try to run partition and it tells me that
> this computer has been formatted with an different version of ahdi and says
> format again. Anyone know of a different HDD driver I could use or what is
> wrong with this. Or possibly the version of AHDI that came with the SH204.
> Thanks
> Erik Closson
>

Hi Erik,
This is what I would do, but please get another opinion as there
are more experienced users than myself.

Your SH204 should have come with a Boot Disk.
It is important to keep all these files together.
Don't mixmatch versions.

AUTO - Contains AHDI.PRG
HDX.PRG
HDX.RSC
SHIP.PRG
WINCAP

Warm boot your system - Press CNTRL ALT DELETE simultaneously,
then hold down CNTRL for a few seconds after the Atari Logo
appears on the screen.
You should see icons A B and C.
A and B are Floppy, C is for hard disk.
Double click on the C icon.
Look for a file called AHDI.PRG - It should reside in a folder called
AUTO
Delete it.
Turn off computer, hard disk and monitor. In that order.

Well, not knowing what kind of computer you are using,
I assume it is a 1040stf.
Put the boot disk in the floppy drive. This is of course
assuming that you have AHDI.PRG in the AUTO folder of the boot disk.
Turn on the hard drive, let it initialize, then the computer.
(So your booting from the floppy and accessing the hard drive via

AHDI.PRG in the AUTO folder)

Hopefully you can backup all your data on your hard drive.
Do this first.

Now run HDX.PRG from the floppy
(Formatting will erase everything on your hard drive!)

Select physical unit
UNIT O (assuming that the SH204 is all you have connected)

Pick disk type
SH204

Select Yes to format

After formatting is completed, Partition your drive.

Select physical unit
UNIT O

Edit partition parameters or Pick a partition scheme:

Select Yes to Partition

In order to access the partitions, (other than the first, or C)
you must install the drives from the GEM Desktop.
Select the Drive C icon, them move up to the Options Menu on the GEM
Desktop and select install Disk Drive.
When the Install Disk Drive Box appears, change the Drive Identifier to D.
Click on the Install Box to install the logical drive.
The Drive D icon should appear on the desktop.

Repeat the installing procedure for each partition, identifying the
logical drives in alphabetical order.

After installing all partitions, save the desktop.
Select Save Desktop from the Options Menu.
The Desktop will be saved to Drive C.
This will be your new Desktop.inf

Now if you want your system to boot from the Hard Drive and not
the Floppy.
Make a folder on your C partition called AUTO.
Copy AHDI.PRG from floppy A to the AUTO folder on C
(After this I usually keep a blank formatted disk in the floppy drive -
don't forget to take out your SH204 boot disk)

That should do it!

Hope this helps, but again, please get another opinion.

ken

2684. Shwrinkwrapped ANTIC 6th anniv. edition!

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 04:57:19 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <YGIb7.124$NU1.95850@nnrp3.sbc.net>
Source record: 42749

I've up for auction an absolutely perfect copy of ANTIC- The Atari Resource magazine. This is the 6th anniversary edition complete w/double sided ANTIC disk! It even has the original pricetag of $9.95 on the top. Check it out!
Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262653782

2685. Re: st talk or st speach??

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 05:53:22 UTC
From: swampfax@atlantic.net
Message-ID: <mnLb7.39$Ck1.113878@news1.atlantic.net>
Source record: 42756

On 6 Aug 2001 18:48:34 -, "Rick LaFleur" wrote:
>Not the program i was looking for, but thanks anyways.... i did find the
>program i was looking for late last night.
>it's called stspeech.tos
>
>thanks anyways.....
SNIP

Rick,
In one of the folders I sent there should be STSPEECH.TOS but glad you
got it either way!
John G.

2686. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 05:57:07 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <btkumtcgfjpb2qmi7lu033709r2g828hf6@4ax.com>
Source record: 42755

On Mon, 06 Aug 2001 10:11:00 GMT, troed@apollo.thisshouldnotbehere.nu (Troed) wrote:

>Bob Retelle <bobr1@provide.net> wrote:
>
>>If you're planning on formatting the drive anyway, you CAN pretty
>>easily replace the mechanism with a larger SCSI drive. There are some
>
>More info on this please?
>
>regards,
>___/
>_/ - with a perfectly fine working Megafile 30 but need more
>space :)
>

Atari used standard SCSI drive mechanisms in SOME of their hard drives. If yours is one of those, you can pretty easily simply unplug the old drive and plug in a new, bigger drive.

There are some restrictions on the size of the new drive, depending on which harddrive driver you're using. Some of the more recent versions of the drivers address this limitation and let you go bigger with fewer restrictions.

I haven't kept up with the developments in harddrive drivers, but I'm sure someone here can recommend the best one to use for larger SCSI drives.

However- SOME of the Atari hard drives used MFM style hard drive mechanisms. If yours is this style, you probably won't be able to find new drives for it. MFM drives haven't been manufactured in a long, long time.

You can check to see what kind your drive is by opening the case and looking at the hard drive mechanism.

A SCSI drive has ONE data ribbon cable plugged into the back (not counting the black, yellow and red power cable), about 2 1/2 inches wide.

An MFM drive has TWO data cables plugged in, one about 1 inch wide, and the other about 2 inches wide.

(You might even be able to tell the type of drive from the bootup messages on your screen, but I haven't seen my hard drive boot since the "stiction" effect caused the platter to rip the heads off one time

the power failed and the drive stopped. That was quite a while ago, and I still haven;t gotten around to adding the DEC SCSI drives I got for free from the place I worked. I was at the right place at the right time and they were throwing these in the trash because they were too "small". I think they're 80 Mb each, which makes them each 4x bigger than the drive I had. I figure 160 Mb will hold just about all the Atari programs I've ever seen.)

Thinking about it, I think I remember that the MFM drives actually used a SCSI host adapter to convert the ASCI from the computer to SCSI, then there was a second board inside the case that converted the SCSI into MFM. (This is all pretty hazy.) If that's the case in your drive, (assuming it's MFM in the first place), you might actually be able to remove the MFM drive and converter board and add a standard SCSI drive to the host adapter. I have vague recollections of someone doing this a long, long time ago.

Maybe you'll get lucky and have a SCSI system and not have to worry about any of this..!

BobR

2687. AV Server Prog.?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 11:30:17 UTC
From: swampfax@atlantic.net
Message-ID: <djQb7.46$Ck1.127036@news1.atlantic.net>
Source record: 42757

Sorry if this posted twice!

Hi All,
I'm looking for a program called AV-Server by Alexander Barton
for use with Magic 6. Anyone one know of an active url to get from?
John G.

2688. Graphists wanted

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 12:25:06 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <C6Rb7.12129$OR3.7110695@nnrp5.proxad.net>
Source record: 42758

WE NEED MORE GRAPHISTS 4 OUR STRATEGY MEDIEVAL FANTASY GAME 4 FALCON AND MORE

This is a call to all the graphists who love ATARI and who would really like to take part in the realisation of a stategy medieval fantasy game (a bit like Conquest Of Elysium 2, a bit like Age of Wonder (PC), a bit like Heroes of the might and magic 2/3 (PC)).

Well many things have been etablished.
We need at leats 8 graphists and we are only 3 for the moment.
We have enough coders and musicians.
We could need some good ideas if someone is really experienced in the creation of such games.
This game would run on Falcon and more (Milan, Had&#65533;s, TT, Medusa...) in 640*4(8/0)0*8 reso.

It's really urgent !!

Let's subscribe 2 the group which is etablished at http://groups.yahoo.com/group/atarihfstratgame to contact the group and get more info if U're really interested !!

We need YOU !!

4 ATARI and 4 the CREATION 4 FUN !
Let's join us !!

And always remember ATARI rules 4 EVER !!!!

2689. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 12:41:17 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <bubvmto111njhdi3rkr2ucekq1pv1q18nn@4ax.com>
Source record: 42759

On Tue, 07 Aug 2001 03:08:04 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>Bob,
>
>Therre is absolutely NO WAY to put a scsi drive in a megafile 30. The megafile 30
>and 60 models were RLL only. Only an RLL drive will work. You cant just stuff a 50
>pin scsi connector on the RLL's 2 cables which are 20pins and 34 pins
>

I wasn't sure at what point Atari started putting SCSI drives in their
hard drive cases. Guess that leaves the Megafile out of the "easy
upgrade" arena.

Do you recall how the interface boards were set up in those older
drives?

I have a hazy recollection that they used an ASCI-SCSI host adapter,
then a second adapter board to convert the SCSI to the Shugart
(MFM/RLL) interface format.

I think someone in our local club was looking into removing the
SCSI-Shugart board and going directly to a SCSI drive from the
ASCI-SCSI host adapter, but I never heard how it turned out.

BobR

2690. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 12:41:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B6FE201.BE51F3B5@seimet.de>
Source record: 42760

Bob Retelle wrote:

> I wasn't sure at what point Atari started putting SCSI drives in their
> hard drive cases. Guess that leaves the Megafile out of the "easy
> upgrade" arena.

The only external SCSI drive manufactured by Atari was the SyQuest 44 MB
drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2691. Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 13:35:31 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <200187-153531-597998@foorum.com>
Source record: 42763

Hi,

Someone gave me the wonderful Falcon... Great ! But as I'm a newbie with this bird, I need some advices :

The falcon doesn't have any HD, so

1. I've got a Quantum Fireball 1050S 1,05 Gb (no PO control) which does not run on my MegaSTE, can I use it on my Falcon ? And how can I connect it ? (what kind of SCSI adapter ? How can I plug the power supply ?...)

2. If I want to connect an internal IDE drive, do I need special adapter ?

3. Can the falcon maange big partitions ?

Thanks

Matt'Us Alem

User of http://www.foorum.com/. The best tools for usenet searching.

2692. Re: AV Server Prog.?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 14:00:56 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.agqimqkh@localhost>
Source record: 42761

John Garone wrote:
>
> Sorry if this posted twice!
>
> Hi All,
> I'm looking for a program called AV-Server by Alexander Barton
> for use with Magic 6. Anyone one know of an active url to get from?
> John G.

You can find that on this URL:

http://www.barton.de/atari/download.html

Some AV-stuff is not possible to do with this solution though, the best
thing to use would be Thing ;)

Regards,

Joakim

2693. Re: YSEDITOR PLUS new URL

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 15:06:16 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0108070706.1f5ca65a@posting.google.com>
Source record: 42762

> The YSEDITOR PLUS homepage has moved !!!
>
> Old address: http://www.telebyte.nl/~mt/yseditor.htm
>
> NEW ADDRESS: http://yseditor.atari.org

THANKS FOR ALL THE SUPPORT ON THESE GREAT EDITORS!
(I am shouting :-)Excellent graphics as well. I also like the fact I
can customize it to my TQ5, as it has a different bank config then a
TX81Z.
If anybody has not tried these editors and have a Yamamha 4 op FM
synth...now is the time!

Tim Conrardy
TAMW
http://sites.netscape.net/timconrardy/index.htm

2694. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 15:32:18 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B700A02.1E1E1787@seimet.de>
Source record: 42764

Matt'Us Alem wrote:

> 1. I've got a Quantum Fireball 1050S 1,05 Gb (no PO control) which does not run
> on my MegaSTE, can I use it on my Falcon ? And how can I connect it ? (what kind
> of SCSI adapter ? How can I plug the power supply ?...)

The problem with most of the Fireball drives is that they required the
computer to have a SCSI ID of its own (initiator identification). The
Falcon and the TT cannot boot from such a drive. You need CBHD or
HDDRIVER as a hard disk driver with these drives. No special SCSI
adapter is requird for the Falcon. Just connect it to the Falcon's SCSI
port with standard equipment.
BTW; you can also use this drive with the MegaSTE, provided that you
have a LINK96 or LINK97 host adapter.

> 3. Can the falcon maange big partitions ?

The Falcon TOS supports TOS-compatible partitions up to 1 GB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2695. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 15:41:23 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <E_Tb7.135$yn2.132087@newsfeed.slurp.net>
Source record: 42765

1. You need an external SCSI enclosure to use your SCSI drive. The enclosure will have a built-in power supply for the HD. You need to purchase a SCSI cable to connect the Falcon the the external device. The Falcon end has to a 50-pin half-pitch connector and the other end whatever the case has.

2. If you connect an internal 2.5" IDE drive, you don't need an adapter. Just the ribbon cable. If you want to use a 3.5" drive, you need an adapter. You can also make one yourself from cable if you're handy with that stuff. 2.5" and 3.5" IDE are pin-to-pin compatible except that the 2.5" drive has 4 extra pins for power which you don't have on the 3.5".

3. The Falcon TOS can handle ~700MB partitions (I might be a little off on this one) Using MagiC or other OSes you can have bigger ones.

Joshua.

"Matt'Us Alem" <MattUsAlem@canada.com> wrote in message news:200187-153531-597998@foorum.com...
>
> Hi,
>
> Someone gave me the wonderful Falcon... Great ! But as I'm a newbie with this
> bird, I need some advices :
>
> The falcon doesn't have any HD, so
>
> 1. I've got a Quantum Fireball 1050S 1,05 Gb (no PO control) which does not run
> on my MegaSTE, can I use it on my Falcon ? And how can I connect it ? (what kind
> of SCSI adapter ? How can I plug the power supply ?...)
>
> 2. If I want to connect an internal IDE drive, do I need special adapter ?
>
> 3. Can the falcon maange big partitions ?
>
> Thanks
>
> Matt'Us Alem
>
> ------
> User of http://www.foorum.com/. The best tools for usenet searching.

2696. Re: AV Server Prog.?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 16:45:05 UTC
From: seanbarbieri <seanbarbieri@0800dial.com>
Message-ID: <3b701a8d_2@news2.vip.uk.com>
Source record: 42767

"gokmase" <fale@cybercrap.no> wrote in message
news:Usenet.agqimqkh@localhost...

> Some AV-stuff is not possible to do with this solution though, the
best
> thing to use would be Thing ;)

Or Jinnee from Manfred Lippert.

English Demo at: http://www.mani.de/programs/jdemo25E.zip

2697. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 17:26:22 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7024BE.DEA3F12E@seimet.de>
Source record: 42768

Joshua Kaijankoski wrote:

> 3. The Falcon TOS can handle ~700MB partitions (I might be a little off on
> this one) Using MagiC or other OSes you can have bigger ones.

There is nothing close to a 700 MB limit. Any limit of this kind has
always to do with a power of 2, i. e. 256, 512 or 1024 MB. For the
Falcon the limit is and always has been 1 GB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2698. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 17:49:55 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <cTVb7.39$OG2.22523@newsfeed.slurp.net>
Source record: 42769

Ah yes, I knew I was a little of :)

Joshua.

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3B7024BE.DEA3F12E@seimet.de...
> Joshua Kaijankoski wrote:
>
> > 3. The Falcon TOS can handle ~700MB partitions (I might be a little off
on
> > this one) Using MagiC or other OSes you can have bigger ones.
>
> There is nothing close to a 700 MB limit. Any limit of this kind has
> always to do with a power of 2, i. e. 256, 512 or 1024 MB. For the
> Falcon the limit is and always has been 1 GB.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

2699. Re: AV Server Prog.?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 18:02:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200108072002.a47238@b.maus.de>
Source record: 42771

>I'm looking for a program called AV-Server by Alexander Barton for use
>with Magic 6. Anyone one know of an active url to get from?

http://www.barton.de/atari/avserv04.lzh

2700. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 18:57:22 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B703A12.7402FD4C@seimet.de>
Source record: 42770

Joshua Kaijankoski wrote:
>
> Ah yes, I knew I was a little of :)

At least it is good news that the actual limit is higher than 700 MB,
not lower :-).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2701. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 19:55:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b705824_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 42777

Hi Bob

> I was at the right place at the right time and they were throwing these in the >trash because they were too "small". I think they're 80 Mb each, which makes them each > 4x bigger than the drive I had.

Just big enough for a boot partition. :-)

> I figure 160 Mb will hold just about all the Atari programs I've ever seen.)

:-) :-)

Thats must be one of those sentences that you use without thinking, :-)

Ive got 2 * 4.5Gig hard drives on my Atari setup and they are creaking at the seams, a lot of my stuff i have is offline on DAT tapes. Some on 100M ZIP disks.
You cant have seen much Atari software in your time Bob.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2702. Re: JAM 8 with SoundPool FDI?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 20:15:15 UTC
From: nurmix@spam-free.com
Message-ID: <3b7049e9.2711546@news-server.socal.rr.com>
Source record: 42772

On Tue, 7 Aug 2001 01:33:55 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>I used a FA-8 before I got my JAM-8 and there was no difference in
>functionality - except that the JAM has balanced outputs (someone claimed
>that the JAM had better converters and a better sound quality thanks to
>this, but I never had the possibility to make an A/B-test myself...).
>Maybe you should also ask Roger, who runs Line Audio Design and who designed
>the JAM and FAD units. Then you could maybe get the schematics for the
>modifications you _might_ need. The website is at www.lineaudio.se .
>The cases I've heard of when it comes to problems with JAM+CAF have been
>rare, so it's probably most likely that it works without any problems...

Well, I bought the JAM OUT Pro yesterday (thanks Ken!), and did some
testing last night, and it works very well with Cubase Audio.

And yes, I also tested it with the _DEMO_ version of Audio Tracker
(which only allows you to use busses 1&2 - the FULL VERSION of the
program allows use of all 8). It also worked very well, with no
noises, or any other problems that I could notice.

So it seems to be compatible. I guess I can safely order the full
version of Audio Tracker from SoundPool now.

I am very pleased with what I hear (or maybe I should say what I
don't hear!) so far from the JAM. And by the way, my tests were
done with Un-balanced cables - since I didn't have any balanced cables
readily available at the time. But I'll take care of that little
problem soon enough.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2703. Re: AV Server Prog.?

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 20:16:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9kpiam$11j$1@plutonium.compulink.co.uk>
Source record: 42773

In message <djQb7.46$Ck1.127036@news1.atlantic.net>, swampfax@atlantic.net said:

> I'm looking for a program called AV-Server by Alexander Barton
>for use with Magic 6. Anyone one know of an active url to get from?

Download it from
http://www.barton.de/atari/download.html

But it's mainly a protocol built into various desktops (jinnee, Thing
and Gemini) for communication with and between applications. From the
Thing HYP:

The AV Protocol was developed for use with Stefan Eissing's
Gemini replacement desktop. Gemini comprised a GUI (Graphical
User Interface) desktop named Venus, and a command line
interpreter called Mupfel. To allow Venus to communicate with
desk accessories the AV Protocol was developed and is widely
supported today. The name derives from:

(AV ~ Accessory <-> Venus)

I suppose the PRG offers these facilities for other desktops etc.

Regards, /Peter/

2704. Disk Images Questions - Emulators

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 21:45:58 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9kpnim$b69$1@news5.svr.pol.co.uk>
Source record: 42774

Hi All

After recent troubles with CDRWs, HDs and Scanners it is quite refreshing to be solving the problems, thanks mostly to the posse of helpers on this newsgroup!

I have a new problem though which isn't related to my setup (a sort of remotely located problem) involving ".st" disk images.

A former programmer on the Atari has a software package he wants to put on his website (prompted by my request for it!), unfortunately he seems to have run into technical problems relating to ST emulators on the PC platform. I don't have a PC so can't help him!

He has 2 single sided master disks, the PC cannot read them directly it seems. He managed to get WinSTon and Gemulator from somewhere and using them (I assume) managed to create 2 disk images from the floppies. According to him: he can get them to "run" on WinSTon but not on Gemulator (it seems to want to access actual floppy disks which of course don't exist!).

He would ideally like to combine these two image files into 1 package that can go on a single disk or just a ZIP file for people to use with emulators that can use that.

I would want a ZIP file containing the requisite files to work on Atari systems!

I have the two ".st" files in my possession is there anyway I could access the files on them? Perhaps to convert to "normal" files to make into a ZIP file?

Any suggestions would be welcome.

Neil 8-)

2705. Demo (was: st talk or st speach??)

Newsgroup: comp.sys.atari.st
Date: 2001-08-07 21:53:09 UTC
From: Simon <myself@remove.this.hotmail.com>
Message-ID: <3B706345.2BDFF2DB@remove.this.hotmail.com>
Source record: 42775

Rick LaFleur wrote :

> maybe you can help me find a graphics demo i had years ago.,
> it was in german.. and had muppet looking guys playing music...kids loved
> it...

This must be GrafikundSound Demo, by Eckhard Kruse.
That was a great demo, I couldn't stop laughing the 1st time I saw it.
I think you can find it on some FTPs.

Look also for Grusel Demo, from the same author, which is really funny,
too (ghosts and living dead dancing).

Simon.

2706. Re: Demo (was: st talk or st speach??)

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 01:11:24 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kq36ecsj1@bob.news.rcn.net>
Source record: 42776

This is great!!!! Someone remembers that demo!!!
How do you FTP for a file???
Can someone send me a "bookmark" link to that file??
Thanks again!!

"Simon" <myself@remove.this.hotmail.com> wrote in message
news:3B706345.2BDFF2DB@remove.this.hotmail.com...
> Rick LaFleur wrote :
>
> > maybe you can help me find a graphics demo i had years ago.,
> > it was in german.. and had muppet looking guys playing music...kids
loved
> > it...
>
> This must be GrafikundSound Demo, by Eckhard Kruse.
> That was a great demo, I couldn't stop laughing the 1st time I saw it.
> I think you can find it on some FTPs.
>
> Look also for Grusel Demo, from the same author, which is really funny,
> too (ghosts and living dead dancing).
>
> Simon.

2707. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 06:43:11 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <200188-84311-159567@foorum.com>
Source record: 42780

Thanks for all answers ! It helps me a lot !

Last night, before reading this, I opened my Falcon for the first time and I really wondered how it was possible to connect a IDE drive as there's no power supply ! I did not know 2.5" was supplied by the IDE port itself !

But the IDE ribbon is the same as a 3.5" drive no ? it's just some connectors are not used by 3.5" drive or the IDE adapter differs between 2.5" and 3.5" ?

I think I will first try to connect my Fireball, expecting I would not have as many troubles as with my MegaSTE... So I hope a SCSI external enclosure and the SCSI ribbon for my falcon are not too hard to find.

Uwe, I'm interesting in buying your HDDriver but before I want to be sure my SCSI drive could work on my Falcon, do you think I can use your HDDriver 8 Demo version in order to test it ? Do I need it to format my drive ?

Thanks for all your answers...

Matt'Us Alem

User of http://www.foorum.com/. The best tools for usenet searching.

2708. Re: Demo (was: st talk or st speach??)

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 06:49:38 UTC
From: Simon <myself@remove.this.hotmail.com>
Message-ID: <3B70E102.D4DCE1AC@remove.this.hotmail.com>
Source record: 42778

Rick LaFleur wrote :
>
> This is great!!!! Someone remembers that demo!!!
> How do you FTP for a file???
> Can someone send me a "bookmark" link to that file??

You'll find both GrafikundSound and Grusel here:
http://atariarea.nostalgia.pl/dema-st.php

Happy download :)

Simon.

2709. Connecting Falcon to LAN

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 07:33:14 UTC
From: toram@thematrix.homeip.net
Message-ID: <a1b9be4e.0108072333.312f6763@posting.google.com>
Source record: 42779

I'm trying to connect my Falcon030 to a LAN. I have it connect to a Linux box with a nullmodem cable. I have pppd up and running, and I can ping my DNS server from the Falcon and vise versa. Only thing is the Falcon can't resolve domain names. it times out! I dumped network traffic to see what is happening when the Atari was trying to resolve:

```
[root@bastion ppp]# /sbin/tcpdump -i ppp1
tcpdump: listening on ppp1
23:51:22.738750 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
23:51:32.738753 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
23:51:42.738751 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
```

as you can see the DNS server didn't answer the Atari, maybe it didn't like it! Any one else have any problems like this. The DNS server is running BIND 8.2.3 BTW. The Atari Falcon030 is running:

MagiC 5.03
NVDI 4.11
STinG 1.26
Latest resolve.stx I could find.

2710. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 10:36:23 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n7$1g2$1@venus.itns.co.za>
Source record: 42781
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Try a British firm called Fast Forward they have a lot of old BBC stuff. I got Hitchhikes Guide to the Galaxy from them.

On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:

> Roy Miller <millers@inebraska.com> did eloquently scribble:
>> Can you fellows on the east side of the Atlantic help me with an early 80s
>> question?
>> When I was in grad school in Mississippi, I saw on the Public TV channel
>> (several times) two BBC series on micro computers.
>
>> One was called (I think) The Computer Program, and the other was (as I
recall)
>
>> Making the Most of the Micro.
>
>> Each was 12-13 episodes long.
>
>> I've tried here, through contacts with the Nebraska Public TV to see if
anyone
>
>> has copies, or where I could buy copies. Do any of you know anything about
>> getting old BBC programs on tape?
>
>> Both series had the same host (a Scottish surname as I recall)
>
> Ian McNaught Davies... With Chris Serl as his clueless "what's a computer"
> type sidekick on the computer programme...
>
> Alas. No. Can't gove you any pointers on getting copies. I don't know if
> the BBC even still have copies of it.
>
> You could always enquire to the BBC itself.

--
Microsoft Works ? What are we listing oxymorons?

2711. Re: Microsoft woes

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 10:36:24 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4n8$1g4$1@venus.itns.co.za>
Source record: 42782
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I think it is the IIe emulationm chip. It says Copyright Microsoft 1978. Aaagh!

On Sun, 22 Jul 2001 18:48:04 +0100, Steve Sweet wrote:

> Hi Stephen.
>
> "Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
> news:9jeivh$t5e$1@venus.itns.co.za...
>
>> Anyone who doesn't like Bill Gates read the copyright message on the U110
> chip
>> on the ROM01 motherboard and weep!
>
> Couldn't you just post it, there's not likely to be many peop's with access
> to that hardware.
>

--
Microsoft Works ? What are we listing oxymorons?

2712. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 10:37:22 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9kr4p2$1hh$1@venus.itns.co.za>
Source record: 42783
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:

> In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> says...
>> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
>> > in the term "outa theyre arse" how come you didn't point out the other
>> > two words? "out of their ass" , happy? :-)
>>
>> Because outa is slang? And Arse is the correct spelling?
>> An ass is a beast of burden, not an anatomical feature.
>
> Context, you can hardly have your head up a "beast of burden" ;)

I don't know so much what about George W. Bush he seems to have his head up an
ass all the time? :-)

--
... Of course it's grounded! ...watch, ...YEEEEEAAAAAAAARRGGHHH!!!!

2713. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 12:46:22 UTC
From: Julian Jordan <jjordan@bioch.ox.ac.uk>
Message-ID: <9krcav$548$1@news.ox.ac.uk>
Source record: 42784
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Hi

Do "Fast Forward" have a website? Any details appreciated!

Julian

"Stephen Shaw" <xstephenx@apple2.org.za> wrote in message
news:9kr4n7$1g2$1@venus.itns.co.za...
> Try a British firm called Fast Forward they have a lot of old BBC stuff. I
got
> Hitchhikes Guide to the Galaxy from them.
>
> On Sun, 22 Jul 2001 22:53:36 +0000, spike1@freenet.co.uk wrote:
>
> > Roy Miller <millers@inebraska.com> did eloquently scribble:
> >> Can you fellows on the east side of the Atlantic help me with an early
80s
> >> question?
> >> When I was in grad school in Mississippi, I saw on the Public TV
channel
> >> (several times) two BBC series on micro computers.
> >
> >> One was called (I think) The Computer Program, and the other was (as I
> recall)
> >
> >> Making the Most of the Micro.
> >
> >> Each was 12-13 episodes long.
> >
> >> I've tried here, through contacts with the Nebraska Public TV to see if
> anyone
> >
> >> has copies, or where I could buy copies. Do any of you know anything
about
> >> getting old BBC programs on tape?
> >
> >> Both series had the same host (a Scottish surname as I recall)
> >
> > Ian McNaught Davies... With Chris Serl as his clueless "what's a
computer"
> > type sidekick on the computer programme...
> >

> > Alas. No. Can't gove you any pointers on getting copies. I don't know if
> > the BBC even still have copies of it.
> >
> > You could always enquire to the BBC itself.
>
> --
> Microsoft Works ? What are we listing oxymorons?

2714. Re: Disk Images Questions - Emulators

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 14:05:28 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9krh20ron1@newsreaderm1.core.theplanet.net>
Source record: 42785

Hi ya

If you send both .ST file to me I can convert them into 1 double sided ST file and if you wish a ZIP file too.

Alternatively you could do it yourself.

Briefly you'd need to create a blank double side ST image using Winston. Set up a hard-drive on WinSTon, load your ST image copy the files to the hard-drive then copy them back to the double sided image. Easy to do, hard to explain!!

Anyway quickest option would be to e-mail me the images!!

Grazey/PHF
grazey@tphf.karoo.co.uk
http://phf.atari.org

2715. Problems with ST Games...

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 14:51:37 UTC
From: Thomas Carton <carton@4xtechnologies.com>
Message-ID: <9krjmm$k3i$1@wanadoo.fr>
Source record: 42786

Hello,

I've just discovered there is Atari ST emulation and tested Steem. And that works pretty much !
So I dreamed of all that good games I have on my Atari ST, and wanted to play with...
but lots of them couldn't be read by my PC (because of disk format...)...

is there any tool that allow to better read a ST Disk with a PC Drive ?
or could I found them on the net ? (I saw bitmap brother have taken their ST games on download on their site)

thank you

2716. Re: [ANN] New software for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 16:00:25 UTC
From: jba4@po.cwru.edu
Message-ID: <3b7161e0.2931090@news.cwru.edu>
Source record: 42726

On Fri, 10 Aug 2001 14:12:26 +0200, "Patrice Mandin"
<pmandin@fr.mailandnews.com> wrote:

>
>fetchmail-5.8.5: Retrieves mail from your ISP, and put them in the Unix
>mailbox.

Thank you so much for fetchmail! I can finally use Pine on my Atari
allowing it to login and get all my mail from my ISP! This is great
news!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2717. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 16:29:09 UTC
From: Don <dons@qnet.com>
Message-ID: <3B7168D5.5581E136@qnet.com>
Source record: 42788

Matt'Us

You should have any problem finding the SCSI enclosure or the cable needed but, the prices on SCSI enclosures and cables can sometimes be little pricey. I found that the internal IDE drive was alot cheaper to connect than the SCSI.

Just me 2 cents,

Don

Matt'Us Alem wrote:

>
>
> I think I will first try to connect my Fireball, expecting I would not have as
> many troubles as with my MegaSTE... So I hope a SCSI external enclosure and the
> SCSI ribbon for my falcon are not too hard to find.
>
> Uwe, I'm interesting in buying your HDDriver but before I want to be sure my
> SCSI drive could work on my Falcon, do you think I can use your HDDriver 8 Demo
> version in order to test it ? Do I need it to format my drive ?
>
> Thanks for all your answers...
>
> Matt'Us Alem
>
>

2718. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 16:43:01 UTC
From: doitarchive@doitarchive.de
Message-ID: <1extzzo.qlpyie1hslpmwN%doitarchive@doitarchive.de>
Source record: 42787

Matt'Us Alem <MattUsAlem@canada.com> wrote:

> supply ! I did not know 2.5" was supplied by the IDE port itself !

2.5" IDE devices not need an extra power connector.
Power comes thru same flat ribbon as IDE signals.

> are not used by 3.5" drive or the IDE adapter differs between 2.5" and 3.5" ?

2.5" and 3.5" IDE flat wire had an completly different design.
Most of the pinout are compatible, but not in all.

> SCSI ribbon for my falcon are not too hard to find.

Need an SCSI2 to 50pin SCSI cable. Any PC dealer should have it.
(If your drive is in an external case with power supply and 50 pin SCSI
connector)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2719. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 17:14:45 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B717385.58B8237E@seimet.de>
Source record: 42789

Matt'Us Alem wrote:

> Uwe, I'm interesting in buying your HDDriver but before I want to be sure my
> SCSI drive could work on my Falcon, do you think I can use your HDDriver 8 Demo
> version in order to test it ? Do I need it to format my drive ?

Yes, the demo is sufficient. You never need to format a drive unless it
has bad sectors.
Note that you cannot format or partition a drive with the demo version.
But HDDRIVER/HDDRUTIL should detect the drive during the ID check.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2720. Re: Falcon storage

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 21:46:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ksc0a$24p$1@plutonium.compulink.co.uk>
Source record: 42790

In message <200188-84311-159567@foorum.com>, MattUsAlem@canada.com said:

>Last night, before reading this, I opened my Falcon for the first time and I
>really wondered how it was possible to connect a IDE drive as there's no power
>supply ! I did not know 2.5" was supplied by the IDE port itself !
>
>But the IDE ribbon is the same as a 3.5" drive no ? it's just some connectors
>are not used by 3.5" drive or the IDE adapter differs between 2.5" and 3.5" ?

Mario Bercroft makes (and ASP in the UK sells) an adapter cable to
convert from the miniature 2.5" drive socket to a normal IDE one for
internal drives. It comes complete with a separate power cable that
you have to solder to a suitable place - I soldered mine to the
underside of the power supply board. In theory you could perhaps take
it from the otherwise unused supply pins on the 2.5" socket, but
that's probably more trouble than it is worth!

Regards, /Peter/

2721. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-08 22:01:14 UTC
From: John Sheehy <jsheehy@ix.netcom.com>
Message-ID: <3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com>
Source record: 42791
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In message <9kr4n7$1g2$1@venus.itns.co.za>,
Stephen Shaw <xstephenx@apple2.org.za> wrote:

>Microsoft Works ? What are we listing oxymorons?

Do you have a list of things that don't work in MSWorks, or are you just
being an immature bandwagon-hopper?
--

<>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
John P Sheehy <jsheehy@ix.netcom.com>
><<> <>>< <>>< ><<> <>>< ><<> ><<> <>>>

2722. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 00:55:35 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B71DF2C.8E953207@home.com>
Source record: 42792

Bob Retelle wrote:

>
> I wasn't sure at what point Atari started putting SCSI drives in their
> hard drive cases. Guess that leaves the Megafile out of the "easy
> upgrade" arena.
>

Actually the Megafile44 would be usable for scsi drives since the SQ555 syquest drive was a scsi device but that was the only one. The megafile30 & 60 were both RLL, the megafile20 / sh204/205 were mfm. Best electronics does have replacement drive mechs for the whole megafile range in their catalogue. That seems to be the only place that still has any

> Do you recall how the interface boards were set up in those older
> drives?
>

In what way do you mean? I only opened my megafile30 once when I first got it a few months ago used. I had a similar problem, the host adaptor worked but the drive didn't. I did a bit of snooping around inside and did notice strictly RLL only. I've tried the local electronics / computer surplus stores with no luck. Found an MFM drive (which would work in SH204/205).

>
> I have a hazy recollection that they used an ASCI-SCSI host adapter,
> then a second adapter board to convert the SCSI to the Shugart
> (MFM/RLL) interface format.
>

My megafile 30 doesn't seem to have this, its a single board with no scsi support at all. I do remember seeing other similar devices. Emulex even produced an Esdi to scsi adaptor for using esdi drives on a scsi bus.

>
> I think someone in our local club was looking into removing the
> SCSI-Shugart board and going directly to a SCSI drive from the
> ASCI-SCSI host adapter, but I never heard how it turned out.
>
> BobR

2723. Re: Problems with ST Games...

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 00:59:02 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B71DFFB.AB265B2F@home.com>
Source record: 42793

I think some emulators have disk utilities but it can be a very dubious thing. Many programs on the ST (espeically games with copy protection) use different formats to a typical PC system. Most pc's will choke badly on these. One of the reasons I got out of using emulators. Luckily in my case I have a few ST's around so I'm all set. If you can find one affordable pick up an ST which I call the best "ST emulator"

Thomas Carton wrote:

> Hello,
>
> I've just discovered there is Atari ST emulation and tested Steem. And that
> works pretty much !
> So I dreamed of all that good games I have on my Atari ST, and wanted to
> play with...
> but lots of them couldn't be read by my PC (because of disk format...)...
>
> is there any tool that allow to better read a ST Disk with a PC Drive ?
> or could I found them on the net ? (I saw bitmap brother have taken their ST
> games on download on their site)
>
> thank you

2724. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 01:30:41 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <5Jlc7.80510$uj2.11545197@news02.optonline.net>
Source record: 42794
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I'm not the originator of this message, and no, I don't have such a list. But there is one very annoying aspect to MS Works. To my knowledge, there are no other word processors or spreadsheets that can import files saved in the proprietary MS Works formats. True, you can export from MS Works if you know in advance which other program you will be using to work on Works files, and that program is on the list of "save" formats in MS Works. But it's darned inconvenient for people who start out with Works and then want to use something a little more elaborate.

But now we are WAY off topic!

"John Sheehy" <jsheehy@ix.netcom.com> wrote in message
news:3jd3nt09c2fc2pkve7f89icomubgb67mni@4ax.com...
> In message <9kr4n7$1g2$1@venus.itns.co.za>,
> Stephen Shaw <xstephenx@apple2.org.za> wrote:
>
> >Microsoft Works ? What are we listing oxymorons?
>
> Do you have a list of things that don't work in MSWorks, or are you just
> being an immature bandwagon-hopper?
> --
>
> <>>< ><<> ><<> <>>< ><<> <>>< <>>< ><<>
> John P Sheehy <jsheehy@ix.netcom.com>
> ><<> <>>< <>>< ><<> <>>< ><<> ><<> <>><

2725. Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 02:30:02 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <KAmc7.51893$TW.261998@tor-nn1.netcom.ca>
Source record: 42795

The BBS is not down! My ISP (@home) decided to screw up my DNS and telnet. After a couple of weeks of them not figuring out the problem (besides the fact I've told them several times how to fix it :), I've given up. The BBS is now "ssh" based until such time as telnet is restored. ssh is like telnet, but secure.

Since many of you may not know about ssh, the java applet on the bbs website can log into the bbs using ssh *for you*! All you do is go to the website, run the java applet, and enter the userid and password specified. (bbsssh == used to be bbs, now its bbsssh to handle the ssh part).

So the BBS is still up.

Just head on over to:

http://www.skeleton.org/bbsindex.html

for details!

Keep the bbs scene alive!

jeff

2726. Re: Connecting Falcon to LAN

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 04:11:33 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108082011.1227aa64@posting.google.com>
Source record: 42696

toram@thematrix.homeip.net (toram) wrote in message
news:<a1b9be4e.0108072333.312f6763@posting.google.com>...
> I'm trying to connect my Falcon030 to a LAN. I have it connect to a
> Linux box with a nullmodem cable. I have pppd up and running, and I
> can ping my DNS server from the Falcon and vise versa. Only thing is
> the Falcon can't resolve domain names. it times out! I dumped
> network traffic to see what is happening when the Atari was trying to
> resolve:
>
>
> [root@bastion ppp]# /sbin/tcpdump -i ppp1
> tcpdump: listening on ppp1
> 23:51:22.738750 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
> 23:51:32.738753 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
> 23:51:42.738751 192.168.0.199.1025 > 192.168.0.1.domain: 0+ (45)
>
> as you can see the DNS server didn't answer the Atari, maybe it didn't
> like it! Any one else have any problems like this. The DNS server is
> running BIND 8.2.3 BTW. The Atari Falcon030 is running:
>
> MagiC 5.03
> NVDI 4.11
> STinG 1.26
> Latest resolve.stx I could find.

Are you using the correct port on the falcon?

Are you using HSMODEM?

I know these are basics, but lets start with the easy questions first.

Later Brian.

2727. Re: SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 04:17:12 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108082017.73b864c9@posting.google.com>
Source record: 42697

Ken Kosut <kjcat@execpc.com> wrote in message
news:<3b6f696f$0$93669$272ea4a1@news.execpc.com>...
> On Mon, 6 Aug 2001, Erik Closson wrote:
>

> ken

Excellent answer Ken. The SH 204 is a different beast. Following what
you said, the most crucial with the 302 is to use the older versions
of AHDI that actually came with the 204.

The newer versions will create some of the problems the author
encountered.

Later Brian.

2728. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 04:25:48 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108082118080.17071-100000@shell.pacifier.com>
Source record: 42699
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2729. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 04:26:46 UTC
From: David Ogg <davidogg@nc.rr.com>
Message-ID: <MPG.15dbd311ad0e5f859896ed@news-server.nc.rr.com>
Source record: 42698
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
In article <9kr4p2$1hh$1@venus.itns.co.za>, xstephenx@apple2.org.za
says...
> On Sat, 28 Jul 2001 02:37:45 GMT, David Ogg wrote:
>
> > In article <c11tj9.mk3.ln@ridcully.freenet.co.uk>, spike1@freenet.co.uk
> > says...
> >> David Ogg <davidogg@nc.rr.com> did eloquently scribble:
> >> > in the term "outa theyre arse" how come you didn't point out the other
> >> > two words? "out of their ass" , happy? :-)
> >>
> >> Because outa is slang? And Arse is the correct spelling?
> >> An ass is a beast of burden, not an anatomical feature.
> >
> > Context, you can hardly have your head up a "beast of burden" ;)
>
> I don't know so much what about George W. Bush he seems to have his head up an
> ass all the time? :-)

Well at least so far he's not leaving protein stains on the employees.

ouch, OK, well, it's a bit of a change from the tabloid king we just got
rid of anyway ;)
```

2730. Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 06:59:13 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3B7234C1.5612829B@ndh.net>
Source record: 42700

Hi all,

I need some betatesters for a GEM MiNT Installer for the first time user
I wrote, if you are experienced in using MiNT and want to test the
package, please contact me. It will be freeware, so doni¿½t ask for
money.;-)

Ciao

Marc-Anti¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2731. Magic CFG Question

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 08:10:04 UTC
From: swampfax@atlantic.net
Message-ID: <wzrc7.44$GX6.21532@news1.atlantic.net>
Source record: 42701

```
Hi All,
Regarding MAGICCFG.APP/MISC (Magic 6), does anyone have any
recommendations for the following settings
(running on a Falcon MKI/14meg):

Shell Buffer:
Task Switch:
Priority:
FSL Masks:

Thanks in advance,
John G.
```

2732. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 10:00:00 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0108090159.31fb63c0@posting.google.com>
Source record: 42702
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

"T.J.T van Kooten" <thomas@-nospam-worldonline.nl> wrote in message news:<9ikva3ple1@nereid.worldonline.nl>...

> For the sake of argument let's suppose you could design a next generation
> $300 homecomputer. The goal is to make a userfriendly machine for general
> use and for hobbyists. How would such a system look?

I would go for something very simple: a very compact hand held or palm pilot type machine with a 6502 or 65816 CPU, either 4 or 8 megs of RAM, 320x200 / 640x400 LED display, a GEOS or Palm OS type operation system: it would include both a kernal layer and a GUI layer so that the GUI can be shut down by a program. It would be a machine that could be used for something like a Gameboy
or a Palm Pilot but would include lot of IO ports for external extras like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM, printer ect. and can be used as a simple home computer or web browser as well as a control module for other hobby projects.

I would also include a built in assembler and another simple high level languge like BasicX (which will allow inline asm like Turbo Pascal does).

Oh, yeah... if possible I would also include network support so that these hand held computers can be chained together. Maybe infrared IO too.

2733. Re: Magic CFG Question

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 11:00:18 UTC
From: Vassilis <papvalnospam@mail.otenet.gr>
Message-ID: <3b7282a810b64a0@mail.otenet.gr>
Source record: 42703

> Hi All,
> Regarding MAGICCFG.APP/MISC (Magic 6), does anyone have any
> recommendations for the following settings
> (running on a Falcon MKI/14meg):
>
>
> Shell Buffer:

A value from 8192 to 16384 should be OK (and safe).
#_BUF 16384

> Task Switch:
> Priority:

Never allow these settings in your MAGX.INF, better let
MagiC Timeslice take care of these. For your system,
a value of 20-25 ms should be fine for Task Switch and
1:20 to 1:32 for Background Priority.

Btw: It's not a good idea to 'push' MagiC into heavy
task-switch with values of 5 or 10 ms, especially on
slower systems or when other programs rely on MagiC's
timer 'thread' (eg internet stacks etc).

> FSL Masks:
>
This depends on the usage of the system, a programmer would
use something like "#_FSL 0 *.C,*.H; *.S etc", others
might use "... 0 *.APP,*.PRG;*.JPG,*.GIF,*.IMG;*.DBF,*.IDX"
etc, etc. (every ';' starts a new line).

Hmm, and a final tip: Make sure your #d line contains enough
spaces, better terminated with the ";" to avoid editors that
remove trailing spaces to compact it in the feauture.
I'm not sure if it causes problems in the newer MagiC versions,
but it was definitely a headache in the past.
....
#_CTR
#a000000
#b000000
#c77700070006000700552005055522207705570750555077031111103
#d ;
^^^ (from 45 to 78 spaces)
....

Regards,
Vassilis

2734. Eclipse Owners Support Pages

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 13:10:41 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <yZvc7.92$h%3.115341@newsfeed.slurp.net>
Source record: 42704

I'm glad to announce a website dedicated to the Eclipse for the Atari Falcon030.The purpose of EOSP is to provide help and information for users in setting up the Eclipse. Users are also able to share experiences with each other and provide help where needed. Please check it out and feel free to submit any kind of contribution. Thank you.

Joshua.

http://eclipse.atari.org

2735. SCSI CD Rom with Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 13:50:45 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <200189-155045-151861@foorum.com>
Source record: 42706

hi,

Is there some restrictions about plugin a NEC CDR-510 SCSI CD-rom to my Falcon ?
(pins number, model, type...) ?

Nec Specifs : http://docs.us.dell.com/docs/dta/75201/

Thanks,

Matt'Us Alem

User of http://www.foorum.com/. The best tools for usenet searching.

2736. SCSI CD Rom with Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 14:16:01 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <200189-16161-500860@foorum.com>
Source record: 42707

hi,

Is there some restrictions about plugin a NEC CDR-510 SCSI CD-rom to my Falcon ?
(pins number, model, type...) ?

Nec Specifs : http://docs.us.dell.com/docs/dta/75201/

Thanks,

Matt'Us Alem

User of http://www.foorum.com/. The best tools for usenet searching.

2737. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 15:07:07 UTC
From: graham@aledrinker.co.uk
Message-ID: <6172ee17.0108090707.5d91759f@posting.google.com>
Source record: 42705
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

> I would go for something very simple: a very compact hand held or palm
> pilot type machine with a 6502 or 65816 CPU,

Or for $10 more, you could have a 200MHz StrongARM processor or similar in the device, along with easy, cheap support for the interfaces you list below.

I like ARM processors, and really want a fast XScale based laptop or computer. Not much chance of getting one soon though.

> either 4 or 8 megs of RAM,

For a handheld device, low power memory is essential. Hitachi just this week released an 8MB memory chip that uses 30% less power and is even faster. Given the cost of memory, it makes sense to hit the sweet spot in price rather than the cheap spot, and I imagine that could be 16MB or 32MB. Which is a lot for a handheld device unless you run WinCE. Which I wouldn't want at all. So lets spoil ourselves anyway.

> 320x200 / 640x400 LED display,

If you have a keyboard on the device (like a Psion palmtop) then a 640x240 half-height display (Psion 5) or 640x480 display (Psion 7) would be great.

Without a keyboard you would have a conventional palmtop display of 320x240.

> a GEOS or Palm OS type operation
> system: it would include both a kernal layer and a GUI layer so that
> the GUI can be shut down by a program. It would be a machine that
> could be used for something like a Gameboy

Palm do have a very good frontend for launching software on a palmtop device. The software choice is very good as well. The underlying OS is a bit didgy though, but they are moving to ARM, so hopefully they will sort these things out and get a solid OS in there under their GUI stuff.

> or a Palm Pilot but would include lot of IO ports for external extras
> like keyboard, mouse, TV/VGA output, disk drive, hard drive or CD-ROM,
> printer ect. and can be used as a simple home computer or web browser
> as well as a control module for other hobby projects.

Yikes, where to put the ports on the device! I suppose it could have one of those laptop bay-extender thingies, which could have a DVD/CD drive, HD, etc in it.

Wireless ethernet would be a very useful feature.

Mouse wouldn't be necessary with a touch-screen system. A small portable printer for the device would be neat though - an A5 printer :) Still "neat" is not "needed"! Audio recording and playing is necessary, as is decent video, which palmtops really need. How about some 80's style graphics hardware trickery! Sprites, hardware scrolling, block mode graphics, etc, but with a 16-bit screen :) - then again, the GameBoy Advance has that and more now... maybe some lowend 3D hardware instead!

> I would also include a built in assembler and another simple high
> level languge like BasicX (which will allow inline asm like Turbo
> Pascal does).

That would be fun.

Graham

2738. Re: SCSI CD Rom with Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 16:23:57 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <KOyc7.30$Cg4.30948@newsfeed.slurp.net>
Source record: 42708

Should be no problem. I've used several NECs without any problem. The one
that you have looks to be pretty standard.

Joshua.

"Matt'Us Alem" <MattUsAlem@canada.com> wrote in message
news:200189-155045-151861@foorum.com...
>
> hi,
>
> Is there some restrictions about plugin a NEC CDR-510 SCSI CD-rom to my
Falcon ?
> (pins number, model, type...) ?
>
> Nec Specifs : http://docs.us.dell.com/docs/dta/75201/
>
> Thanks,
>
> Matt'Us Alem
>
> ------
> User of http://www.foorum.com/. The best tools for usenet searching.

2739. Re: Problems with ST Games...

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 17:48:25 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9kuiqh$5st$1@newsreaderm1.core.theplanet.net>
Source record: 42710

Non-Copy protected games and utils can be read on the PC using
http://makedisk.atari.org The resultant MSA/ST file can then be used by
ST emulators (eg Pacifist, Winston, Steem, Saint).

For images of games go to :

www.atarist.com
or
http://www.climatics.com/

Grz

2740. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 18:26:31 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b72e3d221e4130@pandora.be>
Source record: 42711

on Thu 09-08-2001 18:07 Peter Slegg wrote:

>A few days ago I upgraded my Milan to Mint 1.15.12
>
>This may or may not be the cause but I have now found that
>Wensuite will load and run !

I'm not sure either but I believe the MiNT kernel has something to do with it. I'm a MiNT-user since very long time. I've tried almost every new kernel. I must say Wensuite has always worked for me but with older kernels (<1.15.9) Wensuite did create a nameless dir which couldn't be deleted except with a diskeditor like Diskus.
>
>I am currently running version 3.30b and it looks rather nice.
>It certainly seems to be quick. I have only had it running
>for a few minutes so I don't know too much about it. It
>works offline only.

The browser part is very quick indeed. It's the fatest Atari browser currently available. Much faster then Cab and Adamas. It's also very stable. It has some problems to display animated gifs. Furthermore the display of the pages aren't always correct.
The login part is a different story. I know some guys who never could make a connection with their ISP using Wensuite. Myself have tried it with three different ISP's. With one I didn't encounter a loging problem. The other two were no usable with Wensuite.
The News and mailer part contains IMHO lots of bugs. The wordwrap for instance isn't good at all.
AFAIK, the developement of Wensuite is stopped. A year ago the programmer said he would release it as open source, but so far no sign of that.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2741. Wensuite

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 19:07:39 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b72c35b.0@energise.enta.net>
Source record: 42709

A few days ago I upgraded my Milan to Mint 1.15.12

This may or may not be the cause but I have now found that
Wensuite will load and run !

I am currently running version 3.30b and it looks rather nice.
It certainly seems to be quick. I have only had it running
for a few minutes so I don't know too much about it. It
works offline only.

Previously Wensuite would crash my Milan completely and
several others on this group had reported similar experiences
with Milans and TT's.

The only other thing that I have changed was the fix to the
scsi/soundblaster firmware problem but I don't think that
was the cause of the Wensuite problem but you never know.

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

2742. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 21:12:44 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B72FCCC.2CD7E96E@ti.com>
Source record: 42713

Jeff,

Your BBS is great! However, "the Worlds only

online Atari ST BBS" may be a bit of a misnomer.

The JYBOLAC Stargate BBS is still up and running and going

strong. Granted this is not a "classic" ST BBS, but a new

one running on a real connected TT030 running Linux. Okay,

so maybe I have the worlds only online Atari TT030 BBS,

but....

Anyway, several games to be played, local discussion

board and realtime chat with other users that are logged

in at the same time.

You can log in here: telnet://jybolac.dyndns.org:520

More info here: http://jybolac.virtualave.net/bbs

-- Chris
(We cannot keep the BBS scene alive without a little friendly
competition, now can we? :-)

2743. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-09 22:27:18 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27890_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42721

In uno strano messaggio del 09 Aug 01 m.kehr@ndh.net (2:333/608.1) scrisse
al povero All :
mk> I need some betatesters for a GEM MiNT Installer for the first time
mk> user I wrote, if you are experienced in using MiNT and want to test
mk> the package, please contact me. It will be freeware, so don't ask for
mk> money.;-)

I would do it, if it runs on a Mac..... MacMiNT ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2744. Re: SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 00:17:27 UTC
From: sqwirl@atarist.com
Message-ID: <c80bdea3.0108091617.76d62bb6@posting.google.com>
Source record: 42714

The machine I am using is a 520STfm with 1mb of ram. TOS 1.02. The
problem is I dont have the original AHDI disk and I cant find any
version older than 5 and it doesnt work. I tried your solution but I
cant access the HDD at all. So I cant delete that file. If anyone has
a copy of the original AHDI that came with the SH204 and could send it
to me Id be greatful. Either a real copy or an image. Or know of an
FTP with it available.
Thanks in advance,
Erik

"Erik Closson" <sqwirl@atarist.com> wrote in message
news:<JyBb7.1458$PP1.16113468@news2.news.adelphia.net>...
> Well I got a SH204 HDD in the mail the other day and hooked it up. Booted
> perfectly right away from the last persons files. Then I accidently
> overwrote the desktop.inf and in trying to get the drive letters back I
> somehow made the drive not bootable. AHDI detects it and when I try to make
> it bootable it says please partition. I then try to partition and it tells
> me to format first. I try to format and it completes the format and exits
> hdx. I restart the computer and try to run partition and it tells me that
> this computer has been formatted with an different version of ahdi and says
> format again. Anyone know of a different HDD driver I could use or what is
> wrong with this. Or possibly the version of AHDI that came with the SH204.
> Thanks
> Erik Closson

2745. Newbie Atari ST Owner Has Questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 03:01:50 UTC
From: Roagie <roagie@N_O_SP_AMhome.com>
Message-ID: <y8Ic7.52238$A47.25290276@news1.rsm1.occa.home.com>
Source record: 42715

Hi! I just got an Atari STacy2 and want to play around with it. I have some questions and hopefully some kind souls in this group can point me in the right direction.

1) Where is the latest FAQ (full version) being held hostage?

2) What are the best Atari ST information sites? Site that will make recommendations on what desktop goodies I should be running... and recommendations on good freeware and shareware apps.

3) When it comes time to power down an Atari ST based computer, is there a command like "shut down", like the PC's and Macs require? Or can I just flip the
power switch off?

Thanks!!!

2746. CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 03:50:23 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108091950.9fda958@posting.google.com>
Source record: 42716

This is probably a silly question.

Does Cab utilise CSS formating???

Is it done in the overlays???

Later Brian.

2747. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 03:55:13 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108091955.9e81886@posting.google.com>
Source record: 42717

ncc0106@nbc.netcom.ca (Jeff Mitchell) wrote in message
news:<KAmc7.51893$TW.261998@tor-nn1.netcom.ca>...
> The BBS is not down! My ISP (@home) decided to screw up my DNS and
> telnet. After a couple of weeks of them not figuring out the problem
> (besides the fact I've told them several times how to fix it :), I've
> given up. The BBS is now "ssh" based until such time as telnet is
> restored. ssh is like telnet, but secure.
>
> Since many of you may not know about ssh, the java applet on the
> bbs website can log into the bbs using ssh *for you*! All you do is go to
> the website, run the java applet, and enter the userid and password
> specified. (bbsssh == used to be bbs, now its bbsssh to handle the ssh
> part).
>
> So the BBS is still up.
>
> Just head on over to:
>
> http://www.skeleton.org/bbsindex.html

Well, I was telneting onto the BBS with my Atari. I guess that's the
end of the line for now until it is up and running as telnet once
again.

CAB does not support java.

Later Brian

>
> for details!
>
> Keep the bbs scene alive!
>
> jeff

2748. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 08:44:42 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9l06qr$5gk$03$1@news.t-online.com>
Source record: 42718

> Does Cab utilise CSS formating???

No.

>
> Is it done in the overlays???

No, and it can't be.

Greetings,
Matthias

2749. Re: Problems with ST Games...

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 08:52:32 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9l0769$nb8$1@plutonium.btinternet.com>
Source record: 42719

Hello there,

I use GEMDISK available from www.emulators.com they also provide a free
Atari ST emulator called GEMULATOR.

GEMDISK can read both Mac and Atari Formated disks.

Rory

"Thomas Carton" <carton@4xtechnologies.com> wrote in message
news:9krjmm$k3i$1@wanadoo.fr...
> Hello,
>
> I've just discovered there is Atari ST emulation and tested Steem. And
that
> works pretty much !
> So I dreamed of all that good games I have on my Atari ST, and wanted to
> play with...
> but lots of them couldn't be read by my PC (because of disk format...)...
>
> is there any tool that allow to better read a ST Disk with a PC Drive ?
> or could I found them on the net ? (I saw bitmap brother have taken their
ST
> games on download on their site)
>
--

Athenia Globe http://www.atheniaglobe.com 24hrs
FTN style Messages bases on the Internet the Web based BBS

2750. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 08:55:38 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9l07c3$nb2$1@uranium.btinternet.com>
Source record: 42720
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hello Bob,

What was the 260ST?

I have never encountered it before.

Rory

> Atari was too busy introducing the 260ST and 520ST at that show to
> spend much time on the 8-bit computers. People would walk up to the
> 130XE, look at it for a second, realize it wasn't the ST, and turn
> right around, heading for the other side of the room,
>
> I wonder if any "prototype" monitors might exist somewhere though...
>
> BobR
> .

2751. [UPDATE] Toxic Live news

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 10:06:23 UTC
From: St&#65533;phane Perez <Stephane.Perez@imag.fr>
Message-ID: <zmOc7.725$X17.653418@nnrp1.proxad.net>
Source record: 42722

```
Hello

I would like to tell you that Toxic Live's news are now frequently updated,
at least once per week, in both English and French languages :
http://toxicmag.atari.org/

Have a nice day

-----------------------------------------------------
||| Atari Falcon - 14 MB - HD 10 GB - ZIP 100 MB
||| Using MiNT, the free OS for Atari computers
_/ | \_ HomePage: http://strider.atari.org/

Discover Toxic Mag Live : http://toxicmag.atari.org/
-----------------------------------------------------
```

2752. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 10:15:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997523148-49359AEicMi@08002go.com>
Source record: 42650

From: madmax@bfree.on.ca (madmax)
Date: 9 Aug 2001 20:50:23 -0700

>Does Cab utilise CSS formating???

No.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2753. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 10:17:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997523150-49807AEicMi@08002go.com>
Source record: 42651

From: madmax@bfree.on.ca (madmax)
Date: 9 Aug 2001 20:55:13 -0700

>Well, I was telneting onto the BBS with my Atari. I guess that's the
>end of the line for now until it is up and running as telnet once
>again.
>
>CAB does not support java.

I have to say that web sites etc which "support" Atari but won't actually work
with an Atari aren't exactly useful!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2754. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 10:56:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0029ff3f@fmlynet.org>
Source record: 42729

FamilyNet Newsgate

A 520 ST back when Atari thought 260K (or there abouts) would be enough for
a 16 bit machine (Bahahahahahah!!!)

You know, just as bad as the first Macintosh's having 128K and quickly
realizing how underpowered that was. ;) I used one for a bit and quickly
clammored to get the 512K upgrade.

Doctor Clu

> From: "Rory Street" <rory@atheniaglobe.com>
> Hello Bob,
> What was the 260ST?
> I have never encountered it before.
> Rory
>> Atari was too busy introducing the 260ST and 520ST at that show to
>> spend much time on the 8-bit computers. People would walk up to the
>> 130XE, look at it for a second, realize it wasn't the ST, and turn
>> right around, heading for the other side of the room,
>>
>> I wonder if any "prototype" monitors might exist somewhere though...
>>
>> BobR
>> .

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2755. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 11:40:35 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3B73C833.293B1E8@ndh.net>
Source record: 42723

Hi Mike,

> I would do it, if it runs on a Mac..... MacMiNT ?
If GEM runs on a Mac you can do it.:)

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2756. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 11:40:50 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3B73C842.81A162C5@ndh.net>
Source record: 42724

Hi Mike,

> I would do it, if it runs on a Mac..... MacMiNT ?
If TOS/GEM runs on a Mac you can do it.:)

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2757. [ANN] New software for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 12:12:26 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <a3j0l9.pd1.ln@127.0.0.1>
Source record: 42725

Hello everybody,
I did not post any messages for a long time, so here it is:

pmdoom-0.27: you can store parameters in a file, to pass it on the
command line. You can also play doom in a GEM window.

fetchmail-5.8.5: Retrieves mail from your ISP, and put them in the Unix
mailbox.

leafnode-1.9.14: Local news server, retrieves new messages when you
connect, and send your queued posts.

wwwoffle-2.5b: http/ftp proxy, caches all requests, can be used as ad
filter if you want.

I think these will be useful for people using MiNT to access Internet.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

2758. Re: A-ONE on Delphi Is Back!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 15:02:28 UTC
From: sinclap@nospam.net
Message-ID: <1008200110011351O7%sinclap@nospam.net>
Source record: 42727

In article <20010806190923.29123.00003368@ng-cu1.aol.com>, DANAP8
<danap8@aol.com> wrote:

> Delphi's FTP issues have been resolved. Atari Online News, Etc.
> (A-ONE) is available again there for download or online reading!
> Thanks for everyone's patience.
>

What's delphi? No probelm...got my fill on c-net, ragingbull, crn etc..

> -Dana @ A-ONE

sinclap!
somewere in mn

2759. How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 15:25:40 UTC
From: Roagie <roagie@N_O_SP_AMhome.com>
Message-ID: <U1Tc7.53221$A47.25855016@news1.rsm1.occa.home.com>
Source record: 42728

Can anyone tell me how to power down a ST computer? I have a STacy and want to know if I have to issue a command like "Shut Down" before I flick the power switch to off... or can I just hit the switch with no formalities?

Does anyone know?

Thanks

2760. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 17:32:31 UTC
From: Gill Bates <myarse@myarse.co.ck>
Message-ID: <t1Vc7.6110$bU3.75661@news1-hme0>
Source record: 42730

"Roagie" <roagie@N_O_SP_AMhome.com> wrote in message
news:U1Tc7.53221$A47.25855016@news1.rsm1.occa.home.com...
> Can anyone tell me how to power down a ST computer? I have a STacy and
want
> to know if I have to issue a command like "Shut Down" before I flick the
> power switch to off... or can I just hit the switch with no formalities?

yup simple as that

2761. MiNT ramdisk

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 18:42:34 UTC
From: nospam@zonnet.nl
Message-ID: <uWVc7.26311$Vs4.263719@zonnet-reader-1>
Source record: 42731

I have a ramdisk on drive R: installed with MiNT 1.15.12 using the line "alias r: u:\ram" in the mint.cnf file and a drive R icon on my desktop.

If I open the drive-R-window and copy a file to it or delete or rename a file the results of these actions are not directly visible in the window. Only if I hit the Escape key the window content is correctly updated. (Or if I close and re-open the window). Is this normal or have herr F.Naumann & friends forgotten something?

2762. Re: MiNT ramdisk

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 18:56:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9l1apn$p3f$1@snipp.uninett.no>
Source record: 42732

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> If I open the drive-R-window and copy a file to it or delete or rename a
> file the results of these actions are not directly visible in the
> window. Only if I hit the Escape key the window content is correctly

Now that you mention it... Yes, I've noticed this too, and I think it's
been like that for ages.

> updated. (Or if I close and re-open the window). Is this normal or
> have herr F.Naumann & friends forgotten something?

I've been neglecting my Falcon the last year, so I'm not as updated as I
used to be, but I don't think this is normal behaviour.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2763. Re: MiNT ramdisk

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 19:59:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b744b1641051c0@pandora.be>
Source record: 42733

on Fri 10-08-2001 18:56 Jo Even Skarstein wrote:

>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
>> If I open the drive-R-window and copy a file to it or delete or rename a
>> file the results of these actions are not directly visible in the
>> window. Only if I hit the Escape key the window content is correctly
>
>Now that you mention it... Yes, I've noticed this too, and I think it's
>been like that for ages.

With my setup I see the content directly. I don't have to hit the [esc].
I never have had this problem.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2764. BlowUp

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 22:42:18 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <997486954-276029AEicMi@xs4all.nl>
Source record: 42554

Hello,

I recently bough a Falcon equipped with an FX
accelerator. Works great ! Included was a floppy with a
programm called BlowUp. It is not installed. Apparently
it is a prg to augment screen resolution. The read me's
don't give a clue of how to install and use the programm.
There is no manual included. Could someone using this prg
give some hints ?

Thanks,
Dan

2765. Re: A-ONE on Delphi Is Back!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 23:12:19 UTC
From: danap8@aol.com
Message-ID: <20010810191219.26319.00000108@mb-fy.aol.com>
Source record: 42734

>> Delphi's FTP issues have been resolved. Atari Online News, Etc.
>> (A-ONE) is available again there for download or online reading!
>> Thanks for everyone's patience.
>>
>
>What's delphi? No probelm...got my fill on c-net, ragingbull, crn etc..

Thankfully, you don't know. I can live with that.

2766. Re: Connecting Falcon to LAN

Newsgroup: comp.sys.atari.st
Date: 2001-08-10 23:50:01 UTC
From: toram@thematrix.homeip.net
Message-ID: <a1b9be4e.0108101550.7109926@posting.google.com>
Source record: 42735

madmax@bfree.on.ca (madmax) wrote in message
news:<7b81f281.0108082011.1227aa64@posting.google.com>...

>
> Are you using the correct port on the falcon?
>
> Are you using HSMODEM?
>
> I know these are basics, but lets start with the easy questions first.
>
> Later Brian.

I'm using Modem 2 I think the Falcon030 only has 1 serial port, but I
don't know why its called Modem 2. I don't have HSMODEM in my auto
folder, but I have SCC.PRG and DRVIN.PRG here is the order of my auto
folder:

MAGXBO32.PRG
NVDI.PRG
DRVIN.PRG
SCC.PRG
STING.PRG
STING.INF
RASNAUTO.PRG
DAWNAUTO.PRG
ALICE.PRG
WDIALOG.PRG

This is from AUTOSORT.PRG

TIA Toram

2767. Re: GDPS Scanner Support

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 00:40:38 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <997494056-716294AEicMi@xs4all.nl>
Source record: 42638

>From: James Alexander <james-m-alexander@home.com>
>Date: Fri, 17 Aug 2001 16:34:35 GMT
>
>Have you tried the Scan maker software from Homa systems House?

Hello,
Doesn't this software support the Umax Astra SCSI scanners too ?
I'd like to buy it but Homa Systems seems to be in coma. Recently I
came across a Homa Systems site (don't have the url anymore,
something with the word " CAB" but there was no link or email
adress on that site.
Recently there was a message on http://www.st-computer.net
A computer shop had a bunch of Umax Astra SCSI scanners for sale.
For the drivers for Atari one could contact the publisher of STC
it was said. I emailed them yesterday about it. As soon as I have an
answer I'll let you know.

Cheers
Dan

2768. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 02:37:09 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <li69ntk2r3ev4pvr55im7jdfjiurm883op@4ax.com>
Source record: 42736
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 10 Aug 2001 09:55:38 +0100, "Rory Street"
<rory@atheniaglobe.com> wrote:

>Hello Bob,
>
>What was the 260ST?
>
>I have never encountered it before.
>
>Rory
>

The 260ST was Atari's first model in the ST line.

At the time, memory was EXTREMELY expensive, and they wanted to keep
the cost of their new computer line as low as possible, so the first
one was going to have 256K of RAM in it.

(Atari liked to "round up" the amount of RAM into the model number.
Thus the 512K Atari 520ST, and the 1024K Atari 1040ST.)

Anyway, by the time they actually introduced the ST computer line,
they had realized that 256K simply wasn't going to be enough RAM to do
anything useful, and dropped the idea. The first model introduced in
the US was the 520ST.

Actually, they DID sell a few 260STs in Europe, probably just to get
rid of the ones they'd started to make. Those would probably be
"collectors" items if you could find one today!

A somewhat funny thing about the 260ST is that when the ST line was
introduced, the Operating System, TOS, wasn't ready to be released
yet, so there were no TOS ROMs available to be installed in those
first computers.

You had to load the version of TOS they did have from a floppy disk,
which meant it was loaded into the system RAM.

The poor little 260ST I saw at the Consumer Electronics Show in
Chicago didn't have enough memory to do ANYTHING after TOS had been
loaded from the floppy. They were using the 520ST to do all the
demos.

Just a dusty footnote in the lost archives of Atari history...

BobR

2769. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 02:37:20 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <vi69ntc0v9ep759347fc4l3otaf5utns8b@4ax.com>
Source record: 42737

On Fri, 10 Aug 2001 15:25:40 GMT, "Roagie" <roagie@N_O_SP_AMhome.com>
wrote:

>Can anyone tell me how to power down a ST computer? I have a STacy and want
>to know if I have to issue a command like "Shut Down" before I flick the
>power switch to off... or can I just hit the switch with no formalities?
>
>Does anyone know?
>
>Thanks
>

Not sure if the Stacy has any specific needs, but a "normal" ST can be
shut down by yanking the power cord out of the wall. (Probably not
really recommended, but for other reasons.)

No "shutdown" is required.

(Just be sure to SAVE anything you've been working on before hitting
the OFF button.)

BobR

2770. Re: Newbie Atari ST Owner Has Questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 03:43:20 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B74A977.7B587724@home.com>
Source record: 42738

Hiya Roagie,

Roagie wrote:

> Hi! I just got an Atari STacy2 and want to play around with it. I have some
> questions and hopefully some kind souls in this group can point me in the
> right direction.
>
> 1) Where is the latest FAQ (full version) being held hostage?
>

I'm not sure since I'm not the dude who works on that, its posted here every so
often though so keep an eye open.

>
> 2) What are the best Atari ST information sites? Site that will make
> recommendations on what desktop goodies I should be running... and
> recommendations on good freeware and shareware apps.
>

try some of the search engines. thats whre I find most of the good atari ST
sites, one good one is the crawly crypt site for shareware, and there are
others.

> 3) When it comes time to power down an Atari ST based computer, is there a
> command like "shut down", like the PC's and Macs require? Or can I just flip
> the
> power switch off?
>

Well for your stacey running Tos/Gem (the normal ST os) just shut it off, no
other stuff required. Only if you have an 030 (or better) based atari with say
linux or unix do you need the shutdown routine.

>
> Thanks!!!

2771. Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 03:52:53 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b74acfd$0$93672$272ea4a1@news.execpc.com>
Source record: 42739

Hello,

How would one connect a 6 channel stereo mixer with 1/4" phone jacks
to a Falcon? (1/4" phone out)
(The mixer has a very "hot signal")
Do you need to have additional hardware like soundpool or lineaudio
or can you go direct?
I would like to record an acoustic instrument using Logic Audio.

thank you

ken

2772. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 03:57:42 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108101957.249d829b@posting.google.com>
Source record: 42740

"Matthias Jaap" <mjaap@t-online.de> wrote in message
news:<9l06qr$5gk$03$1@news.t-online.com>...
> > Does Cab utilise CSS formating???
>
> No.
>
> >
> > Is it done in the overlays???
>
> No, and it can't be.
>
> Greetings,
> Matthias

Thanks Matthias

Therefore new changes to the Little Green Desktop will not be CAB friendly.

I always like these Atari Sites that have no regard for Atari Users:-).

Later Brian.

2773. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 04:30:40 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9l2cme$1fp4$1@news.comnet.co.nz>
Source record: 42741
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

"Bob Retelle" <bobr1@provide.net> wrote ...
> "Rory Street" <rory@atheniaglobe.com> wrote:
> >What was the 260ST?
> >
> >I have never encountered it before.
>
> The 260ST was Atari's first model in the ST line.
>
> At the time, memory was EXTREMELY expensive, and they wanted to
keep
> the cost of their new computer line as low as possible, so the first
> one was going to have 256K of RAM in it.
>
> (Atari liked to "round up" the amount of RAM into the model number.
> Thus the 512K Atari 520ST, and the 1024K Atari 1040ST.)

I think it was Sam Tramiels idea from when he was at Commodore that model numbers match memory size. The 400 and 800 from 1979 originally had 4k and 8k RAM in 1979, but they'd grown somewhat, so that the name didn't identify RAM size when Mr Tramiel took over in 1984.

An 8 bit machine with 64k (65536 bytes) was a 65XE
An 8 bit machine with 128k (131072 bytes) was a 130XE.

(There may have been a smaller 8-bit in the XE range, but I cannot recall seeing one in 1985/1986)

The ST was supposed to start with 128k RAM as well, and so would be called a 130ST (131072 bytes = 128k), and went up from there: 260ST (262144 = 256k), 520ST (524288 = 512k) and 1040ST (1048576 = 1024k = 1M)

But, as you say, the fact that the OS consumed so much RAM meant that the 130ST was killed before birth, and the 260ST was abandoned.

As you can see, the model numbers doubled as the memory size doubled.

> Anyway, by the time they actually introduced the ST computer line,
> they had realized that 256K simply wasn't going to be enough RAM to
do
> anything useful, and dropped the idea. The first model introduced
in
> the US was the 520ST.
>
> Actually, they DID sell a few 260STs in Europe, probably just to

get
> rid of the ones they'd started to make. Those would probably be
> "collectors" items if you could find one today!
>
> A somewhat funny thing about the 260ST is that when the ST line was
> introduced, the Operating System, TOS, wasn't ready to be released
> yet, so there were no TOS ROMs available to be installed in those
> first computers.
>
> You had to load the version of TOS they did have from a floppy disk,
> which meant it was loaded into the system RAM.
>
> The poor little 260ST I saw at the Consumer Electronics Show in
> Chicago didn't have enough memory to do ANYTHING after TOS had been
> loaded from the floppy. They were using the 520ST to do all the
> demos.
>
> Just a dusty footnote in the lost archives of Atari history...

(Just a few sidenotes to add to your recollections)

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"F A B"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

2774. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 04:47:45 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <RN2d7.643$q9.154117@dfiatx1-snr1.gtei.net>
Source record: 42742
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

David Ogg wrote in message ...

(in reference to GW Bush)
>Well at least so far he's not leaving protein stains on the employees.

Monica will get you for posting that! ;-)

2775. Re: Magic CFG Question

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 05:23:51 UTC
From: swampfax@atlantic.net
Message-ID: <Hj3d7.73$GX6.127500@news1.atlantic.net>
Source record: 42745

On 9 Aug 2001 13:00:18 +, "Vassilis" wrote:
>
>> Shell Buffer:
>
>A value from 8192 to 16384 should be OK (and safe).
>#_BUF 16384
>

Snip

Thanks Vassilis,

John G.

2776. Magic 68000 Exception

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 05:35:47 UTC
From: swampfax@atlantic.net
Message-ID: <Tu3d7.74$GX6.127591@news1.atlantic.net>
Source record: 42646

Hi All,
I'm getting the message 68000 Exception error 69 every so often
then a partial crash. The screen does'nt freeze but the system won't
run any programs (including Shutdown). I just get bombed!
INF: Falcon/Magic 6/HDDriver7.
Booting with MGXB032 followed by MAGTOROM then NVDI5, SAM, etc.

Any thoughts?
John G.

2777. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 07:20:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27961_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42744

In uno strano messaggio del 10 Aug 01 m.kehr@ndh.net (2:333/608.1) scrisse
al povero All :
>> I would do it, if it runs on a Mac..... MacMiNT ?
mk> If GEM runs on a Mac you can do it.:)

My MagiCMac runs, but it that GEM enough ? Ok maybe yes, tought I hardly see
how I could test the installation then, on the Mac at least. MacMiNT runs
GEM/AES ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2778. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 07:20:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27962_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42743

In uno strano messaggio del 10 Aug 01 x@x.xx (2:333/608.1) scrisse al povero
All :
>> > I would do it, if it runs on a Mac..... MacMiNT ?
>> If GEM runs on a Mac you can do it.:)
x>
x> There's already a MacMiNT available!

Yes this is what I asked, does the installer work with MacMint ? I can do the
testing then, or even adapt MacMint, I have the MacMint base installation,
but I am not able to find all other necessary files, so I've never seen GEM
on it , is it working ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2779. Re: Betatesters needed!

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 07:35:06 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3B74E02A.33869523@ndh.net>
Source record: 42647

Hi,

> There's already a MacMiNT available!
O.K, but MiNT is not GEM and I doni¿½t know how MacMiNT works, because I have no Mac. The installation is based on Sparemint packages, so, question is, if programs compiled for Atari MiNT are running on MacMiNT without recompiling them?

Ciao

Marc-Anti¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

2780. chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 08:28:40 UTC
From: nospam@zonnet.nl
Message-ID: <Y06d7.26548$Vs4.267648@zonnet-reader-1>
Source record: 42648

> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
>.
I have trouble connecting to ftp://chapelie.rma.ac.be
Didn't have any problems in the past, but now I'm getting "EOF from
remote" and "Server access denied" with NEWSie. (Can't connect with
aFTP either by the way). No problems with other servers I'm visiting.

Has something changed that I should know of?

2781. Re: chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 08:58:36 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b75019e6353c0@pandora.be>
Source record: 42649

on Sat 11-08-2001 08:28 Martin Tarenskeen wrote:

>I have trouble connecting to ftp://chapelie.rma.ac.be
>Didn't have any problems in the past, but now I'm getting "EOF from
>remote" and "Server access denied" with NEWSie. (Can't connect with
>aFTP either by the way). No problems with other servers I'm visiting.
>
>Has something changed that I should know of?

There is nothing changed so don't trown away your ftp-clients like some
French guys has done:-)
The server is still up and running *but* for some reason (probably
someone has closed the ftp-port) the server is unreachable. Even Karl
Samyn and I can't get in. Karl has tried to contact the webmaster but so
far no luck. I hope the webmaster will appears very soon. I've already
lots of stuff waiting to be uploaded. If you search something let me
know. Just before the server went unreachable I've make a copy of it on
a CD.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2782. Re: Newbie Atari ST Owner Has Questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 11:59:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997608022-36310AEicMi@08002go.com>
Source record: 42667

From: James Alexander <james-m-alexander@home.com>
Date: Sat, 11 Aug 2001 03:43:20 GMT

>> 1) Where is the latest FAQ (full version) being held hostage?
>>
>
>I'm not sure since I'm not the dude who works on that, its posted here every
>so
>often though so keep an eye open.

I've been a member of the Atari newsgroups for more years than I care to
mention, I've never seen the FAQ posted in any of them?

But anyway, I'm sure that typing "Atari FAQ" into Google will turn it up.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2783. Re: Newbie Atari ST Owner Has Questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 12:01:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B751E96.2490CDC8@greeleynet.com>
Source record: 42652

James Alexander wrote:
>
> Hiya Roagie,
>
> Roagie wrote:

>
> > 3) When it comes time to power down an Atari ST based computer, is there a
> > command like "shut down", like the PC's and Macs require? Or can I just flip
> > the
> > power switch off?
> >
>
> Well for your stacey running Tos/Gem (the normal ST os) just shut it off, no
> other stuff required. Only if you have an 030 (or better) based atari with say
> linux or unix do you need the shutdown routine.
>

You do want to remember to save any work you've done in a program
first. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2784. Re: falcons value

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 13:21:11 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b753147$0$8079@news.zetnet.co.uk>
Source record: 42654

Hi Anders!

On 4 Aug 2001 22:21:51 +, Anders Eriksson wrote:

>> What is the going rate for these ? 16 meg lot of software no monitor
>
>100-120ukp

Is that the (converted) price where you live? Here in the UK it's rare to
get them under 200ukp.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2785. MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 14:00:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27987_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42653

Hi, as I am still running my BBS system under MagiCMac, I am still interested in MacMiNT and other Atari and fido/internet related software. Are you still supporting/developing MacMiNT ? I actually have almost all the sources of the software of my BBS/FTN/internet system, so I can still manage to adapt it to keep it current, I can help you about:
- Atari GEM NOS
- Jetmail
- Octopus
- Semper
- LED

The only piece of software I do not have control yet is the OS itself, MagiCMac is good but I would prefer to put my hands on a MiNT like project, so I wonder if MacMint can be used to run GEM programs (with what AES ?) and to drive serial ports and other Mac hardware.

I downloaded the MacMint sources and basic installation, but I was unable to find all other installation packages, as none of the link in the MacMint web page does work, where can I find the needed:
(MacMiNT archive)
futilb.zoo

(Atari archive)
Gnustuff/Tos/Othergnu/shlutl18.zoo
Gnustuff/Tos/Othergnu/gzip107st.zoo
Mint/Utilities/tar-1112.zoo

???

Am I wrong at all trying to follow this project or what ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2786. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 14:17:08 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B753E64.40245442@pcisys.net>
Source record: 42655
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

To get back on topic, yes there was one found.

Atari had made a composite video monitor for the 8bit line of computers.

I was with John Hardie in 1994 when we visited San Jose Computer's (went out business a long time ago). San Jose Computers was in the Atari business in the Valley for sometime along with B&C and Best.

John found there a prototype of a 8bit computer monitor. Didn't know if it worked or not. But he bought it for, if I remember right, $20.

At the time, John was buying so much stuff that he didn't have the money to ship it back. So he asked Mike Hohman of Fine Tooned Engineering (fTE) to ship it back. Well that never happen. Mike put it in storage and later disappeared.

News later is that the storage unit that Mike had was opened up by the owner and all the property sold off. Another 8bit collector had purchased the monitor (found this out at World of Atari '98 show). There were a lot of people who lost their stuff in that property sale.

So yes, an Atari made 8bit composite video monitor does exist and is now in a collectors collection.

And now you know the rest of the story...

Glenn Bruner
glenn_b18@yahoo.com

2787. What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 14:19:45 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B753F01.8543A6E2@pcisys.net>
Source record: 42656

I have various copies of .DOC files that came out of Atari.

Most of them are like Engineering Change Orders (ECO's) and they used
some sort of DTP or Word processor to save these files with.

Does anyone know what programs saved their files with a .DOC extender?

Glenn

2788. I'm leaving...

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 16:19:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9l3lv2$b53$1@snipp.uninett.no>
Source record: 42657

```
...usenet for a few weeks. I'm moving to another apartment, where I'll get
ADSL :-) I'm moving today, but won't get ADSL until early September.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

2789. Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 16:41:44 UTC
From: fmh@netzero.net
Message-ID: <cfdd7.177$wC5.140259@newsfeed.slurp.net>
Source record: 42658

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to ffmh@netzero.net or for
more info.

My want list is near the bottom of this list.

HARDWARE

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.
For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

The Complete Atari MINT CD by Whiteline. Everything you could ever
want/need with MINT for your Atari computer. X11, PERL, HUGE, TCL,
GNU C++, MINTos, MINTnet, FTP, Telnet, and all the MINT Distribution
kits. Over 330 Meg of data. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

2790. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 21:34:47 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.0000010d.01259a4d@id-68569.user.dfncis.de>
Source record: 42659

Glenn Bruner:

> Does anyone know what programs saved their files with a .DOC extender?

1st Word Plus by GST, last Version AFAIR 3.2 from 1991.

Tschï¿½s,
Diedrich

2791. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 22:47:09 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b75c3f69de48c0@pandora.be>
Source record: 42660

on Sat 11-08-2001 23:34 Diedrich Dirks wrote:

>Glenn Bruner:
>
>> Does anyone know what programs saved their files with a .DOC extender?
>
>1st Word Plus by GST, last Version AFAIR 3.2 from 1991.

Word Plus 5 by No Software (v 5.04, 1995) saves also with a .doc
extender. Word Plus 5 can load 1st Word Plus docs but not the other
around. Word Plus 5 doc can't be loaded in 1st Word plus.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2792. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-11 23:58:45 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B75C6B5.9278A9E4@greeleynet.com>
Source record: 42661

Glenn Bruner wrote:
>
> I have various copies of .DOC files that came out of Atari.
>
> Most of them are like Engineering Change Orders (ECO's) and they used
> some sort of DTP or Word processor to save these files with.
>
> Does anyone know what programs saved their files with a .DOC extender?
>
> Glenn

Arnor's ProText also does. At least the old version 4.22 uses it. I
don't know about the newer versions.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2793. Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 00:00:29 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B75C71D.DA1E97F3@greeleynet.com>
Source record: 42662

Would anyone know where a copy of version 4.22 might be found? I own this version, and the Convert program has gone bad on the program floppy. I'd like to find someone who could email me just the convert.prg program from disk 3.

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for cheap men; and cheap men make for a cheap country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2794. Re: What program on the ST uses .DOC fi

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 00:20:13 UTC
From: swampfax@atlantic.net
Message-ID: <1Zjd7.75$GX6.140931@news1.atlantic.net>
Source record: 42663

>
>>> Does anyone know what programs saved their files with a .DOC extender?
>>
>

Pagestream also!
John G.

2795. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 00:44:04 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b75d26c@dnews.tpgi.com.au>
Source record: 42664

Could be Pagestream. How big are the files? Can you view them with a Text editor in any way?

Mark

Glenn Bruner <brunergs@pcisys.net> wrote in message news:3B753F01.8543A6E2@pcisys.net...
> I have various copies of .DOC files that came out of Atari.
>
> Most of them are like Engineering Change Orders (ECO's) and they used
> some sort of DTP or Word processor to save these files with.
>
> Does anyone know what programs saved their files with a .DOC extender?
>
> Glenn
>

2796. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 02:36:44 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Rdwd7.9103$5t1.17345@nntpserver.swip.net>
Source record: 42673

Hi,

> How would one connect a 6 channel stereo mixer with 1/4" phone jacks
> to a Falcon? (1/4" phone out)

Simple cables with converters between the sizes would do nicely... ;)
The adapters are standard and can be found in any store that sells
hifi-equipment.

> (The mixer has a very "hot signal")
> Do you need to have additional hardware like soundpool or lineaudio
> or can you go direct?

Ok - check out my website, the troubleshooting section - and you'll find the
necessary modifications to get standard line levels in and out - instead of
the original mic in and headphone out...

> I would like to record an acoustic instrument using Logic Audio.

I know some people who never got Logic Audio for Falcon to work properly
(who eventually changed to Cubase instead). I'd suggest that you take a look
at Cubase Audio, which works very well.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2797. Re: chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 07:20:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28003_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42665

In uno strano messaggio del 11 Aug 01 tos4ever@pandora.be (2:333/608.1)
scrisse al povero All :
t> There is nothing changed so don't trown away your ftp-clients like some
t> French guys has done:-)
t> The server is still up and running *but* for some reason (probably
t> someone has closed the ftp-port) the server is unreachable. Even Karl
t> Samyn and I can't get in. Karl has tried to contact the webmaster but
t> so far no luck. I hope the webmaster will appears very soon. I've
t> already lots of stuff waiting to be uploaded. If you search something let
t> me know. Just before the server went unreachable I've make a copy of it
t> on a CD.

May it be the same old problem that I fixed with a special option in NOS ?
from the readme of v0.50:

- new command to test ftp problems of Bruno Kozlowski:
"tcp precedence [ON|OFF]"

This solved the problem AFAIK and tested by Bruno at chapelie.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2798. Re: chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 08:31:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b764cfcd84a90@pandora.be>
Source record: 42666

on Sun 12-08-2001 07:20 Mike De.Petris wrote:

>May it be the same old problem that I fixed with a special option in NOS ?
>from the readme of v0.50:

Ah NOS. Those were the days.
>
>- new command to test ftp problems of Bruno Kozlowski:
>"tcp precedence [ON|OFF]"
>
>This solved the problem AFAIK and tested by Bruno at chapelie.

This was not the same problem. IIRC that problem had something to do with
the fact that Belnet (compagny who leased out the line to chapelie) was
using a non-RFC comform setup. Users of Sting (tcp.stx <v1.21) were unable
to log in. See tcp_stx.txt (STing documentation) section TCP.STX 1.21
At that time only STing and NOS users were having problems. MiNT-net users
and pc-users didn't had any probs to reach the Chapelie.
Now everyone, regardless the platform or TCP/IP stack they are using are
unable to reach the server. For my it looks like someone has closed the
FTP-port. A ping reveals me the server is still up and running.
The main problem is that the webmaster is a student and as the school in
Belgium hasn't begin yet it's very lickely he's sitting somewhere on a
exotic beach. There is nothing that we (Karl and I) can do about this
right now. All we can do is just sit and wait until the webmaster popup
again.
Until then you can always mail me if you search something. I've a full
back-up of the server on CD.

Ciao,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2799. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 11:11:43 UTC
From: fmh@netzero.net
Message-ID: <Pvtd7.52$y66.83636@newsfeed.slurp.net>
Source record: 42668

I have a couple of different Mac-MINT installs and sources somewhere. Let me look around a bit and find them. I may even have the URL's of where they came from also.

I never did try them out so I don't know if there is anything missing.

mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) :

> Hi, as I am still running my BBS system under MagiCMac, I am still
> interested
> in MacMiNT and other Atari and fido/internet related software. Are you
still
> supporting/developing MacMiNT ? I actually have almost all the sources of
> the
> software of my BBS/FTN/internet system, so I can still manage to adapt it
> to
> keep it current, I can help you about:
> - Atari GEM NOS
> - Jetmail
> - Octopus
> - Semper
> - LED
>
> The only piece of software I do not have control yet is the OS itself,
> MagiCMac is good but I would prefer to put my hands on a MiNT like project,
> so I wonder if MacMint can be used to run GEM programs (with what AES ?)
and
> to drive serial ports and other Mac hardware.
>
> I downloaded the MacMint sources and basic installation, but I was unable
> to
> find all other installation packages, as none of the link in the MacMint
> web
> page does work, where can I find the needed:
> (MacMiNT archive)
> futilb.zoo
>
> (Atari archive)
> Gnustuff/Tos/Othergnu/shlutl18.zoo
> Gnustuff/Tos/Othergnu/gzip107st.zoo
> Mint/Utilities/tar-1112.zoo
>
> ???
>
> Am I wrong at all trying to follow this project or what ?

>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
> --
> Ferranti, Laser Ecosse, Howden Laser.... where will we go ?
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2800. Atari Swap Meet September 8 and more

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 11:11:46 UTC
From: fmh@netzero.net
Message-ID: <Svtd7.53$y66.83371@newsfeed.slurp.net>
Source record: 42669

Jaguar Corner at the Ohio Atari Swap Meet

August 8, 2001

Columbus, Ohio - Come join us for fun and games at the Atari Computer Enthusiasts of Columbus
annual Atari Swap Meet to be held on September 8, 2001. This annual event boasts a wide
selection of Atari games and systems for sale. Last year the event had many items available
for the Atari ST, 8 Bit computers, 5200, 7800, and 2600.

This year, the Jaguar Corner will be at the Swap Meet. The Jaguar Corner is your chance
to play the most popular and rare games available for the Atari Jaguar video game console.

Featured games available for view and play are:

- New games from Songbird Productions (http://songbird.atari.net/) including Skyhammer,
Protector, Hyper Force, and Soccer Kid for the Jaguar; and Lexis, Championship Rally,
PONX, Remnant, and more for the Lynx.

- Doom and Air Cars in 2 Player, 2 Console Network Play

- BattleSphere from Scatologic (www.scatologic.com) available for play and demo

- Jaguar CD with games such as Primal Rage, Vid Grid, Blue Lightning, Battlemorph, and
World Tour Racing

- Popular Jaguar games such as Towers II, Worms, Zero 5, Defender 2000, Atari Karts, and
Breakout 2000

- JUGS (www.buyjugs.com - The Jaguar Underground Game Server) which allows the downloading
of underground, homebrew games into the Jaguar. Underground games available for play
include Asteroids, Gorf demo, Jagmania, Jag Tetris, and Native.

The Jaguar corner is being promoted by Fred Horvat (fmh@netzero.net) and Brian Gentile (mail@addie.cjb.net) of Addie's Atari Page (www.addie.cjb.net).

The Atari Swap Meet is being run and promoted by the Atari Computer Enthusiasts of
Columbus (http://www.angelfire.com/oh4/acec/acec.html).

The Atari Swap Meet and the Jaguar Corner will be held from 9:00 am to 3:00 pm on
September 8, 2001 at:

Oakland Park Community Building
980 Lenore St.
Columbus, Ohio 43224-3351

Directions: From I-71, take the E. North Broadway Street exit east, turn left onto
Maize Road, and a quick right on Lenore Avenue.
Admission: The price of admission to the Atari Swap Meet is $4 per person and $6 per vendor
table (includes one admission). The Jaguar Corner costs nothing!

For the latest details on the Jaguar Corner, see Addie's Atari Page (www.addie.cjb.net).

2801. Web site big update

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 11:23:11 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <zGtd7.2234$J22.1009765@nnrp5.proxad.net>
Source record: 42670

```
Hi,

I add many photos and schematics of my work of this last 13 years...
Exclusive documents !

See :
- the 'RECORDS' menu on the welcome page.
- the Phenix 060 menu (!)
- the CT2 menu : 'Records' sub-menu.

Have fun !
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

2802. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 14:01:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l6289dgi1@plutonium.compulink.co.uk>
Source record: 42672

In message <3B753F01.8543A6E2@pcisys.net>, brunergs@pcisys.net said:

>I have various copies of .DOC files that came out of Atari.
>
>Most of them are like Engineering Change Orders (ECO's) and they used
>some sort of DTP or Word processor to save these files with.
>
>Does anyone know what programs saved their files with a .DOC extender?

Most probably First Word of 1st Word Plus. Look at them in any text
editor. If they have something like:

```
06000000000000012000000000000000
10
20
F0110000001
9[.............................#..........#.....................]2010
```

at the start then they are definitely 1WP in word processing mode.

On the Atari there are programs to convert the files to ASCII. If
you no longer have one, you can load the file into any text
editor, remove the above heading and then do a search for ASCII
characters 029 and 030, which 1WP uses a stretch spaces, and
replace them with normal spaces (032). And remove any two-letter
combinations starting with 'Esc' - these will be styles (italic,
bold etc) and form feeds.

Regards, /Peter/

2803. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 14:01:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l628adgj1@plutonium.compulink.co.uk>
Source record: 42671

In message <3b74acfd$0$93672$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>How would one connect a 6 channel stereo mixer with 1/4" phone jacks
>to a Falcon? (1/4" phone out)
>(The mixer has a very "hot signal")
>Do you need to have additional hardware like soundpool or lineaudio
>or can you go direct?
>I would like to record an acoustic instrument using Logic Audio.

Ken,

A few Mark X Ataris were modified for line input, but all standard
ones only have a mike level input mini-jack. You could either see if
the mixer has a mike level output (unlikely but possible) or you
can make up an attenuator pad; this would have to be quite a high
value - around 60 dB or 1000:1, perhaps a little less - which
could lead to some loss of high frequencies, specially with a long
connection cable.

Regards, /Peter/

2804. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 14:43:44 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B769620.41026B64@pcisys.net>
Source record: 42674

Thank you all for the quick reply's. I'll check each one out and see which one is the
magical winner.

Here's a capture from Microsoft Word on my PC of a file called ECO1645.DOC:
#ï¿½
ï¿½
ï¿½ 5` ? 8@ ï¿½ ï¿½ Vï¿½Tï¿½Vï¿½Rï¿½vï¿½ u E u E Eï¿½
ï¿½ï¿½ï¿½

> 10
> 20
> F0110000001
> 9[.............................#.........#.....................]2010
>
> at the start then they are definitely 1WP in word processing mode.
>
> On the Atari there are programs to convert the files to ASCII. If
> you no longer have one, you can load the file into any text
> editor, remove the above heading and then do a search for ASCII
> characters 029 and 030, which 1WP uses a stretch spaces, and
> replace them with normal spaces (032). And remove any two-letter
> combinations starting with 'Esc' - these will be styles (italic,
> bold etc) and form feeds.
>
> Regards, /Peter/

2805. Re: Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 16:11:40 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B76AABC.69EC66C4@greeleynet.com>
Source record: 42675

Hallvard Tangeraas wrote:
>
> I don't know what you're using in order to post your message, but it
> seems like there aren't any line breaks at all.
>
> It would be a whole lot easier if you put some blank lines in between
> etc. Please check your software and/or setup.

It displays readable for me in Netscape.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2806. Browser Poll

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 17:17:51 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tnddn4gb0i5lbd@corp.supernews.com>
Source record: 42676

Soon the Browser poll on Atari-Users.Net will be replaced. If you have not already voted.. please visit the site and vote!

Rob
webmaster@atari-users.net
http://www.atari-users.net

2807. Logistix spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 17:23:44 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B76BBA0.44A891B8@greeleynet.com>
Source record: 42677

Anyone out there still have a copy of this program, version 1.1? I'm going through my old Atari software to see if it still works, and the PRG and OVL files on my disks have gone bad, apparently.

I'd like to know if anyone is willing to email these two files to me.

This is not pirated stuff, I own the real thing. Would gladly send a scan of the manual (any page) or floppy disks if you wish.

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2808. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 17:25:44 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B76BC18.E438F25@greeleynet.com>
Source record: 42678

Ken Springer wrote:
>
> Would anyone know where a copy of version 4.22 might be found? I own
> this version, and the Convert program has gone bad on the program
> floppy. I'd like to find someone who could email me just the
> convert.prg program from disk 3.

As an addendum to this post, this is not pirated software. I'd be happy to scan any page from the manual or the floppies to whomever is willing to email me the requested file.

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2809. XaAES v0.920

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 18:49:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B76CEED.D663DC1E@chello.nl>
Source record: 42679

LS

There is a new version of this multitasking GEM replacement for MiNT
available on my homepage (in sig).

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

2810. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 19:31:30 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B76D95A.662D14B0@wanadoo.be>
Source record: 42680

Martin \"Nightowl\" Byttebier wrote:

> AFAIK, the developement of Wensuite is stopped. A year ago the
> programmer said he would release it as open source, but so far no sign
> of that.

Fabrice Bamas former of Oxo company is out of business and Pascal Barlier,
the main "programmer", is working together with Godefroy de Maupeou (old
director of french ST Magazine) into a new society called Cybele Maya
making p.a.o and web building work.

So I guess you'll definitely have to forget the development of this piece
of "software" because both protagonists are fighting against themselve
....

It was last french tv/forum report from two months ago ..... :)
Thanks for keeping attention.

Jo
--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

2811. MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 19:56:15 UTC
From: Mille Babic <atari@goteborg.REMOVE.utfors.se>
Message-ID: <zbBd7.13829$e5.1960440@newsb.telia.net>
Source record: 42682

Hi all!

I have updated some info at my MagiCNet pages.
http://mille.atari.org

There's also a huge article at there about MagiCNet. Sadly in the swedish language but all the snapshots, tools included and config files setup gives a good glimse what this is all about.

Mille Babic

2812. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 20:32:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b76f3568f85c00@pandora.be>
Source record: 42681

on Sun 12-08-2001 21:31 Jo Vandeweghe wrote:

>
>
>Fabrice Bamas former of Oxo company is out of business and Pascal Barlier,
>the main "programmer", is working together with Godefroy de Maupeou (old
>director of french ST Magazine) into a new society called Cybele Maya
>making p.a.o and web building work.

Do you have the e-mail address of Pascal Barlier? I would like to ask
him to release Wensuite as open source like he has promished to do a
year ago.
>
>So I guess you'll definitely have to forget the development of this piece
>of "software" because both protagonists are fighting against themselve

If that piece of soft would be released as open source some guys could
take over the development. I do believe Wensuite would be a good
starting point for a better and faster Atari-browser.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2813. NOVA with Afterburner

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 21:05:35 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10108122301250.16574-100000@kairos>
Source record: 42683

Hi,

I have a small plastic connector holding a colourful ribboncable in place
on my ab040 board, it goes from underneath the board and fits right
between the 2 "connectthru" things for the expansionport. This prevents my
NOVAadaptor to fit 100%, it takes alot of fiddling around to get it
working once it slides out of place.
Does anybody know what this ribboncable is for? Apparently it only exists
on some boards, not all.

cheers!

/Fredrik

2814. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 22:00:49 UTC
From: anarkist@idirect.com
Message-ID: <l0Dd7.14556$b7.28695@quark.idirect.com>
Source record: 42684

On 17 Jul 2001 23:27:20 , Paul Nurminen wrote:
-snip-
->Now, I've used the Centek "Studio Son" software, and it records
->without problems (except for the occasional bit of noise at the end of
->a track - which can be easily CUT out), and seems very stable.
->However, e-mails to the authors either don't go through, or are
->unanswered. And I'm no longer able to find any information about this
->program on the web (except for an old review or two), and without a
->manual, many of it's features and functions remain a mystery to me.
->And I've no idea how good it's multitrack capabilities are since this
->feature is disabled in the version I have. Does anyone know anything
->more about this program? Is the commercial version still available?
->Anyone have it?

no idea. I don't think it is developed anymore. I have tried it,
but was sticking to v-trax by the same authors. I have translated the
french manual to english(was rough, is usable now, will be polished in
the future). v-trax is freeware, studio son may still be shareware.

->I've also tried QUiNCY, but is not useful to me as I need to record
->through the FDI.
->Is there _any other_ multitrack/digital recording software for the
->Falcon that does at least 8 tracks, can utilize the FDI for recording,
->and doesn't suffer from these BUGS in Cubase Audio? (an additional
->plus would be the ability to also playback MIDI in sync with the
->recorded audio tracks).

I don't find nemesis useful as studio son or v-trax will not work
unless nemesis is turned off. you experience may be different.

->For the past couple of years, I got out of using my Falcon for
->"everything", and relegated it to only music chores in my studio (I
->built myself a PC for everything else). And if I can't find something
->soon, I'm going to have to replace the Falcon with yet another PC
->(I'll build it specifically for music/MIDI - probably running Cubase
->VST or Pro Tools)
->Any suggestions? I'd like to keep using the Falcon.

me too! :-)
I have Logic Audio 2.01B, but can't find a manual/book for it.

->-Paul Nurminen
->http://www.nurmix.com
->Paul Nurminen - El Segundo, CA (USA)
->* http://www.nurmix.com
->^ Atari computing, electonic music, warped humor

->* http://www.mp3.com/nurvis
->* http://www.mp3.com/varactor
->^ My original electonic music MP3s!
->* E-mail: nurmix[at]yahoo[dot]com

ken

2815. Re: What program on the ST uses .DOC fi

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 22:56:54 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b7709b6$0$15297@news.zetnet.co.uk>
Source record: 42685

On 11 Aug 2001 17:58:45 , Ken Springer wrote:
>Glenn Bruner wrote:
>>
>> I have various copies of .DOC files that came out of Atari.
>> Most of them are like Engineering Change Orders (ECO's) and they used
>> some sort of DTP or Word processor to save these files with.
>> Does anyone know what programs saved their files with a .DOC extender?
>>
>> Glenn
>
>Arnor's ProText also does. At least the old version 4.22 uses it. I
>don't know about the newer versions.

Protext and Pagestream both allow you to choose the extender, which has no universal meaning.

If you can open your file in a plain editor (eg, Edhak) and it shows many header lines (such as: >li, >od, etc - I made these up, because I can't remember actual examples) with plain text lines, then it is a Protext doc. Otherwise, there are many progs that can also use the .doc extension (like PageStream) willy-nilly. Pagestream and Protext docs can be read in EdHak, but you must remove all the extra control and format characters.

Charles.

2816. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-12 22:56:56 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b7709b8$0$15297@news.zetnet.co.uk>
Source record: 42686

On 11 Aug 2001 18:00:29 , Ken Springer wrote:
>Would anyone know where a copy of version 4.22 might be found? I own
>this version, and the Convert program has gone bad on the program
>floppy. I'd like to find someone who could email me just the
>convert.prg program from disk 3.

I would like to know where v 5.xx can be found!! I paid a cheque to someone whose name and address I have lost; I have had no response at all and have lost my notes on their address. I would be grateful if you would join me in tracking down the two sites involved: one is in Glasgow, the other (the supplier, to whom cheques are to be sent) in some other place which I have forgotten and have no note of (they cashed my cheque, nevertheless).

Now that someone else is involved, my hopes are elevated.

Charles.

>
>Thanks.
>
>--
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
>Cheap prices make for cheap goods; cheap goods make for
>cheap men; and cheap men make for a cheap country!" -
>President William McKinley
>
>http://www.greeleynet.com/~wordwork/airpage.htm
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>.

2817. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 00:00:21 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B771895.411C45A9@greeleynet.com>
Source record: 42687

Charles Stanley wrote:

> I would like to know where v 5.xx can be found!! I paid a cheque to
> someone whose name and address I have lost; I have had no response
> at all and have lost my notes on their address. I would be grateful
> if you would join me in tracking down the two sites involved: one is in
> Glasgow, the other (the supplier, to whom cheques are to be sent) in
> some other place which I have forgotten and have no note of (they cashed
> my cheque, nevertheless).

The Scotland location wouldn't have been Floppyshop, would it? They
closed up quite awhile ago.

I don't know about the supplier.

> Now that someone else is involved, my hopes are elevated.

I'm not looking to upgrade the software, just to get the one bad file so
I can sell my copy. It looks like quite a sophisticated word processor
for the old ST and Mega computers.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2818. Re: [SEARCH] Deuteros and help

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 00:07:28 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b771a40$0$15297@news.zetnet.co.uk>
Source record: 42688

Hi Olivier!

On 6 Aug 2001 22:12:44 +, Olivier VANONI wrote:

>I'm looking for the game Deuteros (the next Millenium), an original one
>of course with if possible the box and handbook.
>Also, can one of you give me any information about the way to go, without
>of course giving me the solution.

Try this site:

http://members.tripod.com/~withnailandI/deutari/

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

2819. Re: Logistix spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 00:10:58 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108121610.33886fbd@posting.google.com>
Source record: 42689

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<3B76BBA0.44A891B8@greeleynet.com>...
> Anyone out there still have a copy of this program, version 1.1? I'm
> going through my old Atari software to see if it still works, and the
> PRG and OVL files on my disks have gone bad, apparently.
>
> I'd like to know if anyone is willing to email these two files to me.
>
> This is not pirated stuff, I own the real thing. Would gladly send a
> scan of the manual (any page) or floppy disks if you wish.
>
> Thanks.

Hi Ken

I believe I have this program. Very colourful binder? Like Hot pink or
something. Anyways, as soon as I get back home, to where my STs are, I
will send you the required files. I am just trying to clear up a few
hardware problems myself at the moment, so just be patient.

Later Brian.

2820. Re: Magic 68000 Exception

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 01:09:07 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9l79bitfa1@news.chatlink.com>
Source record: 42690

Hi John G.

On 11 Aug 2001 05:35:47 , John Garone wrote:
>Hi All,
> I'm getting the message 68000 Exception error 69 every so often
>then a partial crash. The screen does'nt freeze but the system won't
>run any programs (including Shutdown). I just get bombed!
> INF: Falcon/Magic 6/HDDriver7.
> Booting with MGXB032 followed by MAGTOROM then NVDI5, SAM, etc.

I'm running MagiC 4.2, otherwise the same as yours with the same
problem. If you find the fix please pass it on to me...

Thanks, Donner.....

2821. Re: Magic 68000 Exception

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 01:09:09 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9l79bktfa2@news.chatlink.com>
Source record: 42691

Hi John G.

On 11 Aug 2001 05:35:47 , John Garone wrote:
>Hi All,
> I'm getting the message 68000 Exception error 69 every so often
>then a partial crash. The screen does'nt freeze but the system won't
>run any programs (including Shutdown). I just get bombed!
> INF: Falcon/Magic 6/HDDriver7.
> Booting with MGXB032 followed by MAGTOROM then NVDI5, SAM, etc.

I'm running MagiC 4.2, otherwise the same as yours with the same
problem. If you find the fix please pass it on to me...

Thanks, Donner.....

2822. Re: Logistix spreadsheet

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 02:47:56 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B773FDC.6FE627B6@greeleynet.com>
Source record: 42692

madmax wrote:
>
> I believe I have this program. Very colourful binder? Like Hot pink or
> something. Anyways, as soon as I get back home, to where my STs are, I
> will send you the required files. I am just trying to clear up a few
> hardware problems myself at the moment, so just be patient.

Well, not hot pink! <G> Mine is white hardboard over a spiral type
binding glued to the read cover. But it does have a rather "artsy"
rainbow bar along the edge of the outside cover. I could scan the cover
and email to you if you'd like.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2823. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 02:54:21 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B79C8FAF.17E99%nameerf@flash.net>
Source record: 42693

in article 7b81f281.0108101957.249d829b@posting.google.com, madmax at madmax@bfree.on.ca wrote on 8/10/01 7:57 PM:

> "Matthias Jaap" <mjaap@t-online.de> wrote in message
> news:<9l06qr$5gk$03$1@news.t-online.com>...
>>> Does Cab utilise CSS formating???
>>
>> No.
>>
>>>
>>> Is it done in the overlays???
>>
>> No, and it can't be.
>>
>> Greetings,
>> Matthias
>
>
> Thanks Matthias
>
> Therefore new changes to the Little Green Desktop will not be CAB friendly.
>
> I always like these Atari Sites that have no regard for Atari Users:-).

Well, CSS isn't as crucial as other types of web info. CAB can easily display a page that uses CSS. It just won't be as nice looking. But it can still be displayed.

Mike Freeman
nameerf@flash.net

2824. Re: What program on the ST uses .DOC files?

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 04:09:25 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B7752F5.646B3BFE@pcisys.net>
Source record: 42694

Ok problem solved. The files were Pagestream files.

Initially when I opened them, I couldn't see any text. But once I situated the settings for the FONTS and DOC and GRAPHIC directories, everything work out fine. In fact I'm using TOSBOX on my PC running TOS 2.06 and printing the documents out to my Apple Laserwriter 360. Hey what can I say! It works!!

Thanks for all your help.

Glenn Bruner
glenn_b18@yahoo.com

Glenn Bruner wrote:

> Thank you all for the quick reply's. I'll check each one out and see which
> one is the
> magical winner.
>
> Here's a capture from Microsoft Word on my PC of a file called ECO1645.DOC:
> #ï¿½
> # ï¿½
> ï¿½ 5` ? 8@ ï¿½ ï¿½ Vï¿½Tï¿½Vï¿½Rï¿½vï¿½ u E u E Eï¿½
> ï¿½ï¿½ï¿½

> xlator@cix.compulink.co.uk wrote:
>
> > In message <3B753F01.8543A6E2@pcisys.net>, brunergs@pcisys.net said:
> >
> > >I have various copies of .DOC files that came out of Atari.
> > >
> > >Most of them are like Engineering Change Orders (ECO's) and they used
> > >some sort of DTP or Word processor to save these files with.
> > >
> > >Does anyone know what programs saved their files with a .DOC extender?
> >
> > Most probably First Word of 1st Word Plus. Look at them in any text
> > editor. If they have something like:
> >
> > 06000000000000001200000000000000000
> > 10
> > 20
> > F0110000001
> > 9[.....#.....#.....]2010
> >
> > at the start then they are definitely 1WP in word processing mode.
> >
> > On the Atari there are programs to convert the files to ASCII. If
> > you no longer have one, you can load the file into any text
> > editor, remove the above heading and then do a search for ASCII
> > characters 029 and 030, which 1WP uses a stretch spaces, and
> > replace them with normal spaces (032). And remove any two-letter
> > combinations starting with 'Esc' - these will be styles (italic,
> > bold etc) and form feeds.
> >
> > Regards, /Peter/

2825. Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 04:58:34 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9l7mpqgqe0@206.230.189.45>
Source record: 42695

what is the biggest ide drive I can put in a Falcon

jonk

2826. Re: Wensuite

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 05:23:48 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B776463.E44073D4@wanadoo.be>
Source record: 42547

Martin \"Nightowl\" Byttebier wrote:

> on Sun 12-08-2001 21:31 Jo Vandeweghe wrote:
>
> >
> >
> >Fabrice Bamas former of Oxo company is out of business and Pascal Barlier,
> >the main "programmer", is working together with Godefroy de Maupeou (old
> >director of french ST Magazine) into a new society called Cybele Maya
> >making p.a.o and web building work.
>
> Do you have the e-mail address of Pascal Barlier? I would like to ask
> him to release Wensuite as open source like he has promished to do a
> year ago.

Search the net for Cybele Maya ..... or better, search the fr.comp.sys.atari
last three weeks you'll be able to find some messages from Cybele Maya and
certainly then find their email address .... Good luck !>

> >So I guess you'll definitely have to forget the development of this piece
> >of "software" because both protagonists are fighting against themselve
>
> If that piece of soft would be released as open source some guys could
> take over the development. I do believe Wensuite would be a good
> starting point for a better and faster Atari-browser.

If any other programmer than Oxo formers works on this software I agree with
you otherwise ... you'll lose your time :)
--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

2827. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 06:31:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B77743D.971EEEB9@seimet.de>
Source record: 42548

jonk wrote:

> what is the biggest ide drive I can put in a Falcon

Currently the maximum IDE drive size is 128 GB (no typo: 128 GB).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2828. Shrinkwrapped 6th anniv. ANTIC

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 07:13:47 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <EeJd7.493$I%4.132742@nnrp3.sbc.net>
Source record: 42546

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262653782&r=0&t=0&sh
owTutorial=0&ed=997756897&indexURL=0&rd=1

Less than a day to go and no bids, it's just $10.00!
Mo

2829. Re: chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28019_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42549

```
In uno strano messaggio del 12 Aug 01 tos4ever@pandora.be (2:333/608.1)
scrisse al povero All :
t> Until then you can always mail me if you search something. I've a full
t> back-up of the server on CD.

You may have the needed files to complete MacMiNT installation. ???

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

2830. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28020_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42550

```
In uno strano messaggio del 12 Aug 01 fmh@netzero.net (2:333/608.1) scrisse
al povero All :
f> I have a couple of different Mac-MINT installs and sources somewhere.
f> Let me look around a bit and find them. I may even have the URL's of
f> where they came from also.

Original URLs give the instructions and basic package, but all links and
emails do not work, so I still need the files:

>> (MacMiNT archive)
>> futilb.zoo
>>
>> (Atari archive)
>> Gnustuff/Tos/Othergnu/shlutl18.zoo
>> Gnustuff/Tos/Othergnu/gzip107st.zoo
>> Mint/Utilities/tar-1112.zoo

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

2831. Re: NOVA with Afterburner

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 13:11:01 UTC
From: joska@online.no
Message-ID: <f41c77a0.0108130511.222937ab@posting.google.com>
Source record: 42551

Fredrik Egeberg <deez@algonet.se> wrote in message
news:<Pine.SOL.4.10.10108122301250.16574-100000@kairos>...

> I have a small plastic connector holding a colourful ribboncable in place
> on my ab040 board, it goes from underneath the board and fits right
> between the 2 "connectthru" things for the expansionport. This prevents my
> NOVAadaptor to fit 100%, it takes alot of fiddling around to get it
> working once it slides out of place.
> Does anybody know what this ribboncable is for? Apparently it only exists
> on some boards, not all.

This cable is present on all Afterburners AFAIK. To avoid conflict
with the Nova (or any other expansion card), replace the connector on
the AB with one angled 90 degrees. I've done this on my AB, and both
my Nova and Eclipse fits without problems.

2832. Re: chapelie (was: Re: MiNT ramdisk)

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 13:41:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b77e700892760@pandora.be>
Source record: 42552

on Mon 13-08-2001 12:45 Mike De.Petris wrote:

>In uno strano messaggio del 12 Aug 01 tos4ever@pandora.be (2:333/608.1)
>scrisse al povero All :
>t> Until then you can always mail me if you search something. I've a full
>t> back-up of the server on CD.
>
>You may have the needed files to complete MacMiNT installation. ???

Sorry that's is something I don't have.

Have you tried this site?
http://www.sra.co.jp/people/hoshi/macmint/index-e.html

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be**********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2833. Re: NOVA with Afterburner

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 15:36:30 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10108131734220.1545-100000@kairos>
Source record: 42553

On 13 Aug 2001, Jo Even Skarstein wrote:

> Fredrik Egeberg <deez@algonet.se> wrote in message
news:<Pine.SOL.4.10.10108122301250.16574-100000@kairos>...
>
> > I have a small plastic connector holding a colourful ribboncable in place
> > on my ab040 board, it goes from underneath the board and fits right
> > between the 2 "connectthru" things for the expansionport. This prevents my
> > NOVAadaptor to fit 100%, it takes alot of fiddling around to get it
> > working once it slides out of place.
> > Does anybody know what this ribboncable is for? Apparently it only exists
> > on some boards, not all.
>
> This cable is present on all Afterburners AFAIK. To avoid conflict
> with the Nova (or any other expansion card), replace the connector on
> the AB with one angled 90 degrees. I've done this on my AB, and both
> my Nova and Eclipse fits without problems.
>
>
Ok, i'll see if i can try to find a replacement, its a pain in the bum
really since i cant put my MKXcase back together without getting
novaproblems (which i assume comes from the adaptor not being in
place).

cheers!

Fredrik.

2834. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 23:18:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l9n7r$13d$1@plutonium.compulink.co.uk>
Source record: 42556

In message <9l7mpqgqe0@206.230.189.45>, atari@NOwcoilSPAM.com said:

>what is the biggest ide drive I can put in a Falcon

There is almost no limit to the *drive* size, but even with
MagiC you can't have any partitions larger than 1 GB. And of
course you are restricted by the number of partitions you can
have, which depends on the OS. From Uwe's help-text for HDDRIVER
(the best hard disk driver there is!):

Partitioning Limits
TOS 1.00-1.02: 256 MByte
TOS 1.04-3.0x: 512 MByte
TOS 4.0x: 1 GByte
MagiC, MiNT: 1 GByte, 2 GByte if DOS compatible
(Note: DOS compatible formats can only have 1 partition)

Number of Partitions:
TOS: 14 (C:-P:)
MagiC: 23 (C:-Z: except U:)
MiNT: 29 (C:-Z: except U:, 1:-6:)

So with MagiC you could have 21 GB, with MiNT even 27 GB (two
drives are reserved for floppies), or 1GB less if you are also
using a CD-ROM.

Personally I have a 6.4 GB IBM fitted internally. This is a 3.5"
drive with a suitable cable adapter from ASP. One snag with these
large drives and partitions (mine are some 840 MB, except for C:)
is that the cluster size is 32 kB, so every file will use at least
that amount of space, even if it is only 1 byte long!

Regards, /Peter/

Regards, /Peter/

2835. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-13 23:18:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l9n7u$13e$1@plutonium.compulink.co.uk>
Source record: 42555

In message <3B77743D.971EEEB9@seimet.de>, us__nospam__@seimet.de said:

>Currently the maximum IDE drive size is 128 GB (no typo: 128 GB).

Hi Uwe!

Wow!!! But he did ask what is the largest he can use on a Falcon,
which is 26 GB with MagiC and a CD-ROM (see my posting to the
original enquirer),

Regards, /Peter/

2836. Re: Falcon and Alternatives to Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 01:12:05 UTC
From: nurmix@spam-free.com
Message-ID: <3b78781a.1268826@news-server.socal.rr.com>
Source record: 42557

On Sun, 12 Aug 2001 22:00:49 GMT, anarkist@idirect.com (Ken Macdonald) wrote (regarding STUDIO SON and availability):

>no idea. I don't think it is developed anymore. I have tried it,
>but was sticking to v-trax by the same authors. I have translated the
>french manual to english(was rough, is usable now, will be polished in
>the future). v-trax is freeware, studio son may still be shareware.

Actually, what happened (as far as I can tell - having downloaded and tried all 3 programs) is that the original version of STUDIO SON, was essentially what later became V-Trax. The current version of STUDIO SON is more or less just a 2 track audio file editing program. The original version had the multiple tracks of V-TRAX, (although they were disabled in the version I had).

Basically they took the original STUDIO SON, and split it into two different programs (V-TRAX and STUDIO SON), adding to the confusion by keeping the STUDIO SON name for the second version.

And by the way, I'd love to get a copy of the ENGLISH manual when it's ready!

>I don't find nemesis useful as studio son or v-trax will not work
>unless nemesis is turned off. you experience may be different.

Actually, the original STUDIO SON _required_ an accelerated Falcon (they say it requires a Centurbo, but it works great with the Nemesis in my Falcon). It was more or less unuseable with the Nemesis turned off. And I've tested V-TRAX on my Nemesized-Falcon and it also works, but I can't seem to get it to recognize the FDI as the input.

>me too! :-)
>I have Logic Audio 2.01B, but can't find a manual/book for it.

I've gotten some suggestions from some helpful folks about things to try to get Cubase Audio to work better on my Falcon. I'll start another thread about that soon.

In the mean time, having picked up a used JAM 8 OUT Pro, I'm pretty sure I'm going to get the full version of SoundPool's AUDIO TRACKER, as the demo really impressed me.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2837. Cubase Audio Troubles - Is it just me?!?

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 01:51:56 UTC
From: nurmix@spam-free.com
Message-ID: <3b787ac9.1956016@news-server.socal.rr.com>
Source record: 42558

Ok, here we go...

Many of you will know that I've posted about Cubase Audio (CAF) in the past. Basically, I normally use it for just MIDI work, but I've been working on some projects that require _a lot_ of vocals, and CAF has been giving me a lot of trouble with random POPS and CLICKS in the recorded tracks, and I've been getting some conflicting bits of advice from people, so I thought I'd run it past everyone here, to get more input.

To start off, I'll tell you that I have a 14MB Falcon, that has had the "audio modifications" (for better CAF performance) done long ago, and it also has the Nemesis accelerator installed (that includes a "buffer board" that is apparently also supposed to help with CAF problems). The audio gets to the Falcon [through my TASCAM DAT machine] via the SoundPool/Steinberg FDI. And recently, I've also connected the JAM OUT PRO (rackmount - 8 outputs with 18-bit D/A converters) for a nice clean ouput signal. Also, I use a 4.29GIG Seagate "Barracuda" SCSI hard drive, with several completely empty partitions that are used fresh for each song.

My Falcon works great in all other areas, and with other digital audio applications that I have tried (QUiNCY, Studio Son, V-Trax, Audio Tracker). There are no noise problems with these programs. And my Falcon also works well under MagiC 5, and I've used both HD Driver 7.61, and ICD Por 6.5.5.

Now, onto the CAF problems:

* (1) *

Try as I might, I _cannot_ use HD Driver with CAF. Whenever I run CAF under HD Driver (I also run the little CAF_FIX.PRG too), here's what happens. I select a track to record audio on, name the file, click OK, then a short pause, and BOOOOOM, multiple bombs (like 7 or 8), and an immediate crash to the desktop. This happens 98 out of 100 times whenever I try to record audio. MIDI works ok though. I have no idea what this is all about, as everyone tells me they use HD Driver with CAF and never have problems - and I belive them. Uwe???

Well, since HD Driver is the driver I use when I'm doing _anything_ else on the Falcon, I've set up a floppy that I can boot from, that loads the ICD Pro drivers instead. When running CAF under ICD Pro, I don't get these crashes. But the random pops and clicks still appear.

* (2) *

Many of you, I would think, know Alex at ATY Computer in Oakland California, USA. Well, I consider him an expert with the Falcon and it's problems. I've dealt with him in the past, and in fact, he is the one who installed my Nemesis board a couple of years ago. He suggested that I should use the original Atari hard disk driver (AHDI v 6.05). He said he hasn't had noise problems when using that driver, that he DOES have under HD Driver or ICD Pro. I haven't tested it yet, but am planning to.

* (3) *

Despite the fact that I thought otherwise, based on what many people HERE have told me, Alex informed me that these noise problems are NOT related to the Falcon "clock/timing" fixes. He told me the following:

[from Alex at ATY Computer]:

"Your Falcon does not need any more "fixes". The buffer card portion (that little 1"x 3/4" circuit board that was installed underneath the keyboard in the middle section of the Falcon) of the Nemesis installation replaces all other CPU clock signal modifications. In fact it is the BEST modification to stablize the Falcon"

"I have repaired several Falcons with stability problems by simply installing the buffer card portion of the Nemesis. The documentation that came with the Nemesis also mentioned that this buffer card fix is very stable"

* (4) *

Alex also mentioned a few other things to try, like using a different SCSI cable or drive (which I have), and also turning OFF the Falcon's internal fan. He had this to say about it:

[from Alex at ATY Computer]:

"It might sound strange but some Falcon fans actually can't keep a constant speed particularly after they have accumulated enough dust on them. The irregular spinning actually feeds back a clipped sine wave interference back onto the power supply which in turn causes slight delay in the voltage regulation timing. I was studying this problem with Atari way back in 1995 when one of my customers complained about a similar problem. I took the Falcon, SCSI hard drive, and Cubase Audio to the Atari service center in Sunnyvale. We setup the system and attached a scope to the 5 volt power line. By pressing down on the fan to similate the irregular spinning the sine wave changed and Cubase crashed while it was recording. We couldn't confidently conclude that a bad fan will always cause Cubase to malfunction because we pulled an other Falcon out from the warehouse and tried the same test. The new Falcon didn't crash Cubase but this fan thing had always stuck in the back of my mind"

* (5) *

And finally, it was suggested to me by another Falcon/Nemesis/CAF user (Wayne Martz) that fragmentation will eventually cause noise problems, even if you start with a clean and completely empty partition. However, he told me that if, after hearing the noise, you quit CAF, and do a defrag on the partiton, then restart CAF and reload the song (the drive now defragmented), the noise _won't_ be there. I haven't yet tested this myself yet, but it sounds promising.

Anyway, that's all I can think of at the moment, I welcome any and all replies! Let's figure this thing out already!

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2838. Preservation of Atari Graphics

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 03:09:27 UTC
From: Callum Lerwick <seg@haxxed.com>
Message-ID: <3B789667.8050606@haxxed.com>
Source record: 42559

So, the Atari ST's use in music and MIDI is well known, but what about its brief period of superiority in the graphics arena before the Amiga?

I'd like to make an archive of Tom Hudson and Darrel Anderson art, as well as anything Cyber Studio related.

In particular, I'd love to copies of all the old CAD3D model disks, for use in some retro 3D...

Can anyone help? I've been able to find very little on the 'net Cyber Studio related, however I did manage to grab an mpg of the Dire Straights Money for Nothing video thanks to Morpheus...

Seems Darrel Anderson is still around, http://www.braid.com/ However Tom Hudson seems to have disappeared into obscurity ages ago and hasn't been seen since.

Amazing. I used to spend all day leeching off of umich at 2400bps. Now I just mirrored the entire games and demos directory in under 10 minutes...

What other Atari ST archives are still around these days?

2839. @@@ VINTAGE COMPUTER FESTIVAL 5.0 @@@

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 05:31:01 UTC
From: vcf@vintage.org
Message-ID: <pl2e7.18$Wm3.11134@news1.rdc1.sfba.home.com>
Source record: 42560

Vintage Computer Festival 5.0
September 15th and 16th, 2001
Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

Mark your calendar! The fifth annual Vintage Computer Festival is scheduled for the weekend of September 15th and 16th at Parkside Hall in San Jose, California.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

EXHIBIT YOUR VINTAGE COMPUTER

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. First, Second and Third place prizes will be awarded in 13 categories, including the coveted Best of Show.

For complete details on the VCF 5.0 Exhibition, visit:

http://www.vintage.org/2001/main/exhibit.php

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. If you would like to rent a booth or inquire about consignment rates, please send e-mail to <vendor@vintage.org> for more information or visit:

http://www.vintage.org/2001/main/vendor.php

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the VCF 5.0! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/main/vcf50.doc

Vintage Computer Festival 5.0
September 15th and 16th, 2001

Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

2840. Re: Preservation of Atari Graphics

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 05:45:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <up8hntk5addpatir3qnte4qhr08quqjhrj@4ax.com>
Source record: 42561

On Mon, 13 Aug 2001 22:09:27 -0500, Callum Lerwick <seg@haxxed.com>
wrote:

>So, the Atari ST's use in music and MIDI is well known, but what about
>its brief period of superiority in the graphics arena before the Amiga?
>
>I'd like to make an archive of Tom Hudson and Darrel Anderson art, as
>well as anything Cyber Studio related.
>
>In particular, I'd love to copies of all the old CAD3D model disks, for
>use in some retro 3D...
>
>Can anyone help? I've been able to find very little on the 'net Cyber
>Studio related, however I did manage to grab an mpg of the Dire
>Straights Money for Nothing video thanks to Morpheus...
>
>Seems Darrel Anderson is still around, http://www.braid.com/ However
>Tom Hudson seems to have disappeared into obscurity ages ago and hasn't
>been seen since.
>
>Amazing. I used to spend all day leeching off of umich at 2400bps. Now I
>just mirrored the entire games and demos directory in under 10 minutes...
>
>What other Atari ST archives are still around these days?

Last I'd heard of Tom Hudson, he was working for the Star Trek Deep
Space Nine production company, building detailed models and gadgets
for the show. Haven't heard anything for a long time though.

Every now and then one of the old familiar Atari pics will pop up as a
.JPG among everything on the PC sites. They're never identified as to
their origins, but a lot of them are unmistakable.

I wonder if any of the UK Atari CDs have anything you could use on
them...?

BobR

2841. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 06:02:51 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B78BF0B.6523CF7@seimet.de>
Source record: 42562

xlator@cix.compulink.co.uk wrote:

> There is almost no limit to the *drive* size, but even with
> MagiC you can't have any partitions larger than 1 GB. And of

You can use FAT32 partitions with MagiC which have virtually no size
limit.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2842. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 06:08:21 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B78C055.C393F9A1@seimet.de>
Source record: 42563

xlator@cix.compulink.co.uk wrote:

> Wow!!! But he did ask what is the largest he can use on a Falcon,
> which is 26 GB with MagiC and a CD-ROM (see my posting to the
> original enquirer),

See my other posting: Since you can have FAT32 partitions with MagiC you
can even create a single 128 GB partition. The situation is similar with
MiNT, where you can use FAT32 and ext2fs partitions.
Also note that with HDDRIVER the drives A: and B: are not reserved for
the floppies.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2843. Re: NOVA with Afterburner

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 07:15:00 UTC
From: joska@online.no
Message-ID: <f41c77a0.0108132315.76d4521f@posting.google.com>
Source record: 42564

Fredrik Egeberg <deez@algonet.se> wrote in message
news:<Pine.SOL.4.10.10108131734220.1545-100000@kairos>...

> > This cable is present on all Afterburners AFAIK. To avoid conflict
> > with the Nova (or any other expansion card), replace the connector on
> > the AB with one angled 90 degrees. I've done this on my AB, and both
> > my Nova and Eclipse fits without problems.
> >
> Ok, i'll see if i can try to find a replacement, its a pain in the bum

I bought some connectors from ELFA, it's standard 1/10" connectors
which you cut to the length you need. I think one of these is what you
need: http://www.elfa.se/elfa/produkter/se/14/146781.htm

Jo Even Skarstein

2844. Falcon fan problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 07:56:12 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B78D99C.307E715E@siemens.at>
Source record: 42565

Hi all,

Since Paul Nurminen in his latest posting mentioned problems caused by
the Falcon internal fan, this motivates me to ask here about some other
fan related problems that annoy me.
I have a CT2 too and it's fan is not very firmly attached and very
loud. Since among other things I like to record music using some
microphones the noises of both fans are very disturbing.
Are there any better solutions where I could get rid of both fans
ideally, and maybe get some big, temperature regulated fan ?
Or are there even better solutions ?
BTW, my falcon sits in a Lighthouse tower, together with two
harddisks and a CDrom. The Lighthouse tower is a big full metal
box so it should transport heat very good, shouldn't it ?

thanks
Gerhard

2845. Re: Misc ST items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 07:57:12 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002aacad@fmlynet.org>
Source record: 42592

FamilyNet Newsgate

> From: x@x.xx (Hallvard Tangeraas)
> <fmh@netzero.net> wrote:
>> Hi, Here's some Atari ST stuff that I'm not using anymore. Those are
> my asking prices. I'm open to offers.
> [snip]
> I don't know what you're using in order to post your message, but it
> seems like there aren't any line breaks at all.
> It would be a whole lot easier if you put some blank lines in between
> etc. Please check your software and/or setup.
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

Seemed to come in good over here. I'll send it from here to see if it
makes a difference.

Doctor Clu

From: fmh@netzero.net

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers. Buyer pays shipping.
I am also open to trade offers. E-mail me your list to ffmh@netzero.net or for
more info.

My want list is near the bottom of this list.

HARDWARE

Atari PC-1 Computer System. This is Atari's first attempt at the IBM clone
market. The IBM clone is in an Atari Mega ST case with a 5 1/4" 360K floppy
drive instead of the standard 3 1/2" ST drive. It has an 4.77/8.0 mhz CPU with
512K RAM. Has dip switched Video Adapter for MDA/CGA/EGA graphics. CPU comes
with an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled GEM Operating
system, and manuals that are photocopied. Serial Number is #0007 so besides
being very rare it's one of the First! Also included is an Atari PCM124 mono
MDA/CGA/EGA monitor in the box with paperwork. For both computer and monitor
$250.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator

for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $30.00

Fast Fax by Michtron. This is the original fax hardware/software for the Atari
computers. Works with ST 520 to Falcon. This is a special Michtron 9600
Send/Receive Fax Modem with software. The software is very efficient,
powerfull, and simple. Send, receive, view, log, and print, faxes. has
drivers for popular printers and the SLM804/SLM605. Use a spare 520 or 1040
floppy only as a stand alone fax machine. Comes with special fax modem,
diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't guarantee that
the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple computer and
video game consoles. All the games bellow are BRAND NEW and never used! Games
are $15.00 each shipped.

Battlezone*sealed*
Centipede*sealed*
Defender*sealed*
Dig Dug*sealed*
Galaxian*sealed*
Gremlins*sealed*
Jungle Hunt*sealed*
Moon Patrol*sealed*
Pacman*sealed*
Robotron 2084opened
Stargate*sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts. I no longer
have the disks or box but for someone who needs the docs here you go.
$1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game. Obviously with
the Road Runner and Wile E. Coyote. Comes complete with box, docs, and disk.
$5.00

Star Raiders by Atari. The classic Galactic Adventure game. Comes complete
with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game. Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room castle in this huge adventure game. Comes on 5 floppies. Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match the computer's pattern on the right side. Box states there are 400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST. Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1. Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find Merlin's Magic Wand in the 4 towers of the enchanted Disney Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack. Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings (Xevious clone) and The Secret of Steel RPG. Comes with disks, docs, and box.
$5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic Series title. For grades K-6. Comes with disk, docs, and box. $5.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is the premier E-Mail package for the Atari platform. This is a German version that can be upgraded to V2.3f which is the latest for free via ASH's Web Site and can be in English via the free RSC files also from ASH's Web Site. For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that

is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon. Comes
complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system for your
Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing program for the
Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully integrated
BASIC compiler and editor to create compact and quick Atari programs. Comes
with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured word processor
for the ST to Falcon. Comes with 2.0 and 2.2 manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software. Does VT-100
with a built in word processor and more. Comes with disk manual, and box.
$5.00

Squish II by Trace Technologies. Save storage space quick and easy compress
your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing program. Comes
with disks, docs, and box $5.00

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BOOKS $10.00 each unless noted
-----
6502 Applications. Published by Sybex. A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill. A
comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide This book covers all
software for the Atari 8-bit from productivity to games. Hardware requirements
are listed and each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books. A begginners guide for
Atari, VIC, Apple, C64, and PET computers.

CD-ROMS
-------
Byte on CD-ROM. What you get is all issues from Jan 1990 through June 1997 on
a single CD-ROM. It includes full text and graphics. The CD has reviews and
announcements of the Atari TT, Falcon, and Portfolio besides everything else
that happened in the computer world for 7 years. Minimum requirement is
```

Windows 3.1 and up to run. $20.00

The Complete Atari MINT CD by Whiteline. Everything you could ever want/need with MINT for your Atari computer. X11, PERL, HUGE, TCL, GNU C++, MINTos, MINTnet, FTP, Telnet, and all the MINT Distribution kits. Over 330 Meg of data. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS, OS/2, Mac, and Amiga. If interested please request a list.
-+- NewsGate v1.0 gamma 2
+ Origin: FamilyNet Newsgate telnet://www.family-bbs.net (8:8/2002)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2846. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 15:56:12 UTC
From: Luis Pla Revuelta <lpla@mundivia.es>
Message-ID: <3B794A47.675E0C54@mundivia.es>
Source record: 42566

I have got a legal copy of protext 6.5.If the file you need is the same,e-mail me privately to send
you a copy
of the 3rd disk.
Regards

Ken Springer wrote:

> Would anyone know where a copy of version 4.22 might be found? I own
> this version, and the Convert program has gone bad on the program
> floppy. I'd like to find someone who could email me just the
> convert.prg program from disk 3.
>
> Thanks.
>
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
> Cheap prices make for cheap goods; cheap goods make for
> cheap men; and cheap men make for a cheap country!" -
> President William McKinley
>
> http://www.greeleynet.com/~wordwork/airpage.htm
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2847. 4Sale: CrazyDots II VME gfx card [USA]

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 17:16:14 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10108141705150.88-100000@TT030>
Source record: 42574

As the subject suggests I have such a card to sell.

$200 for the card
$5 s&h anywhere in the USA

No manual or driver. Requires NVDI v4.x with the ET4K support
or NVDI v5.x.

This is a 1mb card, sample modes would be:
640x480 24bit
800x600 32k or 65k
1024x768 256 colors
The card is fully programmable with the NVDI package.
If your monitor can take it you can push the video right
up to the 1mb limit of the card. For example I ran
1152x896 in 256 colors with a custom mode.

I do not wish to ship this outside the USA, sorry.
Was used in my TT030.

Please direct all questions to my e-mail box below.
Thanks.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2848. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 18:18:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200108142018.a20035@su2.maus.de>
Source record: 42605

Hi Uwe,

US>Also note that with HDDRIVER the drives A: and B: are not reserved for
US>the floppies.
and indeed it has some advantages to reserve B: for the CD ROM drive.

Und TTschï¿½
ps

2849. Re: Falcon fan problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 18:40:55 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ey54x8.6bscjkl9ddboN%doitarchive@doitarchive.de>
Source record: 42568

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> I have a CT2 too and it's fan is not very firmly attached and very
> loud. Since among other things I like to record music using some
> microphones the noises of both fans are very disturbing.

Replace fan simple with an new one. Thatï¿½s silent. Use heat contact glue
to (a smal drop of !) fit the fan heat sink on top of cpu. Centek use
double side tape !! for a lot of heat sinks. Thatï¿½s not effective.

(Double side tape wonï¿½t transport cpu heat and itï¿½s mechanical unstable)
(Fan fall down while computer moved to an other place :/)

> Are there any better solutions where I could get rid of both fans
> ideally, and maybe get some big, temperature regulated fan ?
> Or are there even better solutions ?

Thatï¿½s posible. Regulated fan works fine here.

> BTW, my falcon sits in a Lighthouse tower, together with two
> harddisks and a CDrom. The Lighthouse tower is a big full metal

Anytime the best way. PSU fan is good to exhaust the hole case.

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

2850. Re: Preservation of Atari Graphics

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 19:03:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B7975E5.B7C347C9@ev1.net>
Source record: 42567

```
Callum Lerwick wrote:
>
> So, the Atari ST's use in music and MIDI is well known, but what about
> its brief period of superiority in the graphics arena before the Amiga?
>
What about graphics created with the Neochrome program??? Do you remember
the Neochrome picture of a waterfall that looked like it had moving water???
This was done with "color cycling"... IIRC, I have some old Neochrome
graphics packed away somewhere...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

2851. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 19:17:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lbtg1kdm2@plutonium.compulink.co.uk>
Source record: 42569

On 4 Aug 2001 15:50:16 G, JOHN NICHOLAS OAKES wrote:
> In message <3b6b2cf5_1@mk-nntp-1.news.uk.worldonline.com>
>>> Which Atari users groups are still running at the moment I.E. in
>>> the Manchester area.
> I remember Harry Sideras created a disk of Atari User Groups But I
> don't know if he is still doing this anymore.

Hi John,
I'm afraid I burned myself out with that project - no doubt letting a lot of people in the lurch at the time - I was so phobic I couldn't even turn the computer on for 18 months or so... <sigh>

I still have the info from that time, though. I had names from the following locations in the north of England:

Netherton, Merseyside
Heysham, Lancashire
Bradford, West Yorkshire
Wigan, Lancashire

I'm very conscious that people may not still be active since this list was last updated, so if any of these locations are good for you I'll supply the names on the basis that they may not be current.

rgds
H

2852. Re: Atari users group

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 19:17:23 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lbtg3kdm3@plutonium.compulink.co.uk>
Source record: 42570

On 4 Aug 2001 18:29:36 +, "Steve Sweet" wrote:
>> I remember Harry Sideras
> I remember him as well.
>> created a disk of Atari User Groups But I don't know if he is still
>> doing this anymore.
> Harry is busy running a house of ill repute for circus dwarfs, he
> did announce some while ago that he was giving up this list and
> offered it up for interested parties to take on board, he's
> probably watching right now and will fill us in, just after he's
> greased up that chicken in the box.

Your latest bulk order of videos is winging its way to you as I type.
Sorry - out of stock of the ones with the goats. there's a been a
rush... again...

rgds
H

2853. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 19:52:49 UTC
From: Stephen Shaw <xstephenx@apple2.org.za>
Message-ID: <9lbvihjfs1@venus.itns.co.za>
Source record: 42571
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

```
On Mon, 30 Jul 2001 04:25:26 +0000, TJ Edmister wrote:

>> On 18 Jul 2001 18:41:16 GMT, Byron Desnoyers Winmill wrote:
>>
>> > helgetu (h.schaefer@tu-bs.de) wrote:
>> >: What might be the purpose of this $300 machine?
>> >
>> > It was originally targeted for computer hobbiests. Given the groups we
are
>> > posting to, it would share some of the characteristics of the 8 and 16 bit
>> > machines of the 80's, or would suit the tastes of the current users of
>> > these machines.
>> >
>> > I was thinking of something easy enough for an amateur to understand the
>> > electronics, and low level programmaming of the device. (My view is that
>> > modern machines are too complex and too poorly documented to fit this
>> > market.)
>> >
>
> This right here is what I am thinking. A lot of other posts in this thread
> have talked about PC components. Come on people! PCs are no fun! We all
> like our obsolete computers (whether you consider them obsolete or not, I
> personally couldn't find anything useful to do on my Atari if I tried)
> right? We just want something a little more powerful so we can do all the
> things we need to do and throw out those stupid PCs which are just a bunch
> of parts sloppily thrown together. Even if there were an OS for PC that we
> liked it wouldn't matter much because PC hardware just sucks. Maybe you
> don't agree but this is certainly my opinion. I'm an assembly language
> person and I find C++ (the language that "everyone" uses now) to be
> completely unnatural. It isn't practical to program PCs in assembler
> because there is so much different hardware (can't find programming info
> for most of it either) and because most of it looks like it was designed by
> crazy people.
>
> Sooo... I use my PCs for internet access, for games (just emulators and
> Doom network games actually), for playing music, the occasional school
> assignment, and for programming (for non-PC systems of course, like the
> Turbo Grafx 16 for which I've written half of an RPG in Hu6280 (like a
> 6502) assembly). One of the many things I like about my Atari is the fact
> the motherboard is not too dense, I can go in and unsolder stuff and solder
> other stuff on. There is no way to do that with a PC motherboard (at least
> on anything newer than a 286) because of all those tiny little pins on the
> chips and the four-layer construction. Taking all of this into account, my
```

> system would look like this:
>
> 1. nice, simple CPU (since I'm a fan of the 6502 I'd use one of those great
> Western Design Center 65816's. one of those eZ80s that I've heard about
> would be good I guess. 80x86 chips are out of the question of course), with
> a clock speed in the double digits (decimal digits, not hex :))
>
> 2. 2 MB or so of RAM would be fine for what I'm doing
>
> 3. A cool video chip like old computers had, that means something other
> than just a frame buffer and a DAC, something with sprites and layers and
> maybe polygons. I would like something with 256 colors at 640x480 (the
> V9990 chip used in the 3DO would be great, the chips from the later MSX
> computers would be OK)
>
> 4. A likewise sound chip, something with 16-bit stereo PCM but also with
> some good old FM channels or square waves or something
>
> 5. an EIDE interface

There is a FREE IDE interface for the Apple II being planned on
comp.sys.apple2. It uses 7 74 series chips in the prototype. The prototype
works. People are now trying to improve it to automatically recognise tracks,
sectors, heads etc. So the rationale is sound for a niche computer.

>
> 6. built-in ethernet
>
> 7. some REAL joystick ports (the kind where you read a register and each
> button is represented by a bit)
>
> 8. expansion slots
>
> 9. An OS which isn't bloated and slow, which includes a command line
> interface, and which isn't designed to protect idiot users from themselves
>
> Perhaps within the next year or two, when I have some money and some time,
> I'll build something out of a 65816 development board. Then again, I might
> spend all my money on mods/paint for my BMW (which is around the same age
> as my Atari 8-bitter of course).
>
> ---
> http://www.geocities.com/six_five_o_two/index.htm
> manual transmissions and assembly language - the most fun, the best control
> JMP ($FFFE)

--
All extremists should be taken out and shot!

2854. [SEARCH] new e-mail of Narco DIXIAK

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 19:57:02 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.d87e7dda.8e423aa2.ovanoni@icor.fr>
Source record: 42591

Hello.
I'm looking for the new e-mail of Narco DIXIAK. The one mentionned
in his web site dedicated to Deuteros is no longer active.
If somebody knows his new e-mail, it would help me.
Thanks in advance.

2855. Need a driver for moniterm

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 20:25:28 UTC
From: mattrix@ix.netcom.com
Message-ID: <5cc1e403.0108141225.6eef0725@posting.google.com>
Source record: 42572

Hi...

I managed to nuke my C: some time ago and lost the only copy I had of
the driver that runs the moniterm with my Mega 4.

Anybody know where to find one?

Bye,
matt

2856. Re: Falcon fan problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 20:55:00 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0108142246370.11769-100000@newgem.atari.org>
Source record: 42573

On Tue, 14 Aug 2001, Janka Gerhard wrote:

> I have a CT2 too and it's fan is not very firmly attached and very
> loud. Since among other things I like to record music using some
> microphones the noises of both fans are very disturbing.
> Are there any better solutions where I could get rid of both fans
> ideally, and maybe get some big, temperature regulated fan ?

The CT2 CPU-Fan is definitly needed. I have my CT2 in a large tower box as
well, and the CPU-Fan stopped spinning some weeks ago. The machine became
extremly unstable. I bought a new standard PC fan (cost less than $10),
put it in place and it works nice, I can't even hear it spinning with
open case.

The Falcon motherboard fan can't possibly do any good in the tower?
If it creates unwanted noise, I'd disable it.

--
Anders Eriksson
ae@dhs.nu

2857. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 21:31:14 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <CMge7.53232$TW.271204@tor-nn1.netcom.ca>
Source record: 42575

In article <3B72FCCC.2CD7E96E@ti.com>, Chris Martin <cmartin@ti.com> wrote:
>
>Your BBS is great! However, "the Worlds only
>online Atari ST BBS" may be a bit of a misnomer.

Nope; its the only online Atari 68k clas machine running a real ST
BBS with real ST games.

>The JYBOLAC Stargate BBS is still up and running and going
>strong. Granted this is not a "classic" ST BBS, but a new
>one running on a real connected TT030 running Linux. Okay,

Running linux on a Atari machine is way cool, but its still not
classic; you can play nethack on any platform, but you can only play Space
Trader Elite on an ST BBS ;)

>Anyway, several games to be played, local discussion
>board and realtime chat with other users that are logged
>in at the same time.

Sure; all good; its just not an ST BBS. Its a good online telnet
bbs though.

>(We cannot keep the BBS scene alive without a little friendly

Competition ?Naah, none. Peopel should use both my bbs and this
one, and a bunch of the PC ones, too .. Trade Wars is still the greatest
online game almost. Second only to Space Empires ;)

jeff

2858. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 21:32:16 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <ANge7.53233$TW.270565@tor-nn1.netcom.ca>
Source record: 42576

In article <7b81f281.0108091955.9e81886@posting.google.com>,
madmax <madmax@bfree.on.ca> wrote:

>> http://www.skeleton.org/bbsindex.html
>
>
>Well, I was telneting onto the BBS with my Atari. I guess that's the
>end of the line for now until it is up and running as telnet once
>again.
>
>CAB does not support java.

sigh yeah; my isp did something *weird*. I'll have to rebuild my
telnetd binary minus some security checks to make telnet work again, I
guess.. my ISP is clueless :/

jeff

2859. Atari Times Update 8-14-2001

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 22:01:09 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3B799FD8.97EA5B39@ataritimes.com>
Source record: 42577
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

What's new at TAT? Here ya go!

* NEW! Lynx Rampage Review by Matthias Jaap.
* NEW! Activision on the 5200 by Brian Rittmeyer.
* NEW! 7800 Asteroids review by Joey Kay.
* NEW! Oink! Review by Brian Rittmeyer.
* NEW! Updated 7800 and Jaguar games Listings.
* NEW! (as of 8-5-2001) Primal Rage moves list!
* NEW! Cool Site of the Week.
* NEW! TAT Poll. How often should the site be updated?

Here's a sample of Brian Rittmeyer's Activision on the 5200:

"So much had been achieved with the titles on the 2600, there simply was
no substantial leap to be made in the games on the 5200, aside from some
touching up. Perhaps the 5200 hardware was not the leap over the 2600
Atari made it out to be. Sure, there's the obvious technical
differences, but Activision showed what could be done on the 2600, while
others would need the 5200 to achieve nearly the same results."

Don't forget, writing articles for TAT can earn you cash! Visit
http://www.ataritimes.com/writer for more info.

--
Greg George
Editor, The Atari Times

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Join the TAT Writer's Webgroup! HYPAT? -
= MATH http://groups.yahoo.com/group/ataritimes/ =
-=-

2860. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 22:02:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lc76cqpn1@plutonium.compulink.co.uk>
Source record: 42578

In message <9l9n7r$13d$1@plutonium.compulink.co.uk>, I said:

>So with MagiC you could have 21 GB, with MiNT even 27 GB (two
>drives are reserved for floppies),

I overlooked that the floppies are already taken into account, so it
whould be 23 and 27 GB respectively. Sorry abut that!

Regards, /Peter/

2861. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-14 22:02:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lc76eqpr1@plutonium.compulink.co.uk>
Source record: 42579

In message <3B78BF0B.6523CF7@seimet.de>, us__nospam__@seimet.de said:

>You can use FAT32 partitions with MagiC which have virtually no size
>limit.

Interesting! Tell me more please. How do you make FAT32
partitions and what does TOS make of them if it tries to read
them? (I occasionally have to run without MagiC).

Regards, /Peter/

2862. Re: I'm leaving...

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 00:23:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lcfe9$34b$2@plutonium.compulink.co.uk>
Source record: 42580

On 11 Aug 2001 16:19:46 , Jo Even Skarstein wrote:
>....usenet for a few weeks. I'm moving to another apartment, where I'll get
>ADSL :-) I'm moving today, but won't get ADSL until early September.

Please don't use subject lines like that... they make me jumpy B^)

rgds
H

2863. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 00:23:39 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lcfeb$34b$3@plutonium.compulink.co.uk>
Source record: 42581

On 11 Aug 2001 18:00:29 , Ken Springer wrote:
> Would anyone know where a copy of version 4.22 might be found? I
> own this version, and the Convert program has gone bad on the
> program floppy. I'd like to find someone who could email me just
> the convert.prg program from disk 3.

Hi Ken,
The following information was posted from the Protext author on Jan 1st 2000, so there's a chance it's still valid. Quite shortly before this I'm pretty sure he was still selling Protext v6.5 or v6.6 (not quite as updated as the PC version).

==========
arnor/protext #2068 of 2070, from mtilley, 249 chars, Jan 1 10:46 0

Yes, you can buy Protext version 6.7 for £49.99.

Cheque please to

Brian Watson
Protext Software
39 High St
Sutton-in-the-Isle
ELY
Cambridgeshire
CB6 2RA
England

Further information at:
http://www.cix.co.uk/~mtilley/protext/

Or mail me at mtilley@cix.co.uk

Mark
==========

rgds
H

2864. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 00:23:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lcfee$34b$4@plutonium.compulink.co.uk>
Source record: 42582

On 12 Aug 2001 22:56:56 , Charles Stanley wrote:
> On 11 Aug 2001 18:00:29, Ken Springer wrote:
>> Would anyone know where a copy of version 4.22 might be found?
> I would like to know where v 5.xx can be found!! I paid a cheque to
> someone whose name and address I have lost; I have had no response
> at all and have lost my notes on their address. I would be grateful
> if you would join me in tracking down the two sites involved: one
> is in Glasgow, the other (the supplier, to whom cheques are to be
> sent) in some other place which I have forgotten and have no note
> of (they cashed my cheque, nevertheless).

I dredged up some old info as I checked an anwer for Ken.

Arnor originally distributed Protext, but went into voluntary liquidation sometime in 1995 (no-one lost anything with this - I think the overheads just got too much). After that, distribution went variously to Compo and Comsoft in Glasgow, both of which went down owing the author money, as well as other distributors in other countries.

I think the author, Mark Tilley, took ownership back on the product and started selling it under the name of either Protext Software or Silverdock Ltd. At this point, the version number went up to v6.7 on PC/Amiga and ST versions to differentiate it from the distribution by others. I don't think this was actually any different to v6.62.

The last I heard there was talk of a v7 for the PC, but I've lost track. Check the web site quoted in my message to Ken.

HTH

rgds
H

2865. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 03:52:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b79f34f$0$42870$272ea4a1@news.execpc.com>
Source record: 42583

On 12 Aug 2001 xlator@cix.compulink.co.uk wrote:

Hi Peter,

I have "standard Falcon" - mini plug input.
attenuator pad - you said 60db or 1000:1 maybe less.
Would a 40db attenuator work?
My mixer is a sound reinforcement/stereo mixer.
Very strong preamp stage.

thanks
ken

> >How would one connect a 6 channel stereo mixer with 1/4" phone jacks
> >to a Falcon? (1/4" phone out)
> >(The mixer has a very "hot signal")
> >Do you need to have additional hardware like soundpool or lineaudio
> >or can you go direct?

> Ken,
>
> A few Mark X Ataris were modified for line input, but all standard
> ones only have a mike level input mini-jack.
> You could either see if
> the mixer has a mike level output (unlikely but possible) or you
> can make up an attenuator pad; this would have to be quite a high
> value - around 60 dB or 1000:1, perhaps a little less - which
> could lead to some loss of high frequencies, specially with a long
> connection cable.
>
> Regards, /Peter/
>
>

2866. Re: Cubase Audio Troubles - Is it just me?!?

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 05:13:41 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B79F532F.17ECA%nameerf@flash.net>
Source record: 42584

Hi there!

Very Interesting "article"! I'd love to see this on a web site somewhere.
Maybe I'll do it! Anyway, here are my thoughts...

> * (1) *
>
> Try as I might, I _cannot_ use HD Driver with CAF. Whenever I run CAF
> under HD Driver (I also run the little CAF_FIX.PRG too), here's what
> happens. I select a track to record audio on, name the file, click
> OK, then a short pause, and BOOOOOM, multiple bombs (like 7 or 8), and
> an immediate crash to the desktop. This happens 98 out of 100 times
> whenever I try to record audio. MIDI works ok though. I have no idea
> what this is all about, as everyone tells me they use HD Driver with
> CAF and never have problems - and I belive them. Uwe???

I've tried out HD Driver with CAF and have found the same as you. I don't
know, maybe there's some setting we're missing, but I can only get CAF to
reliably work using ICD Pro or AHDI.

> Well, since HD Driver is the driver I use when I'm doing _anything_
> else on the Falcon, I've set up a floppy that I can boot from, that
> loads the ICD Pro drivers instead. When running CAF under ICD Pro, I
> don't get these crashes. But the random pops and clicks still appear.

Another idea... I normally use CBHD (which also seems to have problems with
CAF), so I don't know if this works with HD Driver, but try using HD Driver
as your normal driver, and use a program like Superboot, X-Boot, or whatever
boot manager you like to run ICD Tools. Just set up a selection for "Audio"
or whatever, and run ICD Tools from the AUTO folder, selected by the boot
manager. This seems to work great for me.

> * (2) *
>
> Many of you, I would think, know Alex at ATY Computer in Oakland
> California, USA. Well, I consider him an expert with the Falcon and
> it's problems. I've dealt with him in the past, and in fact, he is
> the one who installed my Nemesis board a couple of years ago. He
> suggested that I should use the original Atari hard disk driver (AHDI
> v 6.05). He said he hasn't had noise problems when using that driver,
> that he DOES have under HD Driver or ICD Pro. I haven't tested it
> yet, but am planning to.

I've never personally had these noises, so I can't suggest anything
regarding the driver on this point, but I have heard that the brand or model
of drive you use can cause similar problems.

> * (3) *
>
> Despite the fact that I thought otherwise, based on what many people
> HERE have told me, Alex informed me that these noise problems are NOT
> related to the Falcon "clock/timing" fixes. He told me the following:
>
>
> [from Alex at ATY Computer]:
>
> "Your Falcon does not need any more "fixes". The buffer
> card portion (that little 1"x 3/4" circuit board that was installed
> underneath the keyboard in the middle section of the Falcon) of the
> Nemesis installation replaces all other CPU clock signal
> modifications. In fact it is the BEST modification to stablize the
> Falcon"
>
> "I have repaired several Falcons with stability problems by simply
> installing the buffer card portion of the Nemesis. The documentation
> that came with the Nemesis also mentioned that this buffer card fix is
> very stable"

I have Nemesis, and couldn't be happier (unless they made a modern CPU
upgrade that worked with CAF... nice dream, huh? :)). Very stable, and CAF
has no audio or stability problems to speak of.

> * (4) *
>
> Alex also mentioned a few other things to try, like using a different
> SCSI cable or drive (which I have), and also turning OFF the Falcon's
> internal fan. He had this to say about it:
>
> [from Alex at ATY Computer]:
>
> "It might sound strange but some Falcon fans actually can't keep a
> constant speed particularly after they have accumulated enough dust on
> them. The irregular spinning actually feeds back a clipped sine wave
> interference back onto the power supply which in turn causes slight
> delay in the voltage regulation timing. I was studying this problem
> with Atari way back in 1995 when one of my customers complained about
> a similar problem. I took the Falcon, SCSI hard drive, and Cubase
> Audio to the Atari service center in Sunnyvale. We setup the system
> and attached a scope to the 5 volt power line. By pressing down on
> the fan to similate the irregular spinning the sine wave changed and
> Cubase crashed while it was recording. We couldn't confidently
> conclude that a bad fan will always cause Cubase to malfunction
> because we pulled an other Falcon out from the warehouse and tried the
> same test. The new Falcon didn't crash Cubase but this fan thing had
> always stuck in the back of my mind"

This is a new twist! Great thing to check! I'll have to make sure I go iin
and dust off the fan from time to time!

> * (5) *
>
> And finally, it was suggested to me by another Falcon/Nemesis/CAF user
> (Wayne Martz) that fragmentation will eventually cause noise problems,
> even if you start with a clean and completely empty partition.
> However, he told me that if, after hearing the noise, you quit CAF,
> and do a defrag on the partiton, then restart CAF and reload the song
> (the drive now defragmented), the noise _won't_ be there. I haven't
> yet tested this myself yet, but it sounds promising.

Always a good idea, this defragmenting thing! :)

> Anyway, that's all I can think of at the moment, I welcome any and all
> replies! Let's figure this thing out already!

Would you mind if I put this on my web site?

Mike Freeman
nameerf@flash.net

2867. qb2c for MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 06:37:37 UTC
From: jba4@po.cwru.edu
Message-ID: <3b7a16da.72348200@news.cwru.edu>
Source record: 42639

Hey everyone. I'm looking for a GNU program used to translate Microsoft QuickBASIC programs into C code, called qb2c. I have a lot of utilities I have created on my PC (just console programs, no graphics) that I would really like to use on my TT. I haven't had a chance to install my copy of GFA BASIC, but I really don't want anything that powerful yet. Has this program, qb2c, been ported? I saw on kellis's homepage that she performed a port, but it is not available on the page and I have not had luck with e-mail yet. Thanks for any help!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2868. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 06:40:16 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7A1950.801B322C@seimet.de>
Source record: 42585

xlator@cix.compulink.co.uk wrote:

> Interesting! Tell me more please. How do you make FAT32
> partitions and what does TOS make of them if it tries to read
> them? (I occasionally have to run without MagiC).

TOS will not see them because they have a non-standard partition ID of
"F32" instead of "GEM" or "BGM". You can create FAT32 partitions with
HDDRUTIL (->HDDRIVER) or with a Tool for MiNT. FAT32 partitions are what
Windows9x uses for large partitions.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2869. Re: qb2c for MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 09:00:24 UTC
From: jba4@po.cwru.edu
Message-ID: <3b7a39a4.3233612@news.cwru.edu>
Source record: 42506

On Fri, 17 Aug 2001 21:31:58 GMT, Frederic Fouche
<g213778@coazter.myip.org> wrote:

>qb2c can be ported without any effort at all.
>Just configure and make, then wait a few minutes.
>Bam, done.

I tried that, but I have a couple errors on some things. First of all, configure always gives problems. I can't get it to run all the way through. Now if I manually compile it, I get some variable errors, which I assume means that it does need to be configured properly. I'm just not having much luck and was hoping someone else had already done it. I guess I'm just lazy ;-). I'll try again!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

2870. Looking for Chet Walters

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 11:26:52 UTC
From: swampfax@atlantic.net
Message-ID: <00te7.55$SN1.49708@news1.atlantic.net>
Source record: 42586

Hi All,
A friend is looking for the current address &/or phone # of
Chet Walters (author of IMG Squeeze c.1991). The program info gives
W.D. Parks and Chet Walters, Woodstien Productions, PO Box 45, Girard,
OH. 44420. If you have more info you can E-mail me or post it.
Thanks,
John G.

2871. Re: If you could design a $300 homecomputer today, what would you

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 12:22:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <p4qknts44evgmk1hr48bds88hj3k8ei4p5@4ax.com>
Source record: 42587
Cross-posted to: alt.amiga,comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

Wasn't it sticky last night...

Don't you find that those sticky nights makes your pants stick right
up between the cheeks?

Oh, and have you seen the price of milk these days..Bloody outrageous!

Btw, the cost of getting an annorak cleaned must be right dear..

2872. FS/T: Atari ST items and more... [08/15/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 12:31:58 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <ptqknt0bsmrkr08idqdp4ioo4ot17e071d@4ax.com>
Source record: 42588
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/15/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 3.00 Art & Film Director (Epyx) -- $5.15 shipping, due to
weight, counts as 1st item
$ 3.00 Death Sword (Epyx)
$ 3.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 3.00 Final Assault (Epyx)
$ 3.00 GFL Championship Football (Gamestar)
$ 3.00 Keith Van Eron's Pro Soccer (Microplay)
$ 3.00 Lands of Havoc (Antic Software)
$ 3.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 3.00 Quadralien (Spinnaker)
$ 3.00 Renegade (Taito)
$ 3.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)

$ 3.00 Warship (Strategic Simulations, Inc.)
$ 3.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 3.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 3.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 3.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 3.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 7.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.15 shipping, due to weight, counts as 1st item

$ 7.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 7.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 7.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 7.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 7.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 7.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.15
shipping, due to weight, counts as 1st item

$ 7.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.20 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2873. Wanted (UK) STOS Maestro Plus

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 12:47:35 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9ldqu8$52a$1@pegasus.csx.cam.ac.uk>
Source record: 42589

The subject says it all, I'm looking for a copy of STOS Maestro Plus with a working sampler cartridge, preferably from a UK source.

FYI, I have tried the Trade in Post and they only stock the original STOS Maestro which is no good to me unless it will accecpt recordings made using SAM on the Falcon, which it probably wont.

thanks,
Stephen Moss.

2874. Re: Need a driver for moniterm

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 13:50:04 UTC
From: billybob <billybob@nowhere.com.invalid>
Message-ID: <billybob-E409E1.09514615082001@news1.coastalnet.com>
Source record: 42590

In article <5cc1e403.0108141225.6eef0725@posting.google.com>,
mattrix@ix.netcom.com (Matthew Koundakjian) wrote:

> Hi...
>
> I managed to nuke my C: some time ago and lost the only copy I had of
> the driver that runs the moniterm with my Mega 4.
>
> Anybody know where to find one?
>
> Bye,
> matt

I'll mail it to you.

Bill

2875. FA: 8mb ST-ram board for the Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 16:20:22 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108151218540.113-100000@Hades060>
Source record: 42598

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265408913

--

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2876. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 16:27:59 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <Bpxe7.9524$5t1.18865@nntpserver.swip.net>
Source record: 42593

"Ken Kosut" wrote:
> On 12 Aug 2001 xlator@cix.compulink.co.uk wrote:
>
> Hi Peter,
>
> I have "standard Falcon" - mini plug input.
> attenuator pad - you said 60db or 1000:1 maybe less.
> Would a 40db attenuator work?
> My mixer is a sound reinforcement/stereo mixer.
> Very strong preamp stage.

Hi,
If you still have mic level input, I recommend you to check out the line level modifications on my website.
A circuit for damping the input signal wouldn't be a good idea, since it's amplified very much in the following stage (because the input stage is adapted for amplifying a weak microphone signal). You'll add much more noise than necessary that way. It's much better to modify the circuitry in the computer.

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com

2877. FA: 16mb TT-ram board for the Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 16:53:41 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108151252120.121-100000@Hades060>
Source record: 42601

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265416288

--

_____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

2878. Re: I'm leaving...

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 17:26:28 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9lebc4$q1r$1@snipp.uninett.no>
Source record: 42594

Harry Sideras <sidcelery@cix.co.uk> wrote:
> On 11 Aug 2001 16:19:46 , Jo Even Skarstein wrote:
> >....usenet for a few weeks. I'm moving to another apartment, where I'll get
> >ADSL :-) I'm moving today, but won't get ADSL until early September.

> Please don't use subject lines like that... they make me jumpy B^)

Don't worry, I'm still here :-) I've connected my mobile phone to my
Falcon, this works fine but it's expensive, so my on-line activities are
reduced to a minimum.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

2879. The CGE Was Great...

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 17:56:09 UTC
From: ebaiz@skyenet.net
Message-ID: <ZIye7.16$SN.8965@newsfeed.slurp.net>
Source record: 42595

Hello All...

Just got back from the CGE in Vegas. Had a great time and so did my kids. I was able to be there both days and I must say the show was a hit. It was so crowded I hardly was able to play any of the arcade games that were there. I stopped by the SongBird booth and talked to Carl. I bought 2 copies of the Lynx version of Raiden. My kids and I loved the com-link support feature and were able to play together as I brought two of my Lynxes with me. I then went to the Good Deal Games booth and talked with Mike. He remembered me as I wrote the 800XLDJ article that his site has posted. He was real nice and chatted with me a long while. I also went by the B&C booth and noticed a new space game for the Jag being demoed. It was great and had great effects. They only had about 4-5 carts for sale, so I bought one for $60. The name of the game was Space Wars. Nice game and just as much fun as Battlesphere, just not the spectacular graphics. My 11 year old son won one of the competetions, namely the Dragon Spirit competition. He was the yougest winner as most of the others were at least 20-30 years of age. I also attended the Dragon's Lair lecture with Don Bluth and company. I even was lucky to get an autographed posted with Don's signature. I am going to frame that and hang it some where. All in all I had an excellent time and took alot of pictures. It was nice to see all those Atari T-shirts. I was wearing an original Atari shirt with "Atari" written accross it. I just cannot wait until the next I will be able to go. Probably in about 2-3 years. It you did not go, you missed out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2880. WTB/Trade For: Atari Falcon KeyBoard

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 18:22:37 UTC
From: phantomm@bellsouth.net
Message-ID: <N5ze7.1746$7K5.27585@e3500-atl2.usenetserver.com>
Source record: 42596

Looking for a Atari Falcon KeyBoard. Must be in excellent working condition.

Willing to purchase if price is right or have Atari ST-Falcon software and hardware to make possible trade.

USA/Canada only.

phantomm@bellsouth.net

2881. Re: Cubase Audio Troubles - Is it just me?!?

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 19:55:25 UTC
From: nurmix@spam-free.com
Message-ID: <3b7ace81.2154578@news-server.socal.rr.com>
Source record: 42597

On Wed, 15 Aug 2001 05:13:41 GMT, Michael and Nicole Freeman
<nameerf@flash.net> wrote:

>I've tried out HD Driver with CAF and have found the same as you. I don't
>know, maybe there's some setting we're missing, but I can only get CAF to
>reliably work using ICD Pro or AHDI.

Hopefully Uwe will have some advice on this one. Maybe it is some
small setting? Or it's just that all Falcons have their own little
quirks, and each one reacts differently in similar situations?

>Another idea... I normally use CBHD (which also seems to have problems with
>CAF), so I don't know if this works with HD Driver, but try using HD Driver
>as your normal driver, and use a program like Superboot, X-Boot, or whatever
>boot manager you like to run ICD Tools. Just set up a selection for "Audio"
>or whatever, and run ICD Tools from the AUTO folder, selected by the boot
>manager. This seems to work great for me.

I use X-Boot, but I recall not being able to use anything that was ICD
when HD Driver was the "installed" driver. You have to remove HD
Driver and then set up ICD again. And the reverse was also true.

So booting with the floppy that contains the ICD driver seemed to be
the only way I could get it to work (since ICD loaded from the floppy
and gained control of the hard drive before HD Driver got to it - in a
manner of speaking). But I might try your suggestion, as I started
doing this quite a while ago, and might be remembering it wrong!

>I've never personally had these noises, so I can't suggest anything
>regarding the driver on this point, but I have heard that the brand or model
>of drive you use can cause similar problems.

I had a friend with a C-LAB Falcon, who also used the same drive I do,
and he never had noise problems like me either.

>I have Nemesis, and couldn't be happier (unless they made a modern CPU
>upgrade that worked with CAF... nice dream, huh? :)). Very stable, and CAF
>has no audio or stability problems to speak of.

Yes, I was very pleased with the Nemesis. Plus, it seemed to help a
bit with the SCSI "timeout/lockup" problems I had in the past.

>This is a new twist! Great thing to check! I'll have to make sure I go iin
>and dust off the fan from time to time!

Me too.

>Always a good idea, this defragmenting thing! :)

Well I always start with an empty partition. And after the recording session, I back up the audio data and then do a defrag with Diamond Edge. But I never tried it as a way to eliminate the pops and clicks. Whenever they would show up I would just delete the track and record it again, hoping that another noise wouldn't show up. And of course, they almost _always_ show up just after the vocalist nails a perfect take! Anyway, I plan to do some testing this weekend.

>Would you mind if I put this on my web site?

Go ahead, put it up! And I think I have some more CAF "hints, tips, and tricks" stashed away in a folder on my Falcon. I'll dig through it and see what I can find. If you're interested, I can send you some of it as well.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

2882. Emulator for Pagestream?

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 20:46:55 UTC
From: claytone@foxinternet.com
Message-ID: <3b7adfbf_1@news.foxinternet.com>
Source record: 42599

Hi Atarians-

I'm interested using an Atari emulator on a laptop PC. The main program I want to run is Pagestream. Does anyone have a recommendation of what emulator will run that program? I (obviously) haven't looked into this much yet. Is there a web page that gives the pros and cons of different emulators? At this point, I don't think I'll need midi capability, but I may in the future.

If it matters, the laptop is a Compaq Presario 1200-XL106 with an AMD K6-2 at 475mhz.

Thanks very much for any info,

Clayton Murray
Seattle, WA USA

2883. Re: WTB/Trade For: Atari Falcon KeyBoard

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 20:51:06 UTC
From: claytone@foxinternet.com
Message-ID: <3b7ae0ba_1@news.foxinternet.com>
Source record: 42600

Hi Phantom

I may be mistaken (I suspect we'll find out shortly), but isn't
it possible to use an ST, or STe, or TT keyboard in place of the
Falcon's? This would make it a lot easier to get a replacement.

-Clayton Murray
Seattle, WA USA

On 15 Aug 2001 18:22:37 , Phantomm wrote:
>Looking for a Atari Falcon KeyBoard. Must be in excellent working condition.
>
>Willing to purchase if price is right or have Atari ST-Falcon software and
>hardware to make possible trade.
>
>USA/Canada only.
>
>phantomm@bellsouth.net

2884. Re: Arnor's ProText

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 21:41:44 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b7aec98$0$15296@news.zetnet.co.uk>
Source record: 42602

On 12 Aug 2001 18:00:21 , Ken Springer wrote:
>
>
>Charles Stanley wrote:
>
>> I would like to know where v 5.xx can be found!! I paid a cheque to
>SNIP>

>The Scotland location wouldn't have been Floppyshop, would it? They
>closed up quite awhile ago.

Not Floppyshop, Ken, which was just across the river from me in Aberdeen
The two places were one in Glasgow, the other somewhere in England.
Meanwhile, I'm searching my disks for your wanted Convert.prg.

Charles.

2885. Re: Emulator for Pagestream?

Newsgroup: comp.sys.atari.st
Date: 2001-08-15 22:00:25 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B7AF12A.E1F9C212@att.net>
Source record: 42603

Clayton Murray wrote:

> Hi Atarians-
>
> I'm interested using an Atari emulator on a laptop PC. The main
> program I want to run is Pagestream. Does anyone have a
> recommendation of what emulator will run that program? I
> (obviously) haven't looked into this much yet. Is there a web
> page that gives the pros and cons of different emulators? At this
> point, I don't think I'll need midi capability, but I may in the
> future.

I would recommend GEMulator as being the best non-game emulator. I use
it with Pagestream 2 all the time.

http://www.emulators.com

--
Greg

=-=-=-

2886. Re: Worls only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 00:13:48 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <9lesl5$m43$1@tilde.csc.ti.com>
Source record: 42604

"Jeff Mitchell" <ncc0106@nbc.netcom.ca> wrote in message
news:CMge7.53232$TW.271204@tor-nn1.netcom.ca...
> >Your BBS is great! However, "the Worlds only
> >online Atari ST BBS" may be a bit of a misnomer.
>
> Nope; its the only online Atari 68k clas machine running a real ST
> BBS with real ST games.
>
I thought you were emulating an Atari 520ST. Is this not the case?

> Running linux on a Atari machine is way cool, but its still not
> classic; you can play nethack on any platform, but you can only play Space
> Trader Elite on an ST BBS ;)
>

Yes, very true, it is not classic. Having a Real ST BBS is Cool! Wasn't there a game called Robot War or something on the ST BBSes in which you selected different armor and weapons then built a robot. You then battled other people's robots, got money, and then bought better weapons. Does anyone know what game this is, and is it still around somewhere? I spent hours playing this online years ago.

> Competition ?Naah, none. Peopel should use both my bbs and this
> one, and a bunch of the PC ones, too .. Trade Wars is still the greatest
> online game almost. Second only to Space Empires ;)

Yes, yes! BBSing is fun! Ah, Space Empires.....I remember......

2887. "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 03:05:58 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <3b7b38d6@news.iprimus.com.au>
Source record: 42606

Does anyone know how to produce the character "@" using Calamus 1.09N?

Ric Easton
biodistributors@microtech.com.au

2888. Re: Emulator for Pagestream?

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 05:15:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7B5699.12BA44EA@home.com>
Source record: 42607

Hi Clayton

I think you can now get a version of pagestream that will run directly on that machine, check out the webstied, www.softlogik.com. it should be listed there.

Clayton Murray wrote:

> Hi Atarians-
>
> I'm interested using an Atari emulator on a laptop PC. The main
> program I want to run is Pagestream. Does anyone have a
> recommendation of what emulator will run that program? I
> (obviously) haven't looked into this much yet. Is there a web
> page that gives the pros and cons of different emulators? At this
> point, I don't think I'll need midi capability, but I may in the
> future.
>
> If it matters, the laptop is a Compaq Presario 1200-XL106 with an
> AMD K6-2 at 475mhz.
>
> Thanks very much for any info,
>
> Clayton Murray
> Seattle, WA USA

2889. Re: Magic CFG Question

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 06:47:37 UTC
From: swampfax@atlantic.net
Message-ID: <3b7b6c89_1@news5.newsgroups.com>
Source record: 42609

On 9 Aug 2001 13:00:18 +, "Vassilis" wrote:
>> Task Switch:
>> Priority:
>Never allow these settings in your MAGX.INF, better let
>MagiC Timeslice take care of these. For your system,
>a value of 20-25 ms should be fine for Task Switch and
>1:20 to 1:32 for Background Priority.
>
>#d ;
> ^^^ (from 45 to 78 spaces)

Hi Vassilis,
With Magic 6 it looks like all that is done with MAGICCFG.APP
(no need for an editor). There are 45 spaces on line #d. If I try to leave
the field blank for TS it sets itself for "0". The field for Priority
stays blank. I'm wondering if all of this has anything to do with my
system locking up and getting error 69 and 68000 Exception messages!
And which program is showing the message (Magic, NVDI, HDDriver). At
present I'm using the CPX: TS = 25 and Priority = 1:32 and not setting
anything in Magiccfg.app as you've suggested. Can both be set for the same
values or that still a no-no?
John G.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
Check out our new Unlimited Server. No Download or Time Limits!
-----== Over 80,000 Newsgroups - 19 Different Servers! ==-----

2890. Re: WTB/Trade For: Atari Falcon KeyBoard

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 08:14:54 UTC
From: joska@online.no
Message-ID: <f41c77a0.0108160014.197d3008@posting.google.com>
Source record: 42608

claytone@foxinternet.com (Clayton Murray) wrote in message
news:<3b7ae0ba_1@news.foxinternet.com>...

> I may be mistaken (I suspect we'll find out shortly), but isn't
> it possible to use an ST, or STe, or TT keyboard in place of the
> Falcon's? This would make it a lot easier to get a replacement.

It's possible, the original keyboard can be swapped with a STe or STFM
keyboard. Mega ST, Mega STE and TT keyboards also work fine, I've used
all of these with my Falcon. Just take a look at the pinout, and wire
RX<->TX, TX<->RX, GND<->GND and +5V<->+5V.

Jo Even Skarstein

2891. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 09:11:03 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b7b9336996432@pandora.be>
Source record: 42610

on Thu 16-08-2001 13:05 Ric Easton wrote:

>Does anyone know how to produce the character "@" using Calamus 1.09N?
>
Why can't you use that char? The fonts delivered with Calamus holds this
char. It's also explained in the manual of Calamus 1.09N. See IX p.9/10

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2892. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 11:08:19 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7BA9A3.A5444675@greeleynet.com>
Source record: 42611

Ric Easton wrote:
>
> Does anyone know how to produce the character "@" using Calamus 1.09N?

Ask at the link below. If no one helps you there, I can load 1.09N and
figure it out. I haven't used it for years.

http://www.calamus.net/us/forum/

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2893. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 11:39:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997961426-462838AEicMi@08002go.com>
Source record: 42612

From: Peter_Schneider@su2.maus.de (Peter Schneider)
Date: Tue, 14 Aug 2001 20:18:00 +0200

>US>Also note that with HDDRIVER the drives A: and B: are not reserved for
>US>the floppies.
>and indeed it has some advantages to reserve B: for the CD ROM drive.

What's your reasoning behind this Peter?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2894. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 11:47:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997961428-463234AEicMi@08002go.com>
Source record: 42613

From: "Ric Easton" <biodistributors@microtech.com.au>
Date: Thu, 16 Aug 2001 13:05:58 +1000

>Does anyone know how to produce the character "@" using Calamus 1.09N?

The overview of the current character set is available from one of the command fields dealing with fonts, if the "@" character is not listed therein then you will not be able to type it (or insert it at the cursor from that window). In that case you should choose another font or load the font into a Calamus font editor and make one yourself.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2895. Neochrome

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 11:48:32 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9lgbrd$3ug$07$1@news.t-online.com>
Source record: 42614

> -Neochrome (same as the above I believe. Also a program which I used to
> have, but can't find any longer.

I think Neochrome Master is on the DHS homepage.

Greetings,
Matthias

2896. Re: Neochrome

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 13:11:02 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10108161510440.27349-100000@kairos>
Source record: 42615

On Thu, 16 Aug 2001, Hallvard Tangeraas wrote:

> Matthias Jaap <mjaap@t-online.de> wrote:
>
> > > -Neochrome (same as the above I believe. Also a program which I used to
> > > have, but can't find any longer.
> >
> > I think Neochrome Master is on the DHS homepage.
>
> DHS? Not sure what you mean. Do you have a URL?
>
www.dhs.nu

Fredrik.

2897. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 18:24:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lh34gbhc1@plutonium.compulink.co.uk>
Source record: 42616

In message <3b79f34f$0$42870$272ea4a1@news.execpc.com>, kjcat@execpc.com said:

>Hi Peter,
>
>I have "standard Falcon" - mini plug input.

Hi Ken,

I believe even the modified ones had 3.5mm miniplugs, with a bypass to
all or part of the amplifier stage. That is the best solution and
there is instructions for this on Claes's website:
http://www.holmerup.com
It should not be too difficult for anyone with soldering experience to
undertake, but be careful not to overheat the board!

>attenuator pad - you said 60db or 1000:1 maybe less.
>Would a 40db attenuator work?
>My mixer is a sound reinforcement/stereo mixer.
>Very strong preamp stage.

All you can do is try it and see. It won't do any damage to the
curcuits with a 40 dB pad, but if you get clipping or overload in
your recordings at peak sound levels then you need more.

I suggested 60 dB because mike level is typically -60dBm and line
level around 0dBm, though it can be more and often is less. Is
your mixer not marked with output level?

Regards, /Peter/

2898. Re: Looking for Chet Walters

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 20:04:35 UTC
From: publish@welshnet.co.uk
Message-ID: <3b7c269b.22172028@news.cis.dfn.de>
Source record: 42617

On Wed, 15 Aug 2001 11:26:52 GMT, swampfax@atlantic.net (John Garone) wrote:

>Hi All,
> A friend is looking for the current address &/or phone # of
>Chet Walters (author of IMG Squeeze c.1991). The program info gives
>W.D. Parks and Chet Walters, Woodstien Productions, PO Box 45, Girard,
>OH. 44420. If you have more info you can E-mail me or post it.

A few years ago in this very group was a chap that was the sysop of the official support BBS for Chet's programs. I think his name was Tom Forrest (?). Anyway, he told me in email correspondence that Chet had moved onto programming for Windows.

I registered MVG with Chet way back in time and it's still a great program for retouching b/w scans etc.

Sorry I can't help further, but perhaps someone can remember more?

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

2899. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 22:00:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lhfpb$m51$1@plutonium.compulink.co.uk>
Source record: 42618

In message <3b7b38d6@news.iprimus.com.au>, biodistributors@microtech.com.au said:
>
>Does anyone know how to produce the character "@" using Calamus 1.09N?

Hi Ric!

Most of the fonts with Calamus 1.09 (Swiss, Time) do not include
it, but ARC_75.CFN does. Some PD CFN fonts have it too - others
not.

Quick way to check is with Look'n See. This draws all character
outlines of a font on the screen (outlines, not filled, but easy
to see styles and which characters are included). I've installed
L'NS as my desktop viewer for almost all files, so I just need to
click on a CFN file and it loads and displays. Does the same for
*.FNT bitmaps too.

Regards, /Peter/

2900. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-08-16 22:40:35 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108161534440.12149-100000@shell.pacifier.com>
Source record: 42619
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2901. Re: Cubase Audio Troubles - Is it just me?!?

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 00:45:35 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7A1B784.17EF7%nameerf@flash.net>
Source record: 42620

>> Another idea... I normally use CBHD (which also seems to have problems with
>> CAF), so I don't know if this works with HD Driver, but try using HD Driver
>> as your normal driver, and use a program like Superboot, X-Boot, or whatever
>> boot manager you like to run ICD Tools. Just set up a selection for "Audio"
>> or whatever, and run ICD Tools from the AUTO folder, selected by the boot
>> manager. This seems to work great for me.
>
> I use X-Boot, but I recall not being able to use anything that was ICD
> when HD Driver was the "installed" driver. You have to remove HD
> Driver and then set up ICD again. And the reverse was also true.

Hmm... Well, I haven't run into any problems doing this. It acts like the
ICD driver running from the AUTO folder overrides the "installed" driver.
Maybe another wierd quirk to my particular setup, or maybe there's some
underlying problems that I can't see yet. But it works for me so far.

>> Would you mind if I put this on my web site?
>
> Go ahead, put it up! And I think I have some more CAF "hints, tips,
> and tricks" stashed away in a folder on my Falcon. I'll dig through
> it and see what I can find. If you're interested, I can send you some
> of it as well.

Sure! Sounds great!

Mike Freeman
nameerf@flash.net

2902. Re: SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 01:46:54 UTC
From: sqwirl@atarist.com
Message-ID: <c80bdea3.0108161746.56d47e2e@posting.google.com>
Source record: 42621

Does anyone know where I can get the version of AHDI that came with
the SH204 somewhere online. Or another good free driver program that I
could use.

sqwirl@atarist.com (Erik Closson) wrote in message
news:<c80bdea3.0108091617.76d62bb6@posting.google.com>...
> The machine I am using is a 520STfm with 1mb of ram. TOS 1.02. The
> problem is I dont have the original AHDI disk and I cant find any
> version older than 5 and it doesnt work. I tried your solution but I
> cant access the HDD at all. So I cant delete that file. If anyone has
> a copy of the original AHDI that came with the SH204 and could send it
> to me Id be greatful. Either a real copy or an image. Or know of an
> FTP with it available.
> Thanks in advance,
> Erik
>
> "Erik Closson" <sqwirl@atarist.com> wrote in message
news:<JyBb7.1458$PP1.16113468@news2.news.adelphia.net>...
> > Well I got a SH204 HDD in the mail the other day and hooked it up. Booted
> > perfectly right away from the last persons files. Then I accidently
> > overwrote the desktop.inf and in trying to get the drive letters back I
> > somehow made the drive not bootable. AHDI detects it and when I try to make
> > it bootable it says please partition. I then try to partition and it tells
> > me to format first. I try to format and it completes the format and exits
> > hdx. I restart the computer and try to run partition and it tells me that
> > this computer has been formatted with an different version of ahdi and says
> > format again. Anyone know of a different HDD driver I could use or what is
> > wrong with this. Or possibly the version of AHDI that came with the SH204.
> > Thanks
> > Erik Closson

2903. Help Me Please-Need A Monitor or.....

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 03:35:19 UTC
From: joystik39@aol.com
Message-ID: <20010816233519.26360.00001224@mb-fy.aol.com>
Source record: 42622

someone to please tell me a way to adapt a Mac Monitor or a PC monitor to my ST. I'm looking to by an Atari Color or Monochrome monitor or both. I had a monochrome (black and white) monitor and a color (RGB) and both were subjected to water damage. I am a Mac user but I still use a lot Atari Music Software in my music studio. Help me keep Atari alive and kickin'. If you got a monitor you want to sell, e-mail me atAMcLeodIII@aol.com If you know of a conversionto a Mac or PC monitor, e-mail me at AMcLeodIII@aol.com. The life of a wonderful, superb machine hangs in the balance. :)

2904. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 03:37:19 UTC
From: Ric Easton <biodistributors@microtech.com.au>
Message-ID: <3b7c91ae@news.iprimus.com.au>
Source record: 42623

Thanks to everyone for your help.

I have looked closer and it appears the two fonts I use almost exclusively,
Time and Swiss don't have "@" in their character set. I have found other
fonts eg Glip and Lucifer which do produce "@".

Where do you get hold of a Calamus Font editor from so I can try to create
"@" for Time and Swiss?

Ric Easton
biodistributors@microtech.com.au
"Ric Easton" <biodistributors@microtech.com.au> wrote in message
news:3b7b38d6@news.iprimus.com.au...
> Does anyone know how to produce the character "@" using Calamus 1.09N?
>
> Ric Easton
> biodistributors@microtech.com.au
>
>
>

2905. Re: Emulator for Pagestream?

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 05:09:54 UTC
From: claytone@foxinternet.com
Message-ID: <3b7ca722_1@news.foxinternet.com>
Source record: 42624

Hi James-

I looked all around for SoftLogik, but they're nowhere to be found. They have been taken over by (or become) Grasshopper LLC.

http://www.grasshopperllc.com

They no longer deal with Atari, but you CAN get Pagestream for Amiga, Mac, and PC. The cheapest upgrade to a PC version from my Atari 2.2 SE is $100. I'll keep persuing the idea of getting an emulator up and running. I've been looking at STEem lately. It's supposed to do midi too. There are quite a few emus available. I'll probably want to get other Atari programs onto the PC eventually. I still have my Falcon, and I use that for all midi and most email, amongst other stuff. I got the PC mainly to do browsing, but am finding it useful for a few other things too. I wish there was a NEWSIE for PCs. I really hate Outlook Express! Oh well, can't have everything.

Thanks everyone for all suggestions. I'll post a few web pages of interest when I've poked around a bit more.

-Clayton Murray
Seattle, WA USA

On 16 Aug 2001 05:15:41 , James Alexander wrote:
>Hi Clayton
>
>I think you can now get a version of pagestream that will run directly
>on that machine, check out the webstied, www.softlogik.com. it should
>be listed there.
>
>Clayton Murray wrote:
>
>> Hi Atarians-
>>
>> I'm interested using an Atari emulator on a laptop PC. The main
>> program I want to run is Pagestream. Does anyone have a
>> recommendation of what emulator will run that program? I

2906. [ebay] Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 07:16:55 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3B7CC4E7.4F53E6CA@jps.net>
Source record: 42625

Offering an accelerated Falcon in ddd-Tower case:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265932844

Thanks for looking.

John

2907. Re: "@" missing in Calamus character set.

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 09:40:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b7cf46c103b190@pandora.be>
Source record: 42626

on Fri 17-08-2001 13:37 Ric Easton wrote:

>Thanks to everyone for your help.
>
>I have looked closer and it appears the two fonts I use almost exclusively,
>Time and Swiss don't have "@" in their character set. I have found other
>fonts eg Glip and Lucifer which do produce "@".

The CG Times font family which came with my 1.09 version does include '@'
The same for the CG Triumvirate font family (a swiss alike)

>
>Where do you get hold of a Calamus Font editor from so I can try to create
>"@" for Time and Swiss?

The only two Calamus font editor I'm aware of are commercial.
TypeArt from Invers Media: 101,75 EUR. This is really a very powerfull
font editor.

Fonty from Matthew Carey (UK) A low budget font editor. You can get it
from FaST Club, UK. Not sure though if FaST Club still exist today.
More info at: http://www.cix.co.uk/~peckham/Fonty.html
It seems Europe Shareware distribute Fonty too, see:
http://www.chez.com/europeshareware/atari/fastclub.html

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2908. Dungeon Master Java

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 15:54:18 UTC
From: bigcalm@hotmail.com
Message-ID: <71cc6cb6.0108170754.5aebdb3f@posting.google.com>
Source record: 42627

For all those Dungeon Master fans, there is now a clone of it, written entirely in Java so you can play it on any platform that supports it. The official website is:

http://www.cs.pitt.edu/~alandale/dmjava

You'll also need the Java runtime engine v1.3 for your particular platform, available at:

http://java.sun.com/j2se/1.3/jre/

The author has created a completely new dungeon, added a level editor (so expect the original DM map to be recreated by someone), several new spells, and increased the difficulty level (some people would say too much).

Enjoy
- BigCalm

2909. Re: WTB/Trade For: Atari Falcon KeyBoar

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 15:56:58 UTC
From: phantomm@bellsouth.net
Message-ID: <e9bf7.7304$SQ.303104@e3500-atl1.usenetserver.com>
Source record: 42628

On 15 Aug 2001 13:51:06 , Clayton Murray wrote:
>Hi Phantom
>
>I may be mistaken (I suspect we'll find out shortly), but isn't
>it possible to use an ST, or STe, or TT keyboard in place of the
>Falcon's? This would make it a lot easier to get a replacement.
>
>-Clayton Murray
>Seattle, WA USA
>

Yes, I have some MegaST and MegaSTE keyboards. But I need another Falcon keyboard for a modified Falcon that I'm working on.

phantomm@bellsouth.net

2910. Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:11:05 UTC
From: phantomm@bellsouth.net
Message-ID: <tmbf7.7348$SQ.303104@e3500-atl1.usenetserver.com>
Source record: 42630

I'm looking for a good DTP package to use on a Falcon.
I have PageStream that I've used for years but now I'm looking for a DTP program that will allow 256 Colors or even TC on screen and supports some of the latest InkJet and Laser Printers. Good Color and GreyScale print outs is a must. Also sometype of Scanner support would be nice.

It will be used mostly for News Letters.

I also have a older version of Calamus, but haven't gotten into it.

Are there any DTP packages that are still being supported and updated?

Any lists of DTP packages with the latest version would be appreciated.

phantomm@bellsouth.net

2911. GDPS Scanner Support

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:15:13 UTC
From: phantomm@bellsouth.net
Message-ID: <lqbf7.7358$SQ.303104@e3500-atl1.usenetserver.com>
Source record: 42632

Maybe someone can enlighten me on the GDPS Scanner software?

I have several programs that have scanner support. Some use modules and some state that a GDPS Scanner Driver/program is not installed.

What exactly is the GDPS and where can I find more info on it and the software?

phantomm@bellsouth.net

2912. Re: Neochrome

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:16:11 UTC
From: Mark Davies <pov@nospam.btinternet.com>
Message-ID: <9ljfv2$k6o$1@plutonium.btinternet.com>
Source record: 42629

http://www.dhs.nu/

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ey8kea.dxezjcxildb8N%x@x.xx...
> Matthias Jaap <mjaap@t-online.de> wrote:
>
> > > -Neochrome (same as the above I believe. Also a program which I used
to
> > > have, but can't find any longer.
> >
> > I think Neochrome Master is on the DHS homepage.
>
> DHS? Not sure what you mean. Do you have a URL?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

2913. Re: Emulator for Pagestream?

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:21:17 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7D4418.A180D340@home.com>
Source record: 42631

Clayton Murray wrote:

> Hi James-
>
> I looked all around for SoftLogik, but they're nowhere to be
> found. They have been taken over by (or become) Grasshopper LLC.
>
> http://www.grasshopperllc.com
>
> They no longer deal with Atari, but you CAN get Pagestream for

This is incorrect. Look under the ordering info on the grashopper site (they took over pagestream several months ago btw) you can still order V2.2SE for the ST for $20US or $10 for an upgrade from pervious version. This is much the same policy Softlogik had for years when they still had pagestream. I remember in the early 90's there was an uproar among pagestream users when softlogik upgraded the Amiga version to 3.0 but not the atari version (this was long before any pc / mac versions)

>
> Amiga, Mac, and PC. The cheapest upgrade to a PC version from my
> Atari 2.2 SE is $100. I'll keep persuing the idea of getting an
> emulator up and running. I've been looking at STEem lately. It's

2914. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:33:03 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7D46DA.448F3C2B@home.com>
Source record: 42633

Phantomm wrote:

> I'm looking for a good DTP package to use on a Falcon.
> I have PageStream that I've used for years but now I'm looking for a DTP
> program that will allow 256 Colors or even TC on screen and supports some
> of the latest InkJet and Laser Printers. Good Color and GreyScale print outs
> is a must. Also sometype of Scanner support would be nice.
>
> It will be used mostly for News Letters.
>
> I also have a older version of Calamus, but haven't gotten into it.
>

There is a new "lite" version of calamus SL but my experiences as I remember calamus was strictly a monchrome only although it was supposed to support colour output to printers. The major problem I had (and it was major) was that the program used to generate printer drivers was an early beta (ie. should have still been an alpha) version that was very buggy. it didn't support many printers past 1995 (none of which are still available anywhere where I live) and it tended to generate buggy drivers that had trouble handling the correct page length. I abandoned calamus because of this and bought the much cheaper and easier to use pagestream.

>
> Are there any DTP packages that are still being supported and updated?
>

While not marketed strictly as DTP, Papyrus in its current job may fit the bill. Some local users have it and it works quite well. It can do reasonably good page layout, multiple fonts, imported images. It can even produce html files as output.

> Any lists of DTP packages with the latest version would be appreciated.
>
> phantomm@bellsouth.net

2915. Re: GDPS Scanner Support

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:34:35 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7D4736.6DAA97AD@home.com>
Source record: 42635

Have you tried the Scan maker software from Homa systems House?

Sorry I forgot the new website but its pretty good and I think it supports
gdps (although I've never used that feature myself)

Phantomm wrote:

> Maybe someone can enlighten me on the GDPS Scanner software?
>
> I have several programs that have scanner support. Some use modules and
> some state that a GDPS Scanner Driver/program is not installed.
>
> What exactly is the GDPS and where can I find more info on it and the
> software?
>
> phantomm@bellsouth.net

2916. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 16:44:38 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7D4991.46F8D16@home.com>
Source record: 42634

He comes here seeking attention cause everyone in the .advocacy groups have know for years that IT (tifkas) has been blowing smoke out of its butt. Its about time we got together and wrote the alt.flonk.tifkas.fnord.fnord.fnord faq.

James Haslam wrote:

> Oy! Sinclap, you don't know what crap you're speaking again. The CT60 is
> nothing to do with the Hades - it's an accelerator for the Falcon.
>
> Why don't you piss off back to the .advocacy group where you belong and
> leave this group free from your spouting crap?

2917. Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 17:07:29 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b7d89d2_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 42497
Cross-posted to: comp.sys.atari,comp.sys.atari.st

```
Hi y'all

I'm back!!,
what have I missed?,
who missed me?

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

2918. swapping TOS chips

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 17:09:43 UTC
From: pjsmith@netins.net
Message-ID: <slrn9nqjun.65g.pjsmith@worf.netins.net>
Source record: 42636

Hi,

I have two 1040STs with built-in floppies. One is flaky, doesn't run very well but has TOS 1.4, the other one works fine but has TOS 1.0. Assuming both TOSes are on 6 chips, can I just swap the chipsets to upgrade the good ST?

Hopefully, the first machine's problems aren't being caused by bad ROM chips. :-)

Thanks,

Phil

2919. Re: Neochrome

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 18:53:30 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0108172053000.11769-100000@newgem.atari.org>
Source record: 42637

On Thu, 16 Aug 2001, Hallvard Tangeraas wrote:

> > > -Neochrome (same as the above I believe. Also a program which I used to
> > > have, but can't find any longer.
> >
> > I think Neochrome Master is on the DHS homepage.
>
> DHS? Not sure what you mean. Do you have a URL?

http://www.dhs.nu/

--
Anders Eriksson
ae@dhs.nu

2920. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 20:15:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200108172215.a23193@su2.maus.de>
Source record: 42515

Hi Derryck,

DC>What's your reasoning behind this Peter?
e.g. my favourite ASCII editor (TEMPUS) does not recognize drives
beyond 'P`, and maybe a couple of programs suffer from the same
(mis)behaviour...

As my internal drive is partitioned from C through N, my MO drive from
O through S, I'm forced to reserve `T' to the CD ROM drive and 'V` or
`W` to the CD writer...

Und TTschï¿½
ps

2921. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 21:18:19 UTC
From: publish@welshnet.co.uk
Message-ID: <3b7d89a2.49882880@news.cis.dfn.de>
Source record: 42640

On Fri, 17 Aug 2001 16:11:05 GMT, phantomm@bellsouth.net (Phantomm)
wrote:

>I'm looking for a good DTP package to use on a Falcon.

If you have ever seen copies of Atari Computing magazine then you'll
see what is possible with Papyrus/NVDI. I did all the magazine using
Papyrus v4 (apart from some advert pages) and it is well up to the
job. Colour output is quite possible as well.

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

2922. Re: qb2c for MiNT

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 21:31:58 UTC
From: Frederic Fouche <g213778@coazter.myip.org>
Message-ID: <Pine.SGI.4.10.10108171630300.11474-100000@coazter.myip.org>
Source record: 42641

qb2c can be ported without any effort at all.
Just configure and make, then wait a few minutes.
Bam, done.

On Wed, 15 Aug 2001, Jeff Armstrong wrote:

> Hey everyone. I'm looking for a GNU program used to translate
> Microsoft QuickBASIC programs into C code, called qb2c. I have a lot
> of utilities I have created on my PC (just console programs, no
> graphics) that I would really like to use on my TT. I haven't had a
> chance to install my copy of GFA BASIC, but I really don't want
> anything that powerful yet. Has this program, qb2c, been ported? I
> saw on kellis's homepage that she performed a port, but it is not
> available on the page and I have not had luck with e-mail yet. Thanks
> for any help!
>
>
> Jeffrey Armstrong (jba4@po.cwru.edu)
> Case Western Reserve University
>
>

Music Template Database:
http://musicdb.myip.org

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.mp3.com/coazter

2923. Re: GDPS Scanner Support

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 22:48:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7D9F3B.B9F5A7BF@greeleynet.com>
Source record: 42642

Hi, Phantomm!

> Maybe someone can enlighten me on the GDPS Scanner software?
>
> I have several programs that have scanner support. Some use modules and
> some state that a GDPS Scanner Driver/program is not installed.
>
> What exactly is the GDPS and where can I find more info on it and the
> software?

AFAIK, GDPS is just a standard for writing software that allows any program to talk to any piece of hardware. It functions the same way TWAIN software functions in the Windoze world. You write the ability to use a GDPS device into your application software, and the ability to be accessed as a GDPS device into the software peripheral. So, in the case of your scanner question, any piece of software that is written to be GDPS compliant can use any scanner that has software that is GDPS compliant.

I have a copy of the scanner software for HP scanners. It is GDPS compliant. It is installed as an ACC, so it shows up in the accessory menu and works fine from there. However, if you are in Photoline, for example, and you click on GDPS scanner the same software is displayed. When you scan your photo, the scanned image opens into a new window in Photoline.

There used to be a public domain GDPS scanner driver for Epson scanners. I don't know what happened to it. I tried it years ago and personally found it to be buggy. It could be quite different now.

As near as I can tell, GDPS stuff never made much impact here in the US. For that matter, neither did the Atari. :-(But it's my impression that GDPS support was quite popular in Europe.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2924. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 23:00:15 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7DA1FF.CC2564AE@greeleynet.com>
Source record: 42643

Phantomm wrote:
>
> I'm looking for a good DTP package to use on a Falcon.
> I have PageStream that I've used for years but now I'm looking for a DTP
> program that will allow 256 Colors or even TC on screen and supports some
> of the latest InkJet and Laser Printers. Good Color and GreyScale print outs
> is a must. Also sometype of Scanner support would be nice.
>
> It will be used mostly for News Letters.

As James Alexander stated, Papyrus will more than do what you wish, and
is still supported. Calamus is the only DTP package still being
developed for the Atari.

DA's Layout is, IMO, another good DTP program for the Atari. I have it
and Calamus SL98. Calamus is strictly "frame" based, where Layout is
more like Pagestream when it comes to inputting text.

> I also have a older version of Calamus, but haven't gotten into it.

How old? Version 1.09n was monochrome only. The next major upgrade was
Calamus S/SL. S, I believe, was mono only, with SL being color. I
don't know anything about the "lite" version of Calamus.

> Are there any DTP packages that are still being supported and updated?

Only Calamus. And it runs on Atari, Mac via MagicMac, and Windows via a
built-in emulator.
>
> Any lists of DTP packages with the latest version would be appreciated.

Layout's last version was 6.1, and it's now Calamus SL2000. Calamus has
an English language forum for questions at
http://www.calamus.net/us/forum/

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2925. Re: Help Me Please-Need A Monitor or.....

Newsgroup: comp.sys.atari.st
Date: 2001-08-17 23:11:53 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <lnvqntskhha372ttk9van8jcbhecf4av8h@4ax.com>
Source record: 42644

On 17 Aug 2001 03:35:19 GMT, joystik39@aol.com (JoyStik39) wrote:

>someone to please tell me a way to adapt a Mac Monitor or a PC monitor to my
>ST. I'm looking to by an Atari Color or Monochrome monitor or both. I had a
>monochrome (black and white) monitor and a color (RGB) and both were subjected
>to water damage. I am a Mac user but I still use a lot Atari Music Software in
>my music studio. Help me keep Atari alive and kickin'. If you got a monitor
>you want to sell, e-mail me atAMcLeodIII@aol.com If you know of a conversionto
>a Mac or PC monitor, e-mail me at AMcLeodIII@aol.com. The life of a wonderful,
>superb machine hangs in the balance. :)

Check the vintage computers categories on eBay for ST monitors.

There are usually several to choose from, generally at very low
prices.

BobR

2926. Re: SH204 Problems.

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 00:11:28 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108171611.512bbdcd@posting.google.com>
Source record: 42645

sqwirl@atarist.com (Erik Closson) wrote in message
news:<c80bdea3.0108161746.56d47e2e@posting.google.com>...
> Does anyone know where I can get the version of AHDI that came with
> the SH204 somewhere online. Or another good free driver program that I
> could use.
>
>
> sqwirl@atarist.com (Erik Closson) wrote in message
news:<c80bdea3.0108091617.76d62bb6@posting.google.com>...
> > The machine I am using is a 520STfm with 1mb of ram. TOS 1.02. The
> > problem is I dont have the original AHDI disk and I cant find any
> > version older than 5 and it doesnt work. I tried your solution but I
> > cant access the HDD at all. So I cant delete that file. If anyone has
> > a copy of the original AHDI that came with the SH204 and could send it
> > to me Id be greatful. Either a real copy or an image. Or know of an
> > FTP with it available.
> > Thanks in advance,
> > Erik
> >
> > "Erik Closson" <sqwirl@atarist.com> wrote in message
news:<JyBb7.1458$PP1.16113468@news2.news.adelphia.net>...
> > > Well I got a SH204 HDD in the mail the other day and hooked it up. Booted
> > > perfectly right away from the last persons files. Then I accidently
> > > overwrote the desktop.inf and in trying to get the drive letters back I
> > > somehow made the drive not bootable. AHDI detects it and when I try to make
> > > it bootable it says please partition. I then try to partition and it tells
> > > me to format first. I try to format and it completes the format and exits
> > > hdx. I restart the computer and try to run partition and it tells me that
> > > this computer has been formatted with an different version of ahdi and says
> > > format again. Anyone know of a different HDD driver I could use or what is
> > > wrong with this. Or possibly the version of AHDI that came with the SH204.
> > > Thanks
> > > Erik Closson

Email me and I will send you my SH204 utilities disk.

Brian.

2927. Re: Help Me Please-Need A Monitor or.....

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 03:12:04 UTC
From: joystik39@aol.com
Message-ID: <20010817231204.29458.00004845@mb-mn.aol.com>
Source record: 42496

Hey thanks Bob for that prompt. Went to E-bay and directed myself to Half.com and found a New, in the box, SC1224 for $25.00. I trully appreciate the tip my friend.

2928. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 09:32:03 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <3B7E3613.9000908@zetnet.co.uk>
Source record: 42498

Hi Ken and Phantomm,

IMHO, there is sadly no DTP package for the Atari platform that is capable of producing good color output from any modern printer. When I used B/W, DA's Layout was good enough, but the acquisition of an Epson 850c, arguably the best, supported color printer for the Atari, showed that ALL the top DTP packages are incapable with or without the aid of error diffusion like aids or NVDI of producing anything but crude colour prints, not in the same league as the 'photo' like printouts from the PC and Mac machines. The Atari platform was long ago abondoned by all the major print driver producers. I have been forced to change platform to the Mac to get even semi-commercial quality colour printing, and that change was from a Milan. Sad fact but true.

Bob King

Ken Springer wrote:

>
> Phantomm wrote:
>
>> I'm looking for a good DTP package to use on a Falcon.
>> I have PageStream that I've used for years but now I'm looking for a DTP
>> program that will allow 256 Colors or even TC on screen and supports some
>> of the latest InkJet and Laser Printers. Good Color and GreyScale print outs
>> is a must. Also sometype of Scanner support would be nice.
>>
>> It will be used mostly for News Letters.
>
>
> As James Alexander stated, Papyrus will more than do what you wish, and
> is still supported. Calamus is the only DTP package still being
> developed for the Atari.
>
> DA's Layout is, IMO, another good DTP program for the Atari. I have it
> and Calamus SL98. Calamus is strictly "frame" based, where Layout is
> more like Pagestream when it comes to inputting text.
>
>> I also have a older version of Calamus, but haven't gotten into it.
>
>
> How old? Version 1.09n was monochrome only. The next major upgrade was
> Calamus S/SL. S, I believe, was mono only, with SL being color. I
> don't know anything about the "lite" version of Calamus.
>

>
>> Are there any DTP packages that are still being supported and updated?
>
>
> Only Calamus. And it runs on Atari, Mac via MagicMac, and Windows via a
> built-in emulator.
>
>> Any lists of DTP packages with the latest version would be appreciated.
>
>
> Layout's last version was 6.1, and it's now Calamus SL2000. Calamus has
> an English language forum for questions at
> http://www.calamus.net/us/forum/
>
>

2929. Re: Looking for Chet Walters

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 10:52:26 UTC
From: swampfax@atlantic.net
Message-ID: <KNrf7.130$SN1.185501@news1.atlantic.net>
Source record: 42499

On 16 Aug 2001 20:04:35 , Mike Kerslake wrote:
>On Wed, 15 Aug 2001 11:26:52 GMT, swampfax@atlantic.net (John Garone)
>wrote:
>
>>Hi All,
>> A friend is looking for the current address &/or phone # of
>>Chet Walters (author of IMG Squeeze c.1991). The program info gives
>>W.D. Parks and Chet Walters, Woodstien Productions, PO Box 45, Girard,
>>OH. 44420. If you have more info you can E-mail me or post it.
>
>A few years ago in this very group was a chap that was the sysop of
>the official support BBS for Chet's programs. I think his name was Tom
>Forrest (?). Anyway, he told me in email correspondence that Chet had
>moved onto programming for Windows.
>
>I registered MVG with Chet way back in time and it's still a great
>program for retouching b/w scans etc.
>
>Sorry I can't help further, but perhaps someone can remember more?
>
>
>
>Best wishes
>Mike Kerslake
>
Thanks Mike,
It's a direction anyway! I believe my friend just wants to thank him
for the program.
John G.

2930. Re: Neochrome

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 12:07:28 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b7e5a80$0$19120@news.zetnet.co.uk>
Source record: 42500

Hi Hallvard!

>On Thu, 16 Aug 2001, Hallvard Tangeraas wrote:

>> > I think Neochrome Master is on the DHS homepage.
>>
>> DHS? Not sure what you mean. Do you have a URL?
>
>http://www.dhs.nu/

Did you check the DHS site out?

This site has an excellent collection of graphics programs, music players and trackers, programming utilities AND demos (main reason for the site).

It's worth checking out even if you aren't into demos (good news page too). It's recently had a redesign and looks great even if you turn graphics off in your browser (like I do). Not many sites can claim this! :)

2931. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 13:08:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7E68CA.11BA867B@greeleynet.com>
Source record: 42501

Hi, Bob,

> IMHO, there is sadly no DTP package for the Atari platform that is
> capable of producing good color output from any modern printer. When I
> used B/W, DA's Layout was good enough, but the acquisition of an Epson
> 850c, arguably the best, supported color printer for the Atari, showed
> that ALL the top DTP packages are incapable with or without the aid of
> error diffusion like aids or NVDI of producing anything but crude colour
> prints, not in the same league as the 'photo' like printouts from the PC
> and Mac machines. The Atari platform was long ago abondoned by all the
> major print driver producers. I have been forced to change platform to
> the Mac to get even semi-commercial quality colour printing, and that
> change was from a Milan. Sad fact but true.

Have you checked in the Calamus forum as to what's currently available in the way of printer drivers? There is a VDI driver for the Atari version that accesses any printer driver available in NVDI. That leaves the responsibility for the new printer drivers up to NVDI. NVDI 4 would let you create your own printer driver, but this feature went away in NVDI 5. I heard it was some sort of flap with printer mfgrs. not wanting their printer codes out in public or something. Tis sad you now have to pay an arm and a leg for information that used to be provided for free, i.e. the printer's programming codes.

AFAIK, drivers for Atari software have always been written by Atari software programmers, not the printer mfgrs., probably due to lack of sales of this platform.

In the Windows version, you use the Windows printer drivers, so no dedicated Atari drivers are needed. I suspect the same is true under MagicMac.

The printer driver question for the native Atari version would be a good question for the Calamus forum.

2932. FastCopy Pro

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 13:11:42 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7E698E.1B801C77@greeleynet.com>
Source record: 42502

Can anyone tell me the current status of this program? I have a disk image I've just downloaded that was created FastCopy, and I need to "undo" FastCopy's work so I can access the files. Unless, of course, there is a way of doing it I don't know about, which is wholly possible! <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for cheap men; and cheap men make for a cheap country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2933. Re: swapping TOS chips

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 13:36:19 UTC
From: ebaiz@skyenet.net
Message-ID: <nbuf7.341$6r1.86729@newsfeed.slurp.net>
Source record: 42503

On 17 Aug 2001 17:09:43 , PHIL SMITH wrote:
>Hi,
>
>I have two 1040STs with built-in floppies. One is flaky, doesn't run very
>well but has TOS 1.4, the other one works fine but has TOS 1.0. Assuming
>both TOSes are on 6 chips, can I just swap the chipsets to upgrade the
>good ST?
>
>Hopefully, the first machine's problems aren't being caused by bad ROM
>chips. :-)

That should work as long as you put the chips in the correct order. If
you have TOS 1.0 on disk, run it on the bad ST and see what happens.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2934. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 13:36:20 UTC
From: ebaiz@skyenet.net
Message-ID: <obuf7.342$6r1.86416@newsfeed.slurp.net>
Source record: 42504

On 17 Aug 2001 18:07:29 , "Steve Sweet" wrote:
>Hi y'all
>
>I'm back!!,

Great...

>what have I missed?,

Everything...

>who missed me?

We all did....

Welcome back!!!!!!!!1

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

2935. Ultimate Virus Killer 2000 for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 14:20:01 UTC
From: Richard Karsmakers <sorry@nospam.com>
Message-ID: <pbusnt8c1b3s57sh42b741m31urpv165ek@4ax.com>
Source record: 42505
Cross-posted to: alt.comp.virus,comp.sys.atari.st,hacktic.virus

The "Ultimate Virus Killer 2000" is the industry standard virus killer for the Atari ST/TT/Falcon platform. The program has been around for well over a decade, and with the latest release (8.1) it's turned shareware.
There is now an official "UVK 2000" support site where you can download the program, find descriptions of all Atari TOS-platform computer viruses (and their symptoms) and more. It's located at http://www.uvk2000.com.
This message is being sent to three newsgroups. If you think this constitutes spam, or if you think this message does not belong in your particular newsgroup, please contact me via the website and I will refrain from posting to the newgroup in the future.
Thanks for your time.

2936. FA: ebay, Books, Magazines, Software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 17:56:42 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B7EAC5A.FDB4DA93@suscom.net>
Source record: 42507

I have the following auctions in progress on ebay. Please have a look
and bid. Thank You

>
> All information is current as of Aug-18-01 01:45:10 PDT
> Please visit eBay for the latest information.
>
> The following auctions are underway:
> 1266099526: Atari ST: 4 Books about the Atari ST Computer
> Current bid: $1.00
> Auction ends on: Aug-27-01 16:37:39 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1266099526
>
> 1266051640: ST: 17 Disk-Magazines about the Atari ST
> Bidding starts at: $1.00
> Auction ends on: Aug-27-01 13:34:50 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1266051640
>
> 1264108951: Atari ST: "BATTLESHIP" by Epyx. NEW!
> Bidding starts at: $1.00
> Auction ends on: Aug-18-01 14:28:04 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1264108951
>
> 1265969997: ST: Back to School Software, 14 New & Used
> Bidding starts at: $1.00
> Auction ends on: Aug-27-01 08:04:58 PDT
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265969997
>
--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

2937. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 18:25:51 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <3B7EB32F.4010205@zetnet.co.uk>
Source record: 42508

Ken Springer wrote:

> Hi, Bob,
>
>> IMHO, there is sadly no DTP package for the Atari platform that is
>> capable of producing good color output from any modern printer. When I
>> used B/W, DA's Layout was good enough, but the acquisition of an Epson
>> 850c, arguably the best, supported color printer for the Atari, showed
>> that ALL the top DTP packages are incapable with or without the aid of
>> error diffusion like aids or NVDI of producing anything but crude colour
>> prints, not in the same league as the 'photo' like printouts from the PC
>> and Mac machines. The Atari platform was long ago abondoned by all the
>> major print driver producers. I have been forced to change platform to
>> the Mac to get even semi-commercial quality colour printing, and that
>> change was from a Milan. Sad fact but true.
>
>
> Have you checked in the Calamus forum as to what's currently available
> in the way of printer drivers? There is a VDI driver for the Atari
> version that accesses any printer driver available in NVDI. That leaves
> the responsibility for the new printer drivers up to NVDI. NVDI 4 would
> let you create your own printer driver, but this feature went away in
> NVDI 5. I heard it was some sort of flap with printer mfgrs. not
> wanting their printer codes out in public or something. Tis sad you now
> have to pay an arm and a leg for information that used to be provided
> for free, i.e. the printer's programming codes.
>
> AFAIK, drivers for Atari software have always been written by Atari
> software programmers, not the printer mfgrs., probably due to lack of
> sales of this platform.
>
> In the Windows version, you use the Windows printer drivers, so no
> dedicated Atari drivers are needed. I suspect the same is true under
> MagicMac.
>
> The printer driver question for the native Atari version would be a good
> question for the Calamus forum.

Yes I have investigated Calamus 2000, the demo is available, and that's
what I used, just in case Ulf is reading this and still wondering why
I'm not on his little data-base of buyers!!. and no, from examples I
have seen of color prints using the NVDI5 drivers and the Starscreen dot
diffusion drivers, it is not up to the PC/Mac equivelents, in just this
aspect, I must emphasise. It may be that the software is not good
enough, though to my simple mind, the set of codes for the various

attributes of a printer, surely can't be that arcane, or it could be that the processing speed of the Atari platform, is just not high enough to do the maths of dot placement in the time available. We have had, in substance, an admission in this NG that even the top DTP available to the Atari platform is incapable of the quality of color printing obtainable by PC/Mac, using the system and or printer manufacturer's drivers and even advice to change platforms, if we want such quality from said top DTP.

Bob

2938. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 20:47:39 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b7ee1e61f7c120@pandora.be>
Source record: 42509

on Sat 18-08-2001 19:25 Bob King wrote:

>
>
>Ken Springer wrote:

>Yes I have investigated Calamus 2000, the demo is available, and that's
>what I used, just in case Ulf is reading this and still wondering why
>I'm not on his little data-base of buyers!!.

His little database holds enough people to fill a small city.:-)

>have seen of color prints using the NVDI5 drivers and the Starscreen dot
>diffusion drivers, it is not up to the PC/Mac equivelents, in just this
>aspect, I must emphasise. It may be that the software is not good
>enough, though to my simple mind, the set of codes for the various
>attributes of a printer, surely can't be that arcane, or it could be
>that the processing speed of the Atari platform, is just not high enough
>to do the maths of dot placement in the time available. We have had, in
>substance, an admission in this NG that even the top DTP available to
>the Atari platform is incapable of the quality of color printing
>obtainable by PC/Mac, using the system and or printer manufacturer's
>drivers and even advice to change platforms, if we want such quality
>from said top DTP.

I don't know what you do for profession but I have a friend who is a
professional printer. His main system is a Mac G3 with MagicMac nowadays
but he still have two TT's on which he do lots of DTP work with
Calamus. He prefers Calamus above QuarkXpress and Adobe Indesign.
The incapability to print out high quality color prints has IMHO nothing
to do with Calamus. It's just a matter of lacking a good printer driver.
Switching over to NVDI to print was not a good decision at all but it
was the only economical solution. Writing special Atari driver printers
is for a commercial softwarehouse a non-profitable business.
If one have a Mac or pc one can make high quality print of Calamus docs.
Just convert the docs to tiff or PDF and there you go.
Furthermore I think on Mac and pc one can make use of the system
printer to print out Calamus doc directly from Calamus.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********

** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2939. FS: ST Dive Bomber

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 21:20:27 UTC
From: markreed@ptd.net
Message-ID: <v_Af7.9353$an2.213357@nnrp1.ptd.net>
Source record: 42510

I have one copy of Dive Bomber (Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

2940. Looking for T Kelly

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 22:16:32 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b7ee940$0$19122@news.zetnet.co.uk>
Source record: 42511

Hi, all!

If anyone knows the whereabouts of Terence Kelly, author of ProScore,
please help. His formwer email address @pressenter.com bounces.

Thanks,
Charles.

2941. Re: Help Me Please-Need A Monitor or.....

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 22:50:07 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <odjtntsf1fsfqu5di7ge4b1cgnu2ueini8@4ax.com>
Source record: 42512

On 18 Aug 2001 03:12:04 GMT, joystik39@aol.com (JoyStik39) wrote:

>Hey thanks Bob for that prompt. Went to E-bay and directed myself to Half.com
>and found a New, in the box, SC1224 for $25.00. I trully appreciate the tip my
>friend.

Excellent..!

Funny how those folks selling this stuff probably have no idea the
kind of gold they're letting slip through their fingers... :)

BobR

2942. Re: swapping TOS chips

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 22:50:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <56ktntc7sh9egspd60jj44fnhvku0ohhkt@4ax.com>
Source record: 42513

On 17 Aug 2001 17:09:43 GMT, pjsmith@netins.net (PHIL SMITH) wrote:

>Hi,
>
>I have two 1040STs with built-in floppies. One is flaky, doesn't run very
>well but has TOS 1.4, the other one works fine but has TOS 1.0. Assuming
>both TOSes are on 6 chips, can I just swap the chipsets to upgrade the
>good ST?
>
>Hopefully, the first machine's problems aren't being caused by bad ROM
>chips. :-)
>
>Thanks,
>
>Phil

It sounds like you haven't had the machines open yet, is that right?

If so, it may be possible that the "flaky" machine is simply suffering
from "chip creep", a malady that seemed to befall most STs at one time
or another.

The problem is that having the keyboard mounted directly over the
computer's motherboard will, over time, subject the motherboard to
flexing and twisting, as you pound on the keyboard.

(This doesn't affect the models with separate keyboards, like Megas
and of course PC compatibles.)

What happens is that over time the chips on the motherboard which are
not soldered down will start to "creep" up out of their sockets.

Eventually the contact between the legs of the chips and the contact
points in the socket become intermittent which can cause ALL kinds of
problems, including problems with the floppy drives.

If this is the cause of the problems in your ST, it may be possible
for you to fix it very easily.

All you have to do is to open the plastic case by removing the screws
in the bottom, then remove keyboard by gently unplugging its cable
from the motherboard.

The most difficult part of this "fix" usually is removing the metal RF
shield under the keyboard. Some of the early STs had little tabs
which could be easily untwisted with a needle nosed pliers, but later
ones were soldered to keep users hands out of the machines.

If yours is soldered, you can use a sharp wire cutter to cut the tabs off, or best solution of all is to unsolder the tabs.

Once you have the metal cover off the motherboard, locate all the large chips which are inserted in sockets.

Gently, but firmly, press all the chips down into their sockets with your thumbs.

You should hear a definite "crunch" sound as the chips reseat.

The big M68000 CPU chip is usually soldered in place, but the TOS ROMS should be reseated (these can cause REAL problems if they've started to creep), the MMU chip (in a four-sided socket), and anything else in a socket should all be pressed back down. There's a video shifter chip usually under a metal cover in a small metal RF shield that's usually socketed too.

Reassemble the RF shield, plug in the keyboard and put the case back together, then flame on and see if reseating the chips has fixed anything.

My original 520ST had so many problems with the chips (er, especially after I'd added memory upgrades) that I just left the case loose so I could reseat the chips any time things got a little flaky.

It's worth a shot, and won't cost anything to try.

BobR

2943. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-18 23:07:01 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <3B7EF515.7070809@zetnet.co.uk>
Source record: 42514

Martin \"Nightowl\" Byttebier wrote:

> on Sat 18-08-2001 19:25 Bob King wrote:
>
>>
>> Ken Springer wrote:
>
>> Yes I have investigated Calamus 2000, the demo is available, and that's
>> what I used, just in case Ulf is reading this and still wondering why
>> I'm not on his little data-base of buyers!!.
>
>
> His little database holds enough people to fill a small city.:-)
>
>> have seen of color prints using the NVDI5 drivers and the Starscreen dot
>> diffusion drivers, it is not up to the PC/Mac equivelents, in just this
>> aspect, I must emphasise. It may be that the software is not good
>> enough, though to my simple mind, the set of codes for the various
>> attributes of a printer, surely can't be that arcane, or it could be
>> that the processing speed of the Atari platform, is just not high enough
>> to do the maths of dot placement in the time available. We have had, in
>> substance, an admission in this NG that even the top DTP available to
>> the Atari platform is incapable of the quality of color printing
>> obtainable by PC/Mac, using the system and or printer manufacturer's
>> drivers and even advice to change platforms, if we want such quality
>
> >from said top DTP.
>
>
> I don't know what you do for profession but I have a friend who is a
> professional printer. His main system is a Mac G3 with MagicMac nowadays
> but he still have two TT's on which he do lots of DTP work with
> Calamus. He prefers Calamus above QuarkXpress and Adobe Indesign.
> The incapability to print out high quality color prints has IMHO nothing
> to do with Calamus. It's just a matter of lacking a good printer driver.
> Switching over to NVDI to print was not a good decision at all but it
> was the only economical solution. Writing special Atari driver printers
> is for a commercial softwarehouse a non-profitable business.
> If one have a Mac or pc one can make high quality print of Calamus docs.
> Just convert the docs to tiff or PDF and there you go.
> Furthermore I think on Mac and pc one can make use of the system
> printer to print out Calamus doc directly from Calamus.
>
> CU

> Martin

Hi Martin,

A friend who has had access to Calamus on all three platforms confirms everything you say. It seems that Atarians are being kept in the dark (possibly through well meaning partisanship in this group) as to the capabilities of Calamus and other packages needing external printer drivers, by the poor standard of drivers available. He was 'shocked' by the high quality of the PC/MAC printout, compared with the Atari. All this still begs the question why such poor drivers, you say commercial necessity, and of course you are correct. I already know (from said friend) of the various 'get arounds', but all these conversions and switching from one platform to another are like a man who goes to sea in a leaky boat and has to put on a high quality life jacket when the boat sinks: how much better to have used a sound boat in the first place.

I am not a professional printer, just some one who likes to do things, including the odd poster, flyer and newsletter properly, ie not be ashamed to show the results to my PC owning friends.

I have a Milan and a Falcon and so could certainly try your friend's method.

Thanks for your helpfull comments,

Bob King

>

2944. Re: 1st Word

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 00:38:32 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <cUDf7.129698$Xr6.710226@news-server.bigpond.net.au>
Source record: 42516

ill copy the original disk I got with my ST when I got it new if you want,
and ill send it to you as a zip file. what's your e-mail address if you want
it...

mine is drishani@bigpond.net.au reply to it, I don't come here often

--

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1eyd29l.1vfzd631iv67qeN%x@x.xx...
> Does anyone know if (and where) 1st Word can be downloaded from?
> (I know it was freeware from Atari to begin with, but got withdrawn for
> some reason, but.... ;-)
> Actually I used to have it (got it from a PD-software dealer in the UK,
> but I've lost that disk years ago, so could someone please help me with
> a new copy?
> Note: I'm not asking for 1st Word Plus which I know is a commercial
> program.
>
> PS. If you intend to send me a copy of 1st Word by mail, please contact
> me first (in case someone else has already sent me a copy).
> Thanks.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

2945. Re: I'm leaving...

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 00:47:55 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <M9Ef7.9674$Bp3.142080@news2-hme0>
Source record: 42517

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:9l3lv2$b53$1@snipp.uninett.no...
> ...usenet for a few weeks. I'm moving to another apartment, where I'll get
> ADSL :-) I'm moving today, but won't get ADSL until early September.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

a tragic loss of a comic genius, who will be sadly missed

2946. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 02:13:42 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7F206F.213DB4C6@home.com>
Source record: 42518
Cross-posted to: comp.sys.atari,comp.sys.atari.st

We were so busy reading the previous mail the time flew by until you
came back.

Steve Sweet wrote:

> Hi y'all
>
> I'm back!!,
> what have I missed?,
> who missed me?

2947. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 03:17:32 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B7F2FCC.D2B24AE5@greeleynet.com>
Source record: 42519

Bob King wrote:

> Yes I have investigated Calamus 2000, the demo is available, and that's
> what I used, just in case Ulf is reading this and still wondering why
> I'm not on his little data-base of buyers!!. and no, from examples I
> have seen of color prints using the NVDI5 drivers and the Starscreen dot
> diffusion drivers, it is not up to the PC/Mac equivelents, in just this
> aspect, I must emphasise. It may be that the software is not good
> enough, though to my simple mind, the set of codes for the various
> attributes of a printer, surely can't be that arcane, or it could be
> that the processing speed of the Atari platform, is just not high enough
> to do the maths of dot placement in the time available. We have had, in
> substance, an admission in this NG that even the top DTP available to
> the Atari platform is incapable of the quality of color printing
> obtainable by PC/Mac, using the system and or printer manufacturer's
> drivers and even advice to change platforms, if we want such quality
> from said top DTP.

One also has to remember that as the dpi of a printer increases, the
value of starscreening diminishes.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2948. NVDI upgrade USA?

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 06:05:16 UTC
From: Terence Kelly <TerenceKelly@peoplepc.com>
Message-ID: <3b7f5745@flexnet239.uunt.net>
Source record: 42520

Does anyone know of a place to upgrade NVDI in the USA or Canada? I can't get a response from Systems for Tomorrow.

--Terry

2949. Re: NVDI upgrade USA?

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 08:12:20 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b7f8280bc0890@free.fr>
Source record: 42521

Hello,

in article <3b7f5745@flexnet239.uunt.net> (comp.sys.atari.st)
Terence Kelly wrote on Sun 19-08-2001 01:05 (-0500):

> Does anyone know of a place to upgrade NVDI in the USA or Canada? I can't
> get a response from Systems for Tomorrow.

You may want to ask to Europe Shareware North America:
http://www.chez.com/europeshareware/english/index.html

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

2950. Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 08:28:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <002bde96@fmlynet.org>
Source record: 42527

FamilyNet Newsgate

Well, the usual tal about Falcon apps, Mint apps, people needing monitors,
and so forth, but you probably read all of that already.

Welcome back!

Doctor Clu

> From: "Steve Sweet" <steve-sweet@lineone.net>

> Hi y'all

> I'm back!!,
> what have I missed?,
> who missed me?

> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2951. FS: Atari system

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 09:46:13 UTC
From: Klaus Bahner <Klaus.Bahner@mail.tele.dk>
Message-ID: <3B7F8AE5.A9CA660B@mail.tele.dk>
Source record: 42522

Hi folks,

Finally I decided to stop my Atari activities. Hence I'm selling my
Atari:

Hardware:

* Atari Mega 2 ST (upgraded to 4 MByte RAM directly after system was
bought, I'm still the first owner). Runs TOS 1.04
* Original Atari math coprocessor board (MC68881)
* 105 Mbyte Harddisk in Mega ST case
* ATARI SM124 black and white monitor
* original keyboard and mouse.

Software:
* PureC 2.0: C development system
* Pure Profiler to the above compiler
* RIEMANN symbolic math program (and LISP like programming environment)
* PCB Edit V2.0 (printed circuit layout program)
* TurboAsm (registered shareware version)
* Hushi Harddisk drivers
* CTEX - TeX typeset system (freeware, but installed and working)

Books:
* ATARI Profibuch
* Motorola 68000 and 68881 User manuals
* Atari Mega ST schematics and monitor schematics

All the above software comes with the original manuals and is legally
obtained software. Manuals are in German, though.
The whole system is in very good shape. The only thing you probably need
to replace in the long run is the keyboard, the three following keys
"," "." "-" are worn out - meaning you have to press them hard to
establish electrical contact.

System is sold only complete for 100,- EUR plus costs for shipment.

If you are interested please email me.

All the best,
Klaus Bahner

2952. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 13:59:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998301176-419769AEicMi@08002go.com>
Source record: 42447

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Sat, 18 Aug 2001 20:47:39 GMT

>The incapability to print out high quality color prints has IMHO nothing
>to do with Calamus. It's just a matter of lacking a good printer driver.

Given that Calamus uses "SoftRipping" to produce printed output, one would
assume that the only job for the printer driver would be to put said
"ripped" page onto the paper - all the diffusion, dithering and whatever
all applied to the image beforehand.

>Switching over to NVDI to print was not a good decision at all but it
>was the only economical solution. Writing special Atari driver printers
>is for a commercial softwarehouse a non-profitable business.

Sad but true :-(

>Furthermore I think on Mac and pc one can make use of the system
>printer to print out Calamus doc directly from Calamus.

That's right, you can :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

2953. Re: Highwire longnames and make.ttp

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 14:00:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28216_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42523

In uno strano messaggio del 17 Aug 01 swampdog@ntlworld.com (2:333/608.1)
scrisse al povero Mike De.Petris:
s> ...and it worked. Therefore you might care to pull make.ttp out of
s> MWC. The link to it is here:

Thanks, I've downloaded MWC to have a look if I can add any good tools to my
environment. I also read your pages, and found interesting you are publish
those C libraries, I will have a look ASAP, there are many thinks a bit
annoying in the Atari environment, so good (debugged) library collection is
very important.

I still have this old question, what can be used for DEBUG under MagiC(Mac) ?
I tryed pathing PureDebugger, but never worked, and documentation is in
german, I am actually inserting a lot of puts() and printf(), but you know it
is time consuming.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2954. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 14:36:40 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b7fcef6_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 42540
Cross-posted to: comp.sys.atari,comp.sys.atari.st

Hi James

> We were so busy reading the previous mail the time flew by until you
> came back.

> Steve Sweet wrote:
>
> > Hi y'all
> >
> > I'm back!!,
> > what have I missed?,
> > who missed me?

:-) :-)

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2955. Re: Looking for T Kelly

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 14:44:12 UTC
From: Terence Kelly <TerenceKelly@peoplepc.com>
Message-ID: <3b7fd0dc$1@flexnet239.uunt.net>
Source record: 42524

Charles,

My new address is terencekelly@peoplepc.com. I haven't put up a new website for Proscore, since I had so little interest from anybody. I do still work on it occasionally. Lately, I've concentrated on supporting NIFF files from Smartscore-a notation recognition package for the PC.

--Terry Kelly

"Charles Stanley" <cstanley@zetnet.co.uk> wrote in message news:3b7ee940$0$19122@news.zetnet.co.uk...
> Hi, all!
>
> If anyone knows the whereabouts of Terence Kelly, author of ProScore,
> please help. His formwer email address @pressenter.com bounces.
>
> Thanks,
> Charles.

2956. Re: Looking for Chet Walters

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 16:24:24 UTC
From: publish@welshnet.co.uk
Message-ID: <3b7fe46f.24379245@news.cis.dfn.de>
Source record: 42525

On Sat, 18 Aug 2001 10:52:26 GMT, swampfax@atlantic.net (John Garone)
wrote:

>Thanks Mike,
> It's a direction anyway! I believe my friend just wants to thank him
>for the program.

Yep, IMG Squeeze is a great program, as is MVG. There is also the
program Chet did that turns ASCII files into nicely 'fonted' (!)
printouts - forget the name ATM. It was this program that got me in
touch with Chet. There were a few other UK users of the program at the
time.

I must dig out the gumf on this later.

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

2957. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 18:08:57 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B8000B9.C60B26FA@seimet.de>
Source record: 42526

Hallvard Tangeraas wrote:

> --
> ACSI 3.0: Sony CD-ROM CDU-8003A CD-ROM
> ACSI 3.1: Adaptec 4000/4070/5500 Direct Access
> ACSI 4.0:
> ACSI 4.1:
> ACSI 5.0: Quantum Lightning 540S 241E Direct Access
> --
>
> Why is "Adaptec" showing up?

This indicates transmission errors, probably due to wrong termination or
cables being too long. Or this is a drive that is not compatible with
SCSI (less likely).

> Having tried to get Spin! working I have to say that I'm already pretty
> confused -not exactly easy and user-friendly...

Note that for using SPIN! you also need a SCSI driver for your machine,
either the old one included in the CBHD package or the newer version
that is part of current versions of HDDRIVER. But before the CD-ROM
drive is not correctly recognised there is no use in trying to get SPIN!
running.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2958. Re: swapping TOS chips

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 20:08:40 UTC
From: pjsmith@netins.net
Message-ID: <slrn9o0768.bh0.pjsmith@worf.netins.net>
Source record: 42528

In article <56ktntc7sh9egspd60jj44fnhvku0ohhkt@4ax.com>, Bob Retelle wrote:
>
>It sounds like you haven't had the machines open yet, is that right?
>

Thanks for the tips, but yes, I have opened both machines and reseated everything. I think the problem lies within the memory upgrade in the flaky machine. Its been expanded to 4megs (it was already expanded when I bought it off ebay) and I always have to reseat the ram board and lots of times that doesn't fix it. I also frequently get orange dots randomly appearing on the screen which is a warning of impending doom. Kind of nice because it does give me just enough time to save stuff before it bombs. :-)

Most games refuse to work with it as well. May just be incompatibilities with TOS 1.4. I use a 520ST for games.

Thanks!

Phil

2959. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 20:36:06 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.e6bd4319.89064ec2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 42529

Dans le message <3B7D46DA.448F3C2B@home.com>
James Alexander a ï¿½crit:

>Phantomm wrote:

>> I'm looking for a good DTP package to use on a Falcon.
>> I have PageStream that I've used for years but now I'm looking for a DTP
>> program that will allow 256 Colors or even TC on screen and supports some
>> of the latest InkJet and Laser Printers. Good Color and GreyScale print outs
>> is a must. Also sometype of Scanner support would be nice.
>>
>> It will be used mostly for News Letters.
>>
>> I also have a older version of Calamus, but haven't gotten into it.
>>

>There is a new "lite" version of calamus SL but my experiences as I remember
>calamus was strictly a monchrome only although it was supposed to support co
>lour
>output to printers. The major problem I had (and it was major) was that the
>program used to generate printer drivers was an early beta (ie. should have
>still been an alpha) version that was very buggy. it didn't support many
>printers past 1995 (none of which are still available anywhere where I live)
> and
>it tended to generate buggy drivers that had trouble handling the correct page
>length. I abandoned calamus because of this and bought the much cheaper and
>easier to use pagestream.
Hey ? What the hell with it ? I'm using Calamus SL 2000 on my Falcon,
and it does use almost every printer.
I created a 80x120 cm (yes! this is no typo : really 80x120 cm!)
pannel, using an Epson Stylus Color printer in 720x720 dpi CMYK.
Of course, it took a long time to print out all pages... but it's
very, very realistic! (I only had some problems with margins).
>>
>> Are there any DTP packages that are still being supported and updated?
>>

>While not marketed strictly as DTP, Papyrus in its current job may fit the
>bill. Some local users have it and it works quite well. It can do reasonably
>good page layout, multiple fonts, imported images. It can even produce html
>files as output.
It depends on what you really want to do with it, and the amount of
money you intend to spend.
For only typing letters, Papyrus seems to be O.K., but if your needs
are like mine, Calamus SL 2000 is a must, though for a full version

(i.e. with all important modules in their full version too) you will
have to spend about Eur 2000!
I first bought Calamus 1.09N (Eur ~450) then upgraded it to SL for
approximatively Eur 150, then finally upgraded it to SL 2000 for
something like Eur 250 ; I bought a couple of modules as well, for
a total of Eur ~200. With this, I can create almost everything I
need, and print it out on almost every printer.
But, if I only need to type a letter, I use ï¿½le Rï¿½dacteur 4ï¿½, which
I bought a few years ago.
>> Any lists of DTP packages with the latest version would be appreciated.
>>
>> phantomm@bellsouth.net

Bye.

2960. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 20:40:00 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.e8fc4d58.8a004ec2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 42530

Dans le message <3B7E3613.9000908@zetnet.co.uk>
Bob King a ï¿½crit:
>Hi Ken and Phantomm,

>IMHO, there is sadly no DTP package for the Atari platform that is
>capable of producing good color output from any modern printer. When I
>used B/W, DA's Layout was good enough, but the acquisition of an Epson
>850c, arguably the best, supported color printer for the Atari, showed
>that ALL the top DTP packages are incapable with or without the aid of
>error diffusion like aids or NVDI of producing anything but crude colour
>prints, not in the same league as the 'photo' like printouts from the PC
>and Mac machines. The Atari platform was long ago abondoned by all the
>major print driver producers. I have been forced to change platform to
>the Mac to get even semi-commercial quality colour printing, and that
>change was from a Milan. Sad fact but true.

>Bob King
Is this a joke ? (see my previous post on this forum)

>Ken Springer wrote:

>>
>> Phantomm wrote:
>>
>>> I'm looking for a good DTP package to use on a Falcon.
>>> I have PageStream that I've used for years but now I'm looking for a DTP
>>> program that will allow 256 Colors or even TC on screen and supports some
>>> of the latest InkJet and Laser Printers. Good Color and GreyScale print o
>uts
>>> is a must. Also sometype of Scanner support would be nice.
>>>
>>> It will be used mostly for News Letters.
>>
>>
>> As James Alexander stated, Papyrus will more than do what you wish, and
>> is still supported. Calamus is the only DTP package still being
>> developed for the Atari.
>>
>> DA's Layout is, IMO, another good DTP program for the Atari. I have it
>> and Calamus SL98. Calamus is strictly "frame" based, where Layout is
>> more like Pagestream when it comes to inputting text.
>>
>>> I also have a older version of Calamus, but haven't gotten into it.
>>
>>
>>

>> How old? Version 1.09n was monochrome only. The next major upgrade was
>> Calamus S/SL. S, I believe, was mono only, with SL being color. I
>> don't know anything about the "lite" version of Calamus.
>>
>>
>>> Are there any DTP packages that are still being supported and updated?
>>
>>
>> Only Calamus. And it runs on Atari, Mac via MagicMac, and Windows via a
>> built-in emulator.
>>
>>> Any lists of DTP packages with the latest version would be appreciated.
>>
>>
>> Layout's last version was 6.1, and it's now Calamus SL2000. Calamus has
>> an English language forum for questions at
>> http://www.calamus.net/us/forum/
>>
>>

2961. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 21:41:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lpbpvdnl1@plutonium.compulink.co.uk>
Source record: 42531

In message <200108172215.a23193@su2.maus.de>, Peter_Schneider@su2.maus.de said:

>DC>What's your reasoning behind this Peter?
>e.g. my favourite ASCII editor (TEMPUS) does not recognize drives
>beyond 'P`, and maybe a couple of programs suffer from the same
>(mis)behaviour...

Isn't this a problem only for those programs that use their own
fileselector, or if you use Atari's early one? With MagiC, or
Selectric, you have buttopns for any drive A - Z. Even with
Atari's, you can type in the drive letter with colon and backslash
on the path name field and it will bring up the correct directory.
Does this not work with Tempus? Agreed it's a lot slower...

Regards, /Peter/

2962. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 21:41:20 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lpbq0dnm1@plutonium.compulink.co.uk>
Source record: 42532

In message <3B7F2FCC.D2B24AE5@greeleynet.com>, wordworks@greeleynet.com said:

>One also has to remember that as the dpi of a printer increases, the
>value of starscreening diminishes.

True. But isn't the problem with photorealistic printing on an
Atari is that PC and Mac programs usually use microweave to hide
the dot-pattern, and there is no such driver for the Atari? Must
admit I'm not sure how it works :-)

For really first class results, CVG files can of course be passed to
third parties for printout - even on an imagesetter - providing you
can find a suitable bureaux. There are still some in Germany.

Regards, /Peter/

2963. Re: FS: Atari system

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 22:55:14 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B80436A.14A3D7@home.com>
Source record: 42533

Hi Klaus,

I gotta couple ST's already including a mega. but smeg this is a nice system. If it was a north american system I'd buy it myself. This is just the sort of setup I'd use in my work (electronics), especially that software.

Klaus Bahner wrote:

> Hi folks,
>
> Finally I decided to stop my Atari activities. Hence I'm selling my
> Atari:
>
> Hardware:
>
> * Atari Mega 2 ST (upgraded to 4 MByte RAM directly after system was
> bought, I'm still the first owner). Runs TOS 1.04
> * Original Atari math coprocessor board (MC68881)
> * 105 Mbyte Harddisk in Mega ST case
> * ATARI SM124 black and white monitor
> * original keyboard and mouse.
>
> Software:
> * PureC 2.0: C development system
> * Pure Profiler to the above compiler
> * RIEMANN symbolic math program (and LISP like programming environment)
> * PCB Edit V2.0 (printed circuit layout program)
> * TurboAsm (registered shareware version)
> * Hushi Harddisk drivers
> * CTEX - TeX typeset system (freeware, but installed and working)
>
> Books:
> * ATARI Profibuch
> * Motorola 68000 and 68881 User manuals
> * Atari Mega ST schematics and monitor schematics
>
> All the above software comes with the original manuals and is legally
> obtained software. Manuals are in German, though.
> The whole system is in very good shape. The only thing you probably need
> to replace in the long run is the keyboard, the three following keys
> "," "." "-" are worn out - meaning you have to press them hard to
> establish electrical contact.
>
> System is sold only complete for 100,- EUR plus costs for shipment.

>
> If you are interested please email me.
>
> All the best,
> Klaus Bahner

2964. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 23:11:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B804723.B38C8140@home.com>
Source record: 42534

Hiya Hallvard,

Hallvard Tangeraas wrote:

> I'm trying to get a CD-ROM attached to my STe to work, but since
> I've never used a CD-ROM drive with an ST before I'm a bit confused...
> My setup consists of the following:
>
> -Atari STe w/TOS 2.06 and MagiC (4.02)
> -ICD "Link II" SCSI host adapter
> -Quantum Lightining 540s SCSI harddisk (SCSI ID 5)
> -Sony CDU-8003A SCSI CD-ROM (SCSI ID 3)
> -HDdriver (6.13)
> -Spin! (0.34)
>
> The SCSI connection is as follows:
>
> Atari ST -> The Link II -> CD-ROM -> harddisk -> terminator
>
> Using "IDCHECK.APP" which came with HDdriver, I checked the SCSI IDs
> along with the names of the devices and found something strange. It
> reads as follows:
>
> --
> ACSI 3.0: Sony CD-ROM CDU-8003A CD-ROM
> ACSI 3.1: Adaptec 4000/4070/5500 Direct Access
> ACSI 4.0:
> ACSI 4.1:
> ACSI 5.0: Quantum Lightning 540S 241E Direct Access
> --
>
> Why is "Adaptec" showing up?

The adaptec entry is a scsi controller if I remember correctly. As uwe said make sure the termination and cabling is good but thats no guarantee to make your setup work. When I set up my cdrom on my STe I had used Extendos pro which installed the proper drivers the first time for me. I recently had a bit of a headache on my TT so I can understand its not always easy, nor do the standard canned answers allways solv the problem. Anyways on my STe I had the hd I boot from as id 0 and the cdrom is 1 or 3 I think. Try setting up the cd as the last device (terminated) and the hd first (not terminated) and have the hd as id0 and cd as say scsi id 1. For some oddball reason (which still hasn't been explained) changing things around like that did work on my TT recently

>
> The CD-ROM is an old "caddy" type unit taken from an Apple Macintosh
> computer.
> I'm basically just trying things out for the moment so I can see if I
> can get a CD-ROM drive to work at all with my system, then buy a more
> up-to-date unit and software (if needed) when I know that my current
> setup works.
>
> Having tried to get Spin! working I have to say that I'm already pretty
> confused -not exactly easy and user-friendly...
>
> I want the setup to work with both MagiC and TOS if possible, but for
> now I'll settle for just one or the other if I have to choose.
> I've tried editing the "CONFIG.SYS" file (which I've placed in the AUTO
> folder of the harddisk.
> It now looks like this:
>
> *BOS, C:\AUTO\SPIN_SD.BOS, A:3
> *DOS, C:\AUTO\ISO9660F, X:A
>
> This should, according to what I've read in the docs be correct for my
> SCSI CD-ROM drive which is at SCSI ID 3, and since I'm using a SCSI
> adapter (Link II) this is really ACSI, right?
> Furthermore, the CD-ROM drive icon should show up as drive "X" on the
> desktop (I probably have to ask the TOS desktop to "Mount devices"
> first.
>
> What confused me most is which files I need, and where they should be
> placed, and perhaps even in which order they should be placed (using
> i.e. "Autosort").
> Why can't they just make "quick and easy" instructions for those of us
> who just want to get the job done and aren't interested in how it works,
> what file does what etc.? I don't think I'm the only one who hates being
> buried in endelss documenation for every new piece of software one
> starts to use.
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

2965. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 23:19:55 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B804933.6878DD38@home.com>
Source record: 42535

CECCOLI Jean-Luc wrote:

> Hey ? What the hell with it ? I'm using Calamus SL 2000 on my Falcon,
> and it does use almost every printer.
> I created a 80x120 cm (yes! this is no typo : really 80x120 cm!)
> pannel, using an Epson Stylus Color printer in 720x720 dpi CMYK.
> Of course, it took a long time to print out all pages... but it's
> very, very realistic! (I only had some problems with margins).

So when did they fix the printer drivers? the calamus sl lite demo I downloaded still has the same old buggy drivers!!

> It depends on what you really want to do with it, and the amount of
> money you intend to spend.
> For only typing letters, Papyrus seems to be O.K., but if your needs
> are like mine, Calamus SL 2000 is a must, though for a full version

Papyrus does for more than simply type letters, take a more serious look at it. Btw it also supports html output. Has this been added to Calamus yet? I know when MGI had calamus they couldn't be bothered. Not to mention fixing some of the modules that had bugs such as pks writes regular crashes.

> have to spend about Eur 2000!
> I first bought Calamus 1.09N (Eur ~450) then upgraded it to SL for
> approximatively Eur 150, then finally upgraded it to SL 2000 for
> something like Eur 250 ; I bought a couple of modules as well, for
> a total of Eur ~200. With this, I can create almost everything I
> need, and print it out on almost every printer.

Considering the current pricing very few atari users will be buying new copies, most will be like yours upgrades. That is considering the high price for the performance of calamus (which is FAR from perfect) and the rapidly shrinking ST market.

2966. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 23:25:28 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B804A80.B27C9E5F@home.com>
Source record: 42536

Hi Bob,

Whilst I havent totally abandoned dtp on atari systems I have noticed the same problem with printer drivers. Thats my biggest beef with calamus, not just lack of support for colour printers but lack of support for ANY new printer in the past 5 years. Even many of the older drivers just don't produce acceptable output. I have had some better luck with pagestream.

One of my other beefs is proper font sets. I'm tired of incomplete fonts and fonts with character spacing set to zero (ie all characters appearing on top of each other).

Bob King wrote:

> Hi Ken and Phantomm,
>
> IMHO, there is sadly no DTP package for the Atari platform that is
> capable of producing good color output from any modern printer. When I
> used B/W, DA's Layout was good enough, but the acquisition of an Epson
> 850c, arguably the best, supported color printer for the Atari, showed
> that ALL the top DTP packages are incapable with or without the aid of
> error diffusion like aids or NVDI of producing anything but crude colour
> prints, not in the same league as the 'photo' like printouts from the PC
> and Mac machines. The Atari platform was long ago abondoned by all the
> major print driver producers. I have been forced to change platform to
> the Mac to get even semi-commercial quality colour printing, and that
> change was from a Milan. Sad fact but true.

2967. Re: Holidays

Newsgroup: comp.sys.atari.st
Date: 2001-08-19 23:29:00 UTC
From: "Gill Baates"
Message-ID: <S5Yf7.7939$bU3.105836@news1-hme0>
Source record: 42537

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b7d89d2_1@mk-nntp-1.news.uk.worldonline.com...
> Hi y'all
>
> I'm back!!,
> what have I missed?,

Neil Hamilton the proven liar is accusing someone else of telling lies about
him

2968. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 03:06:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B807E4E.2E8FFB14@home.com>
Source record: 42538

Wow that does seem like a complex setup. Extendos may cost more but it was easier to install. when I got my first cd-rom setup in my STe it was up & running in 2 hours, would've been 1 hour if I'd waited till moring instead of fiddling around with it at 3am.

Hallvard Tangeraas wrote:

> I've got it working!!!!
> (After a lot of trial and error that is).
> The thing that made it even more confusing was the fact that all the
> different components to form a complete CD-ROM able setup was from
> different packages.
> Ugh!!! Why do they have to complicate it so much?
>
> Anyway, the setup which works is as follows:
>
> 1) In the AUTO folder I've put:
> -METADOS.PRG (part of the "SPIN!" package)
> -SPIN_SD.BOS (part of the "SPIN!" package)
> -CONFIG.SYS (also part of the "SPIN!" package)
> -ISO9660F.DOS (part of the "METADOS 2.74" package from Atari,
> and NOT (for some strange reason) part of "SPIN!")
>
> 2) I then edited the "CONFIG.SYS" file as follows:
>
> *BOS, C:\AUTO\SPIN_SD.BOS, A:3
> *DOS, C:\AUTO\ISO9660F.DOS, X:A
>
> (this creates a drive "X" on the desktop which points to ACSI ID 3 which
> is what I've set the CD-ROM to).

2969. Re: Looking for T Kelly

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 03:09:33 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B807F05.4E707DDA@home.com>
Source record: 42539

Hi Terence,

My dad would be interested in that program. He's into music and I'm setting up an STe for him to use to do Notation / audio recording with.

Terence Kelly wrote:

> Charles,
>
> My new address is terencekelly@peoplepc.com. I haven't put up a new website
> for Proscore, since I had so little interest from anybody. I do still work
> on it occasionally. Lately, I've concentrated on supporting NIFF files from
> Smartscore-a notation recognition package for the PC.
>
> --Terry Kelly

2970. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 06:29:20 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7A5FC96.17F53%nameerf@flash.net>
Source record: 42541

in article 3B7E3613.9000908@zetnet.co.uk, Bob King at rking@zetnet.co.uk
wrote on 8/18/01 1:32 AM:

> Hi Ken and Phantomm,
>
> IMHO, there is sadly no DTP package for the Atari platform that is
> capable of producing good color output from any modern printer. When I
> used B/W, DA's Layout was good enough, but the acquisition of an Epson
> 850c, arguably the best, supported color printer for the Atari, showed
> that ALL the top DTP packages are incapable with or without the aid of
> error diffusion like aids or NVDI of producing anything but crude colour
> prints, not in the same league as the 'photo' like printouts from the PC
> and Mac machines. The Atari platform was long ago abondoned by all the
> major print driver producers. I have been forced to change platform to
> the Mac to get even semi-commercial quality colour printing, and that
> change was from a Milan. Sad fact but true.

Sadly, I have to agree. I hear people touting the greatness of 720x720dpi
from time to time here, but on my Mac, the fairly cheap printer I bought for
it (around $100) does 1280x720dpi. I printed a photo that I had scanned (on
a 1200dpi scanner) on photo paper and literally couldn't tell the difference
at all. I connected my Falcon to the same printer (it has both USB and
Parallel and can have both machines connected at the same time, very cool)
and could only get up to 720x720 and it looked horrible in comparison. When
we get up-to-date printer drivers (which is probably not possible anymore
due to the locked-up-tight mentality of printer manufacturers), then we'll
have something cool in programs like Calamus and Papyrus.

Mike Freeman
nameerf@flash.net

2971. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 06:42:22 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>
Source record: 42543
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <MPG.15cd31c7b6520f2598969c@news-server.nc.rr.com>,
davidogg@nc.rr.com says...
>
>
>In article <tm5c7r80efvu17@corp.supernews.com>, sands@cableone.com
>says...
>> but if you use windows a Pc maker can not use ANY OTHER OS
>> or they lose their lic. from microsoft that why Gateway owns Amiga
>> you do not put out an Amiga computer because they would lose Windows..
>
>Not true, We sell other OS's, give us a call for a quote, and I'll prove
>it. Microsoft doesn't impose those restrictions on us.
>
>David Ogg (919)468-6365 (919)468-6366 fax (919)468-6367
>Registered Microsoft OEM Partner
>PC Warehouse
>1777 NW Maynard Rd
>Cary, NC 27513
>
>Gateway had other motivations for wanting Amiga.
>
>Compaq puts out other OS's, ones that compete squarely with NT/2000!
>Dell, IBM offer Linux.
>Not to mention SGI offers unix.
>
>Not sure where this rumor started, but I've heard it before.

Perhaps that statement was worded poorly. The situation referred to is often called "M$ tax." Will M$ let you install a second OS along with theirs?

Be found out the hardway about all this when they tried to license their OS to other hardware venders. (Dell and IBM probably smell blood with M$ recent problems with the DOJ).

2972. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 06:42:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B80B167.868BD80F@seimet.de>
Source record: 42542

James Alexander wrote:

> The adaptec entry is a scsi controller if I remember correctly.

Yes and no. Current Adaptec controllers are usually SCSI controllers.
But the controller by Adaptec used with the Megafile/SH drives was an
MFM or RLL controller, resp.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2973. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 06:50:28 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B80B334.40C5D8F7@seimet.de>
Source record: 42544

Hallvard Tangeraas wrote:

> From this I understand that HDdriver has some code which is essential
> for the CD-ROM drive to work?

This depends on the CD-ROM driver. SPIN! requires (at least I think it
is required but not optional for SPIN!, the SPIN! README should give
more details) the SCSI driver.

> Apparently, since I'm using your HDdriver I already have this included.

In HDDRIVER this is included since version 7. If I remember correctly
you are using an older version.

> For those who *don't* use HDdriver etc. is this what "SCSIDRV.PRG" is
> for?

Yes, exactly. But see above, I'm not absolutely sure right now whether
SPIN! really requires this. I have not cared for this for a long time
since I do not use any SCSI software that is not based on the SCSI
driver anyway.

> I also understand that the "MetaDOS" software can be replaced with
> "BetaDOS" as this is a better version of the original Atari software?

I think the SPIN! README warns not to use BetaDOS because it has
numerous bugs.

> One question: Why is it that so much of our platform's software has
> these immensely complicated setup files?

You should ask the authors ;-).

> Absolutely not the way to install software in 2001 in my opinion.

I think one of the reasons that it is sometimes complicated is that
software like SPIN! evolved out of a design study and was not meant to
be a complete software package. Unfortunately Julian Reschke, who is the
author of SPIN!, has quit the Atari scene some time ago.
Note that the CDTOOL software, which was sold until some years ago by
Hard & Soft Herberg, used configuration files like SPIN! and was easier
to set up. So those who have both can most likely use CDTOOL to create
the setup for SPIN!.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2974. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 06:53:33 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B80B3ED.604D8783@seimet.de>
Source record: 42545

Michael and Nicole Freeman wrote:

> and could only get up to 720x720 and it looked horrible in comparison. When
> we get up-to-date printer drivers (which is probably not possible anymore

Why do you say something negative here? When I did so some time ago you
started bashing me, now you do the same. Very interesting ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2975. Path Overflow!

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 07:11:22 UTC
From: swampfax@atlantic.net
Message-ID: <uK2g7.16$8k5.22069@news1.atlantic.net>
Source record: 42446

Hi All,

Not sure which program is giving these messages or is misconfigured
but somethings up here. Running Magic 6, NVDI 5, HDDRIVER 7 on a 14 meg
Falcon MKI.

I get them when trying to get info on a drive's byte count (click on
drive icon and then "Information" in the Magic drop down menu). While the
drive is being scanned it is interrupted by "Path Overflow Error -70"
and "Invalid Handle" numerous times. Once the process is complete, the
second try at the same thing might not show the messages or less of them
and I'll get the drives info.
Any thoughts?
John G.

2976. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 12:12:24 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <9lqur7chj1@news.panix.com>
Source record: 42448

Ken Springer <wordworks@greeleynet.com> writes:

: Bob King wrote:

<clip>

: One also has to remember that as the dpi of a printer increases, the
: value of starscreening diminishes.

It probably matters very little, but there are two Calamus starscreening
modules, and one is for higher dpi printers. Which one are you
complaining about?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2977. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 12:28:54 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <9lqvq6chj2@news.panix.com>
Source record: 42449

xlator@cix.compulink.co.uk writes:

: In message <3B7F2FCC.D2B24AE5@greeleynet.com>, wordworks@greeleynet.com said:

: True. But isn't the problem with photorealistic printing on an
: Atari is that PC and Mac programs usually use microweave to hide
: the dot-pattern, and there is no such driver for the Atari? Must
: admit I'm not sure how it works :-)

A guess, at worst, because I do not have my $80 USD Epson printer
manual to hand, but are not the latest printers lacking all of the
escape P2 commands other than dots-in, dots-out, and the microweave
commands are not available? With one of those, the driver would
have to do microweaving, and that is not easy.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

2978. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 15:33:03 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B812DAF.39A01324@seimet.de>
Source record: 42450

Hallvard Tangeraas wrote:

> Oh :-(And I was hoping for a better, more developed CD-ROM driver than
> the one from Atari. Oh well, as long as it does what I want it to (read
> various CD-ROM disks) I'm happy.
> There's always ExtenDOS if I need something better later on.
>
> But according to the BetaDOS documention itself, all known bugs
> affecting all operating systems have been ironed out, and all that is
> planned in the future are some extra features.

What future? ;-) As far as I know BetaDOS was discontinued ages ago.

> It's fine for people who like working with computers, but for people who
> just want to get things done and use them as tools... well, need I say
> more?
> It seems that a lot of these programs are made by hackers, for hackers.

Somebody who has sufficient experience to edit text files for setup is
not necessarily a hacker. He has just more experience than the average
user.

> That's a real pity, because the idea looks promising. Perhaps someone
> still active could take over his work, iron out the bugs (if any) and
> make a proper GEM install/setup interface.

I don't think this will happen. Most programs that are no longer
developed anymore by the original author stay unchanged. This is because
there are hardly any developers for the Atari left anyway. And software
like SPIN! requires a really good knowledge of several subjects (low
level APIs, SCSI etc.), which most people simply do not have.

> But it's probably all in German, which might even make the "text-editor
> installation method" better in any case.

Yes, it's in German. There might be an English translation but I don't
know. Most likely you are better off with ExtenDOS.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2979. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 16:33:12 UTC
From: Richard Davey <rich@fatal-design.com>
Message-ID: <UWag7.14829$LN3.4367286@monolith.news.easynet.net>
Source record: 42451

> Well, CSS isn't as crucial as other types of web info. CAB can easily
> display a page that uses CSS. It just won't be as nice looking. But it can
> still be displayed.

That's what I told him ;-)

Rich
Little Green Desktop

http://www.atarist.com

2980. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 17:29:49 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3B81490D.91CE87E5@patent.gov.uk>
Source record: 42452

HI Jim,

If you look at the (german(description of the Calamus 'Star Screening'
module, you will see that it uses FM modulation, whether this is
stochastic or true error diffusion FM, is not explained. Either way it
requires a lot of very quick processing at the driver level to
distribute the dot errors and that's the reason for my guess that the
Atari's clock is just not fast enough for a driver to have been a
realistic proposition.

Bob King.

Jim DeClercq wrote:
>
> xlator@cix.compulink.co.uk writes:
>
> : In message <3B7F2FCC.D2B24AE5@greeleynet.com>, wordworks@greeleynet.com said:
>
> : True. But isn't the problem with photorealistic printing on an
> : Atari is that PC and Mac programs usually use microweave to hide
> : the dot-pattern, and there is no such driver for the Atari? Must
> : admit I'm not sure how it works :-)
>
> A guess, at worst, because I do not have my $80 USD Epson printer
> manual to hand, but are not the latest printers lacking all of the
> escape P2 commands other than dots-in, dots-out, and the microweave
> commands are not available? With one of those, the driver would
> have to do microweaving, and that is not easy.
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .

2981. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 17:42:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200108201942.a19709@wun.maus.de>
Source record: 42462

Hallo Hallvard!

HT>One question: Why is it that so much of our platform's software has
HT>these immensely complicated setup files?

Well, that's just the freeware solutions having this problem. Both ExtenDOS and CD-Tools provide an easy-to-use setup program which will do all the copying and configuring for you.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2982. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 17:46:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200108201946.a19710@wun.maus.de>
Source record: 42463

Hallo Hallvard!

HT>Apart from the user-friendliness of installing Extendos (1 hour still
HT>sounds like a long time, but my guess is you were spending a lot of
HT>that time experimenting with various setups/features), what can it do
HT>that MetaDOS/Spin! can't?

It can display CDs with RockRidge filesystem including UNIX-style permissions
and serve as CD-driver software for Anodynes CD-Writer, which is able to copy
these permissions together with the files from a ext2- or minix-fs.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2983. cable atari ST -> entr&#65533;e vid&#65533;o

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 20:38:22 UTC
From: Hwwaaagh <hwwaaagh@gmx.fr>
Message-ID: <9lrsgl$9jn$1@wanadoo.fr>
Source record: 42453

J'ai un atari 1040 STF que je voudrais faire renaitre de ses cendres, je voudrais le brancher directement sur mon PC en passant : 1) pour le son, par l'entr&#65533;e son de ma carte son
2) pour la vid&#65533;o, je voudrais faire rentrer le signal composite sur l'entr&#65533;e S-vid&#65533;o de ma carte t&#65533;l&#65533;.

Qui pourrait m'indiquer les manip a faire, le brochage des prises et, si n&#65533;cessaire, le montage &#65533; r&#65533;aliser?

Merci

2984. If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 20:55:46 UTC
From: ajpalacios@netscape.net
Message-ID: <6f45253f.0108201255.7fed298d@posting.google.com>
Source record: 42454
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,
comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

I really wouldn't design a $300 home computer. Way too many models of home and "productivity" (read Palm) computers out ther. Let's focus on the hobby computer. Why is the hobbist so underestimated and underpriced today?

The Ideal Hobbist computer would be an Atari-like portable computer. CPU? maybe Z80 or 6502 derivative. A low power RISC or CISC Chip, but powerful enough to avoid the flickers and glimpses in audio and video. And it must have a modest enough memory space for you to write neat apps that don't need 3 CD's to install, but cartridges or Smart Cards.

Since no HD or CD is desired, SmartCard or PCMCIA or FlashCards are desirable as storage media. Also, the back panel must have serial, parallel, and "user" ports. User port should be an Atari, CBM or Apple flavor. So every pin of the CPU and every usable signal in the system is available.

Language? If BASIC is not allowed as the main language, then it should be the rapid prototyping language option, accesible thru software commands or a small switch. But BASIC MUST be included. The main language could be Pascal, but remember that rapid prototyping means no time for detecting every single variable to declare.

Video? Well, since our system is intended to be a field-usable system, an LCD is mandatory. I don't think an SVGA resolution is needed. But a VGA is desirable, and a quarter-VGA is good enough. We want to test system parameters, sensor response, GPS tracking, missile trajectory plotting, or just fish bank detection to be instant represented with our supercharged Game Boy, right?
But remember, we are planning a Hobby Computer, so most of the graphics could be displayed in a TV. Composite Video and VGA outputs are the only two choices.

Audio? Well, it must be CD-quality. No more, no less. Remember we cannot hear beyond 20kHz, so why should I buy a computer able to emit a supersonic or subsonic sound I can't detect? Well... Maybe for Dog training or Subwoofer testing! But anyway, CD is just what we need. And complete control over the waveform thru software.

Internet? Yes! A 10/100 base T interface so I can connect my hobby computer to the local net and download any data I gathered in the field. Just like an internet "appliance". But this could be added with a PCMCIA card.

Maybe what we're trying to figure out is a new, VGA, networkable version of the Radio Shack Portable Computer sold in the early eighties, with an open, well-documented architecture. I can see it: in one hand my hobby computer with a bunch of cables attached and a piece of custom hardware sending codes to the machine. Or maybe, a credit card interface attached to an electronic cashier just like in Terminator 2. Ooops, there are some disadvantages, but just don't see 'em.

I think I'll start designing it, since a computer like that is for us, the inhabitants of the dark, underground world of electronic hobbists. A customizable, in-house expandable, easy programmable box that can be instantly attached to any project just to test or diagnose or in-system emulate. But then again, it sounds like my old Atari!

2985. Re: Boot-selectors

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 20:57:00 UTC
From: Detlef_Lewin@b.maus.de
Message-ID: <200108202257.a48023@b.maus.de>
Source record: 42459

>Any other good boot-selectors out there?

McBoot from John McLoud.

<http://www.the-mclouds.de/software.html>

Click on "Freier Schlï¿½ssel" to get a free key.

2986. Benchmarking software

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 21:19:09 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7A6DAEB.2751%bengy@mac.com>
Source record: 42455

In conjunction with real-word tests (unpacking archives, loading web pages etc,) I'm wondering if there are any good benchmark programs that work under MagiC and MagiC Mac? Besides GEMBench?

Thanks

2987. Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 21:33:56 UTC
From: Hwwaaagh <hwwaaagh@gmx.fr>
Message-ID: <9lrvor$6qm$1@wanadoo.fr>
Source record: 42456

I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone explain me how to do it?

THX

2988. FS 2x Atari joysticks boxed

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 23:03:59 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9ls4r9ith1@news5.svr.pol.co.uk>
Source record: 42457

Just click on the link below
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1266965675

--
Regards
Russ Green

2989. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-20 23:10:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B8198DE.74E3CA14@greeleynet.com>
Source record: 42458

Derryck Croker wrote:

> Given that Calamus uses "SoftRipping" to produce printed output, one would
> assume that the only job for the printer driver would be to put said
> "ripped" page onto the paper - all the diffusion, dithering and whatever
> all applied to the image beforehand.

You have to be careful here, as I found out. Windows printer drivers
have error diffusion of graphics, so you could be sitting there waiting
for the driver's error diffusion routines to run on a star screened
frame, which has already been "error diffused"!! <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2990. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 00:17:29 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7A6F6EF.17F6B%nameerf@flash.net>
Source record: 42460

in article 3B80B3ED.604D8783@seimet.de, Uwe Seimet at us__nospam__@seimet.de wrote on 8/19/01 10:53 PM:

> Michael and Nicole Freeman wrote:
>
>> and could only get up to 720x720 and it looked horrible in comparison. When
>> we get up-to-date printer drivers (which is probably not possible anymore
>
> Why do you say something negative here? When I did so some time ago you
> started bashing me, now you do the same. Very interesting ...

Yes, it is very interesting, as I never meant at any time to bash anyone. I was only saying that I agreed with the person I quoted, that printer support is very lacking now on the Atari, compared to what I see on Mac and PC. It's not meant as a bash to anyone, just a commentary on the current situation. Please show me that I'm wrong in my opinion, as I would love to be able to print nice, photo-quality images using my Falcon! Also, I'm sorry if I came across in the past as "bashing" as well. That was never my intention. I apologize if it was taken that way by anyone.

However, I do maintain that this is a forum for discussion of Atari related issues, both positive and negative. I don't advocate saying that Atari's suck, because I have always loved Atari's, and still do. I simply think there are obvious areas that are lacking, software- and hardware-wise. And obviously there will be people that agree and disagree on these issues. That's very healthy, as long as it doesn't turn slanderous. Disagreements promote good discussion and potential action toward bettering the situation. Without that, we would just spin our wheels, all agreeing that Atari's are the greatest things on God's green earth and being blinded to advancing technologies. So some of what I say can be interpreted as "negative", and others positive. But I never intend to bash anyone for their views.

Mike Freeman
nameerf@flash.net

2991. Syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 00:22:47 UTC
From: maestro@aiov.com
Message-ID: <3B81A9D7.931EA2BC@aiov.com>
Source record: 42461

Hello all,

I'm new to this group, and wonder if anyone can help...
My Syquest 270 meg drive recently gave up the ghost (cart won't engage)
- I used it with a 4 meg STf with the ICD Link host adaptor. I have just
come across another Syquest drive, model no. MTS-270-MAC3, same cart
size, same connector sockets and the bare drive inside says "SQ3270S"
like my old one. I suppose I could swap out this drive and put it in
the old case, but does anyone know if it will work as is? The Syquest
web site doesn't even list this model number.

Thanks in advance for any replies,

Cort Sauerwein

2992. Re: Syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 05:24:03 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B81F00A.9F05D2A7@home.com>
Source record: 42464

Hi Cort,
I too have one of these drives. by doing that it should work ok as long as the replacement is good. And dont forget to set it to the scsi id you used on the original.

maestro@aiov.com wrote:

> Hello all,
>
> I'm new to this group, and wonder if anyone can help...
> My Syquest 270 meg drive recently gave up the ghost (cart won't engage)
> - I used it with a 4 meg STf with the ICD Link host adaptor. I have just
> come across another Syquest drive, model no. MTS-270-MAC3, same cart
> size, same connector sockets and the bare drive inside says "SQ3270S"
> like my old one. I suppose I could swap out this drive and put it in
> the old case, but does anyone know if it will work as is? The Syquest
> web site doesn't even list this model number.
>
> Thanks in advance for any replies,
>
> Cort Sauerwein

2993. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 05:26:09 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B81F087.C9BA92F1@home.com>
Source record: 42465

Hi there

Well S-video is similar to composite but with a couple of differences, Luma and Chroma have separate pins in the connector for better picture quality. and of course the connector is different. I know most st's with rf modulators have composite out lines but cant' remember if separate chroma/luma lines are available, thats what you'd need to use.

Hwwaaagh wrote:

> I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone
> explain me how to do it?
>
> THX

2994. Re: Boot-selectors

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 06:33:29 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B8200B9.5163845A@seimet.de>
Source record: 42466

Hallvard Tangeraas wrote:

> Any other good boot-selectors out there?

If you do not have more boot setups than partitions on your hard disk drive you may not need a boot selector at all. With some hard disk drivers you can boot from any partition by just pressing a key. This way you can have several boot environments with different AUTO folders without using additional software.
As long as the numbers of available partitions is sufficient this is the most convenient way of selecting a boot environment I can imagine.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2995. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 06:34:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B8200F2.67AADFE7@seimet.de>
Source record: 42467

Ekkehard Flessa wrote:

> Well, that's just the freeware solutions having this problem.

Note that SPIN! is not freeware but more something like shareware.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2996. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 06:36:06 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B820156.1881732E@seimet.de>
Source record: 42468

Ekkehard Flessa wrote:

> It can display CDs with RockRidge filesystem including UNIX-style permissions

RockRidge is also supported by SPIN! and CDTOOL. Correct me if I am
wrong.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2997. Re: cable atari ST -> entrée vidéo

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 14:10:11 UTC
From: Vincent Barrilliot <vincent@toast.net>
Message-ID: <3B826BC3.A621EE55@toast.net>
Source record: 42469

Hi,

(This is an English forum, to post articles in French please use
fr.comp.sys.atari :-))

I think the easiest way is to use the Peritel cable which came with the ST, and
put a Peritel->S-video converter (you should be able to find those in any
electronics store).
Just a guess anyways =:-)
Sinceres salutations

Vincent

Hwwaaagh wrote:
>
> J'ai un atari 1040 STF que je voudrais faire renaitre de ses cendres, je
> voudrais le brancher directement sur mon PC en passant : 1) pour le son,
> par l'entrï¿½e son de ma carte son
> 2) pour la vidï¿½o, je voudrais faire rentrer le signal
> composite sur l'entrï¿½e S-vidï¿½o de ma carte tï¿½lï¿½.
>
> Qui pourrait m'indiquer les manip a faire, le brochage des prises et, si
> nï¿½cessaire, le montage ï¿½ rï¿½aliser?
>
> Merci

2998. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 14:17:51 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B826D8F.5100877D@seimet.de>
Source record: 42470

Hallvard Tangeraas wrote:
>
> Uwe Seimet <us__nospam__@seimet.de> wrote:
>
> > James Alexander wrote:
> >
> > > The adaptec entry is a scsi controller if I remember correctly.
> >
> > Yes and no. Current Adaptec controllers are usually SCSI controllers.
> > But the controller by Adaptec used with the Megafile/SH drives was an
> > MFM or RLL controller, resp.
>
> The reason for "adaptec" showing up might have something to do with the
> fact that Macintosh harddisks and CD-ROM drives used to have some

Definitely not, at least not as far as HDDRIVER is concerned. With
HDDRIVER/HDDRUTIL it is displayed because HDDRIVER tries to recognize
the SH/Megafile series. If HDDRIVER thinks it is one of these device
"Adaptec ..." is displayed because this is hard-coded.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

2999. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 14:18:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B826DB6.35393BBB@seimet.de>
Source record: 42471

Hallvard Tangeraas wrote:

> Any specific drive models/brands which are good and reliable?

I recommend Plextor drives. Not the cheapest but they simply work.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3000. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 14:41:34 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8280da78c1f1@pandora.be>
Source record: 42472

on Sun 19-08-2001 23:25 James Alexander wrote:

>Hi Bob,

>One of my other beefs is proper font sets. I'm tired of incomplete fonts and fonts
>with character spacing set to zero (ie all characters appearing on top of each
>other).

Stop using free or shareware fonts. The fonts one can buy from Invers are
very good and complete
You can't expect to have very good fonts for nothing.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3001. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 14:41:35 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8280da78c1f2@pandora.be>
Source record: 42473

on Sun 19-08-2001 23:19 James Alexander wrote:

>Considering the current pricing very few atari users will be buying new copies,
>most will be like yours upgrades. That is considering the high price for the
>performance of calamus (which is FAR from perfect) and the rapidly shrinking ST
>market.

Have you any idea howmuch QuarkXpress of Indesign costs? Is Indesign
perfect? Do one get free updates of the above mentioned packages?
I strongly doubt that.
Calamus is a very good and reasonable cheap dtp program.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3002. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 17:21:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200108211921.a19832@wun.maus.de>
Source record: 42486

Hallo Uwe!

US>Note that SPIN! is not freeware but more something like shareware.

I know, and I've been registered User for ages now :-)

Actually, the very first program version someone uses _is_ free, but updates have to be payed for. And as those aren't publicly available, very few will be willing to pay nowadays...

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3003. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 17:22:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200108211922.a19833@wun.maus.de>
Source record: 42485

Hallo Uwe!

US>RockRidge is also supported by SPIN! and CDTOOL. Correct me if I am
US>wrong.

According to Julian, it should be. _But_ Spin! won't show me the file
permissions, which ExtenDOS does.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3004. Re: swapping TOS chips

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 18:58:52 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <u2b5ots36c32p36vk9dem9r1uio10ce2vg@4ax.com>
Source record: 42474

On 19 Aug 2001 20:08:40 GMT, pjsmith@netins.net (PHIL SMITH) wrote:

>In article <56ktntc7sh9egspd60jj44fnhvku0ohhkt@4ax.com>, Bob Retelle wrote:
>>
>>It sounds like you haven't had the machines open yet, is that right?
>>
>
>Thanks for the tips, but yes, I have opened both machines and reseated
>everything. I think the problem lies within the memory upgrade in the
>flaky machine. Its been expanded to 4megs (it was already expanded when
>I bought it off ebay) and I always have to reseat the ram board and lots
>of times that doesn't fix it. I also frequently get orange dots randomly
>appearing on the screen which is a warning of impending doom. Kind of
>nice because it does give me just enough time to save stuff before it
>bombs. :-)
>
>Most games refuse to work with it as well. May just be incompatibilities
>with TOS 1.4. I use a 520ST for games.
>
>Thanks!
>
>Phil

Yup, the orange dots on the screen indicate it's a memory problem.

Unfortunately the memory upgrades for the various ST models were all such kludges that problems like this are an accepted part of living with an upgraded ST.

The first one I installed came with waxed string to be used to TIE the upgrade connectors down on top of data buffer chips on the motherboard (and pray it would keep them connected), Chewing gum probably would have been more effective. In fact, many upgrades actually included strips of "double sided foam sticky tape" to hold things together.

A few of the early ones actually came with tiny "alligator clips" to connect the memory board to the chips on the motherboard. Sneeze anywhere in the room and they'd all pop off.

I didn't get an upgrade that was anywhere near stable until I got one that had a small "daughterboard" that soldered onto the bottom of the MMU chip socket, on the reverse side of the motherboard.

After that my system was mostly stable... mostly.

Sounds like you're on the right track after all. Swapping the TOS chips into the other machine may be the best answer, unless you can

figure out a fix for that 4Meg upgrade.

BobR

3005. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 18:58:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <b3b5otsmd0971i3v1hbjbf2dcpjug066kq@4ax.com>
Source record: 42475

On Mon, 20 Aug 2001 23:33:56 +0200, "Hwwaaagh" <hwwaaagh@gmx.fr>
wrote:

>I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone
>explain me how to do it?
>
>THX
>

Your 1040STF does NOT have composite video available as an output.

IF it was a 1040STFM <-- note M, it would have a video RF modulator
built in.

In that case you could simply connect the RF modulator directly to the
TV tuner card and tune the card to Channel 3. It wouldn't be the best
video, but it would work.

STs which have RF modulators also have composite video available on
one of the pins in the normal Atari monitor port. You MIGHT be able
to somehow adapt that to the S-Video input on the tuner card as James
mentioned.

In any case all that is moot, as your 1040STF has NO video output
other than the RGB signals from the monitor port.

You'll have to come up with some kind of RGB to S-Video adapter in
order to connect the two computers together, unless your Tuner card
can handle the RGB signals directly.

BobR

3006. FS/T: Atari ST items and more... [08/21/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 20:08:59 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <juf5otspjldvlhps2q6u902u3dbt3msnu9@4ax.com>
Source record: 42476
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/15/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 3.00 Art & Film Director (Epyx) -- $5.15 shipping, due to
weight, counts as 1st item
$ 3.00 Death Sword (Epyx)
$ 3.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 3.00 Final Assault (Epyx)
$ 3.00 GFL Championship Football (Gamestar)
$ 3.00 Keith Van Eron's Pro Soccer (Microplay)
$ 3.00 Lands of Havoc (Antic Software)
$ 3.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 3.00 Quadralien (Spinnaker)
$ 3.00 Renegade (Taito)
$ 3.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)

$ 3.00 Warship (Strategic Simulations, Inc.)
$ 3.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 3.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 3.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 3.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 3.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 7.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.15 shipping, due to weight, counts as 1st item

$ 7.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 7.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 7.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 7.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 7.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 7.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.15
shipping, due to weight, counts as 1st item

$ 7.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.20 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
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(also older computers) for over 7 years 1-440-843-8815
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Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3007. Re: Boot-selectors

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 20:59:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B82CAA5.B869301D@chello.nl>
Source record: 42477

Hi

Uwe Seimet wrote:
>
> Hallvard Tangeraas wrote:
>
> > Any other good boot-selectors out there?
>
> If you do not have more boot setups than partitions on your hard disk
> drive you may not need a boot selector at all. With some hard disk
> drivers you can boot from any partition by just pressing a key. This way
> you can have several boot environments with different AUTO folders
> without using additional software.
> As long as the numbers of available partitions is sufficient this is the
> most convenient way of selecting a boot environment I can imagine.
>

Have a look at my homepage under 'multiple booting'.
If you are not a programmer, contact me via email.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3008. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 21:26:26 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108211326.75f7566@posting.google.com>
Source record: 42478

Bob Retelle <bobr1@provide.net> wrote in message
news:<b3b5otsmd0971i3v1hbjbf2dcpjug066kq@4ax.com>...
> On Mon, 20 Aug 2001 23:33:56 +0200, "Hwwaaagh" <hwwaaagh@gmx.fr>
> wrote:
>
> >I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone
> >explain me how to do it?
> >
> >THX
> >
>
> Your 1040STF does NOT have composite video available as an output.
>
> IF it was a 1040STFM <-- note M, it would have a video RF modulator
> built in.
>
> In that case you could simply connect the RF modulator directly to the
> TV tuner card and tune the card to Channel 3. It wouldn't be the best
> video, but it would work.
>
> STs which have RF modulators also have composite video available on
> one of the pins in the normal Atari monitor port. You MIGHT be able
> to somehow adapt that to the S-Video input on the tuner card as James
> mentioned.
>
>
> In any case all that is moot, as your 1040STF has NO video output
> other than the RGB signals from the monitor port.
>
> You'll have to come up with some kind of RGB to S-Video adapter in
> order to connect the two computers together, unless your Tuner card
> can handle the RGB signals directly.
>
>
>
> BobR

Not entirely true. The MC1377P that is used for the RBG analog has a
composite output pin, and the circuit can also be easily modified for
Y/C output as well. Check out the ST's schematics, or better yet, look
at the Jag schematics to implement Y/C on an ST. The RF modulator is
not necessary.
Mike

3009. Re: Looking for T Kelly

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 21:26:29 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b82d205$0$24524@news.zetnet.co.uk>
Source record: 42480

On 19 Aug 2001 09:44:12 , "Terence Kelly" wrote:
>Charles,
>
>My new address is terencekelly@peoplepc.com. I haven't put up a new website
>for Proscore, since I had so little interest from anybody. I do still work
>on it occasionally. Lately, I've concentrated on supporting NIFF files from
>Smartscore-a notation recognition package for the PC.
>
>--Terry Kelly

Thank you for this: I have just emailed you because of another of your posts. Glad and relieved to see you still active in this field. :)

Charles.

3010. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 21:26:31 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b82d207$0$24524@news.zetnet.co.uk>
Source record: 42479

On 19 Aug 2001 23:54:22 , Hallvard Tangeraas wrote:
SNIP>
>1) In the AUTO folder I've put:
> -METADOS.PRG (part of the "SPIN!" package)
> -SPIN_SD.BOS (part of the "SPIN!" package)
> -CONFIG.SYS (also part of the "SPIN!" package)
> -ISO9660F.DOS (part of the "METADOS 2.74" package from Atari,
> and NOT (for some strange reason) part of "SPIN!")
>
>2) I then edited the "CONFIG.SYS" file as follows:
>
>*BOS, C:\AUTO\SPIN_SD.BOS, A:3
>*DOS, C:\AUTO\ISO9660F.DOS, X:A

I have mine set up as "Z" not "A", since "A" refers to the floppy drive.
I hope this helps.

Charles.

3011. beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-21 23:00:22 UTC
From: acceberoob@hotmail.com
Message-ID: <cc6719ee.0108211500.1fb8750a@posting.google.com>
Source record: 42481

I am fairly new to all of this and thinking of getting an Atari St to produce my own music and would like some suggestions as to the best package to get for this - using Midi.

Or should I not even be thinking of Atari. It was a friends suggestion.

Any guidance appreciated.

3012. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 00:14:49 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0108211614.f7fa6c5@posting.google.com>
Source record: 42482

Hello there I noticed that one of you has internally mounted a 3.5"
drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and
adaptor cable ready to go,but for the life of me I cannot see how it
will fit unless I remove the floppy drive and even then my CT II looks
like it will interfere....I would greatly appreciate any secret
techniques to this perplexing dilemma !
Cheers.
BTW,how do I mock up my email address as most do on this group to hide
it from spammer bots ?

xlator@cix.compulink.co.uk wrote in message
news:<9l9n7r$13d$1@plutonium.compulink.co.uk>...
> In message <9l7mpqgqe0@206.230.189.45>, atari@NOwcoilSPAM.com said:
>
> >what is the biggest ide drive I can put in a Falcon
>
> There is almost no limit to the *drive* size, but even with
> MagiC you can't have any partitions larger than 1 GB. And of
> course you are restricted by the number of partitions you can
> have, which depends on the OS. From Uwe's help-text for HDDRIVER
> (the best hard disk driver there is!):
>
> Partitioning Limits
> TOS 1.00-1.02: 256 MByte
> TOS 1.04-3.0x: 512 MByte
> TOS 4.0x: 1 GByte
> MagiC, MiNT: 1 GByte, 2 GByte if DOS compatible
> (Note: DOS compatible formats can only have 1 partition)
>
> Number of Partitions:
> TOS: 14 (C:-P:)
> MagiC: 23 (C:-Z: except U:)
> MiNT: 29 (C:-Z: except U:, 1:-6:)
>
> So with MagiC you could have 21 GB, with MiNT even 27 GB (two
> drives are reserved for floppies), or 1GB less if you are also
> using a CD-ROM.
>
> Personally I have a 6.4 GB IBM fitted internally. This is a 3.5"
> drive with a suitable cable adapter from ASP. One snag with these
> large drives and partitions (mine are some 840 MB, except for C:)
> is that the cluster size is 32 kB, so every file will use at least
> that amount of space, even if it is only 1 byte long!
>

> Regards, /Peter/
>
> Regards, /Peter/

3013. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 00:31:41 UTC
From: "Daniel L. Dreibelbis" <dreibel@sympatico.ca>
Message-ID: <dreibel-A8BF8F.20314121082001@news1.on.sympatico.ca>
Source record: 42483

In article <cc6719ee.0108211500.1fb8750a@posting.google.com>,
acceberoob@hotmail.com (boo) wrote:

> I am fairly new to all of this and thinking of getting an Atari St to
> produce my own music and would like some suggestions as to the best
> package to get for this - using Midi.
>
> Or should I not even be thinking of Atari. It was a friends
> suggestion.
>
> Any guidance appreciated.

the best person to talk to on this is Tim Conrardy, who posts to this forum. His Atari MIDI pages will have the answers you need, and not only that, some cool freeware sequencers, MIDI utilities and patch librarians (many of which were commercial products at one point, especially the Dr. T's stuff) for you to download and use.

FWIW, when I was using my STe for music the best sequencer I ever used was Notator SL 3.1 !

3014. Re: Syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 01:50:42 UTC
From: maestro@aiov.com
Message-ID: <3B830FF2.A9F37E49@aiov.com>
Source record: 42484

Hello James,

The replacement spins up nicely with nothing plugged into it; I guess I'll give
it a go tomorrow.

Thanks,
Cort

James Alexander wrote:

> Hi Cort,
> I too have one of these drives. by doing that it should work ok as long as
> the replacement is good. And dont forget to set it to the scsi id you used
> on the original.
>
> maestro@aiov.com wrote:
>
> > Hello all,
> >
> > I'm new to this group, and wonder if anyone can help...
> > My Syquest 270 meg drive recently gave up the ghost (cart won't engage)
> > - I used it with a 4 meg STf with the ICD Link host adaptor. I have just
> > come across another Syquest drive, model no. MTS-270-MAC3, same cart
> > size, same connector sockets and the bare drive inside says "SQ3270S"
> > like my old one. I suppose I could swap out this drive and put it in
> > the old case, but does anyone know if it will work as is? The Syquest
> > web site doesn't even list this model number.
> >
> > Thanks in advance for any replies,
> >
> > Cort Sauerwein

3015. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 04:19:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B833267.F9CA4A17@home.com>
Source record: 42487

Do you have an ST already or still looking for one?

boo wrote:

> I am fairly new to all of this and thinking of getting an Atari St to
> produce my own music and would like some suggestions as to the best
> package to get for this - using Midi.
>
> Or should I not even be thinking of Atari. It was a friends
> suggestion.
>
> Any guidance appreciated.

3016. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 05:44:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B8346C5.AF66BA90@seimet.de>
Source record: 42488

Charles Stanley wrote:

> >*BOS, C:\AUTO\SPIN_SD.BOS, A:3
> >*DOS, C:\AUTO\ISO9660F.DOS, X:A
>
> I have mine set up as "Z" not "A", since "A" refers to the floppy drive.

"A" does not mean floppy drive A: here. The setup above maps the CD-ROM
drive to drive X:, not to floppy A:.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3017. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 06:04:58 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B834B8A.EA66DDD8@siemens.at>
Source record: 42489

cool hand wrote:
>
> Hello there I noticed that one of you has internally mounted a 3.5"
> drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and
> adaptor cable ready to go,but for the life of me I cannot see how it
> will fit unless I remove the floppy drive and even then my CT II looks
> like it will interfere....I would greatly appreciate any secret
> techniques to this perplexing dilemma !

When the Falcon motherboard is installed in a tower instead of the
original casing, there is plenty of space for internal devices.

Gerhard

3018. 3.5" Drive into a Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 06:16:07 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0108212216.70b0cfa4@posting.google.com>
Source record: 42490

Hello there I noticed that some of you have internally mounted a 3.5" drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and adaptor cable ready to go,but for the life of me I cannot see how it will fit unless I remove the floppy drive and even then my CT II looks like it will interfere....I would greatly appreciate any secret techniques to this perplexing dilemma !
Cheers.
BTW,how do I mock up my email address as most do on this group to hide it from spammer bots ?

3019. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 06:45:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <26h6ot0h10h70spd3l0dgm5je2i6lf4i3b@4ax.com>
Source record: 42491

On 21 Aug 2001 14:26:26 -0700, rustynutt@hotmail.com (rustynutt)
wrote:

>Bob Retelle <bobr1@provide.net> wrote in message
news:<b3b5otsmd0971i3v1hbjbf2dcpjug066kq@4ax.com>...
>> On Mon, 20 Aug 2001 23:33:56 +0200, "Hwwaaagh" <hwwaaagh@gmx.fr>
>> wrote:
>>
>> >I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone
>> >explain me how to do it?
>> >
>> >THX
>> >
>>
>> Your 1040STF does NOT have composite video available as an output.
>>
>> IF it was a 1040STFM <-- note M, it would have a video RF modulator
>> built in.
>>
>> In that case you could simply connect the RF modulator directly to the
>> TV tuner card and tune the card to Channel 3. It wouldn't be the best
>> video, but it would work.
>>
>> STs which have RF modulators also have composite video available on
>> one of the pins in the normal Atari monitor port. You MIGHT be able
>> to somehow adapt that to the S-Video input on the tuner card as James
>> mentioned.
>>
>>
>> In any case all that is moot, as your 1040STF has NO video output
>> other than the RGB signals from the monitor port.
>>
>> You'll have to come up with some kind of RGB to S-Video adapter in
>> order to connect the two computers together, unless your Tuner card
>> can handle the RGB signals directly.
>>
>>
>>
>> BobR
>
>Not entirely true. The MC1377P that is used for the RBG analog has a
>composite output pin, and the circuit can also be easily modified for
>Y/C output as well. Check out the ST's schematics, or better yet, look
>at the Jag schematics to implement Y/C on an ST. The RF modulator is

>not necessary.
>Mike

The RF modulator is not necessary, but it was my understanding that Atari did not bother to implement the circuitry needed to bring the composite signal out from the video chip unless there WAS an RF modulator installed.

That is, it might be possible to kludge something together, but it would have to be a hardware hack to get the signal into a form that could be used to interface to anything usable.

BobR

3020. Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 12:41:58 UTC
From: nozpam@zonnet.nl
Message-ID: <qMNg7.33964$Vs4.344732@zonnet-reader-1>
Source record: 42493

I'm trying the Ghostscript version GEMGS.GTP 1.3 from Christian Felsch.
(based on Alladin Ghostscript 6.01)
I can view PS and PDF files on my screen, but until now I have
not been able to print anything with my printer or to a file (IMG or
other format). I have no idea what I am doing wrong. Can anyone help
me print a page succesfully?

I'm using a 14MB Falcon030, but the GEMGS030.GTP version doesn't work. Do I need
an FPU and/or TT Ram for this version? The docs say it's a TT version.

3021. Re: Benchmarking software

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 13:36:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28308_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42492

In uno strano messaggio del 20 Aug 01 bengy@mac.com (2:333/608.1) scrisse al
povero All :
b> In conjunction with real-word tests (unpacking archives, loading web
b> pages etc,) I'm wondering if there are any good benchmark programs that
b> work under MagiC and MagiC Mac? Besides GEMBench?

Tell me if you find anything working as I never had an answer about
performance differences in MagiCMac between Atari formatted hard drives and
MacOS shared folders.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3022. Re: Benchmarking software

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 15:43:36 UTC
From: swampfax@atlantic.net
Message-ID: <IqQg7.79$8k5.94569@news1.atlantic.net>
Source record: 42494

On 20 Aug 2001 21:19:09 , Bengy wrote:
>In conjunction with real-word tests (unpacking archives, loading web pages
>etc,) I'm wondering if there are any good benchmark programs that work under
>MagiC and MagiC Mac? Besides GEMBench?
>
>
>Thanks
>
>.
Under Magic (Atari) I've used Nembench, Dspbench and DSPMIPS
(states for the Falcon) by Doug @ BSS. E-mail me if you want!

John G.

3023. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 16:16:38 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <998500734-60003AEicMi@xs4all.nl>
Source record: 42398

>From: acceberoob@hotmail.com (boo)
>Date: 22 Aug 2001 16:00:22 -0700
>
>I am fairly new to all of this and thinking of getting
>an Atari St to
>produce my own music and would like some suggestions as

>to the best
>package to get for this - using Midi.
>
>Or should I not even be thinking of Atari. It was a
>friends
>suggestion.
>
>Any guidance appreciated.

Hello,

If you want to produce your own music by writing notes I would recommend Score Perfect Professional 3.2 for Atari. This is IMO one of the most perfect note editors ever made. Set the notes on score by mouse clicks, print perfect scores and play the scores via a sound module. (Midi GM) Many options. Works perfectly on any Atari. I use it since years on a 4 mb 1040 STE, on a Milan and on my Falcons.

Cheers
Dan

3024. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 16:48:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9m0npb$g27$1@news.panix.com>
Source record: 42495

Martin Tarenskeen <nozpam@zonnet.nl> writes:

: I'm trying the Ghostscript version GEMGS.GTP 1.3 from Christian Felsch.
: (based on Alladin Ghostscript 6.01)
: I can view PS and PDF files on my screen, but until now I have
: not been able to print anything with my printer or to a file (IMG or
: other format). I have no idea what I am doing wrong. Can anyone help
: me print a page succesfully?

Maybe. There are a few things that I never did get to work, and one of
them was resolutions greater than 360 dpi to an Epson color inkjet
printer, which will do 720 dpi. What printer are you using, and what
resolution are you using? Try a lower resolution, for a start.

: I'm using a 14MB Falcon030, but the GEMGS030.GTP version doesn't work.
: Do I need an FPU and/or TT Ram for this version? The docs say it's a
: TT version.

No information. I use a TT, and it works on a TT. As I vaguely remember
gcc compiler settings, you need a FPU. If you have one, I do not know
what else could be wrong.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3025. Megafile 60 Help !

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 16:52:03 UTC
From: ZX_SINCLAIR <cerelli@interfree.it>
Message-ID: <9m0om9$2lj$1@serv1.albacom.net>
Source record: 42396

Hi my name is Marco and i have a problem with an
ATARI 1040STf and his hard drive the MEGAFILE 60.

The problem is that i cold not use the HD.
When i first switch on the unit connected with the ST the only thingh i can
see
was about 8 or 10 bombs on the screen and then reboot ...bombs..reboot

I have formated the HD with the AHDI with success next i have patitioned
it
(a single partition of 62 mb)
So i have tryed to install it with the installer supplied with the AHDI but
afer a short work
he shows two little bombs and return to the desktop....(what's happen ?)
A little thing ....the AHDI utlity did not recognize the unit as megafile 60
so i have to choose "other" in the menu that show the tipe of unit i want to
operate(SH204 and so on) ....but he format it (it takes a long time showing
a progress bar...)

How can i operate on the hd now ???
It doesn't boot and if i start the atari with a floppy on the desktop i
can't see the hd
icon. If i try to install the unit with the item "install disk drive" on the
menu bar it create the icon
but is not possible accessing the drive ..the atari respond somthenig like
volume unit wrong or not accessible....

Can someone help me ???
I hope so !
Thanks ...and sorry for my bad english.....

Marco

3026. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 18:05:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8400c221ffb82@pandora.be>
Source record: 42397

on Wed 22-08-2001 12:41 Martin Tarenskeen wrote:

>I'm trying the Ghostscript version GEMGS.GTP 1.3 from Christian Felsch.
>(based on Alladin Ghostscript 6.01)
>I can view PS and PDF files on my screen, but until now I have
>not been able to print anything with my printer or to a file (IMG or
>other format). I have no idea what I am doing wrong. Can anyone help
>me print a page succesfully?

Let me say it really works slow but good.

1) load page
2) go to 'optionen': select the right printerdriver in 'ausgabegerï¿½t
select the right paperformat
select the right solution

3) Go to menu 'Datei/ausgabe'
select 'Ausgabe auf Drucker (PRN)
DON'T click on 'start' but on 'abbruch'

4) In Optione click on reload page and there you go.

For each page however you need to give GS the command to print.
[alt]+[n] (Nï¿½chtste seite)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3027. DevPac 3.10 and Hades

Newsgroup: comp.sys.atari.st
Date: 2001-08-22 20:29:38 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.141eb1ba.87665ac2.ovanoni@icor.fr>
Source record: 42414

Hello.
I can't use the debugger of DevPac 3.10 on my Hades 60. Each time I launch
it from the shell I have a message "This is not a 680x0 processor,
don't try to load any program". Then I can only reboot.
The editor is Ok and I suppose the assembler too.
I used another debugger to follow the execution of AMON.PRG, and found
that this error is due to the value at $59E _longframe.
It indicates if the processor use short or long stack frames.
And AMON doesn't like the long stack frame of the 68060.
It tried to modify this value but all I get is a crash just after the value
is set at 0 (short stack frame).
Is there something to do or DevPac can run only on previous processor until
68040.
In this case is there a soft that can do as DevPac but can run on a 68060 ?

Thanks in advance.

3028. Wanted Mega STe, box only.

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 00:16:47 UTC
From: Dennis Shelgren <Phantom2012@starband.net>
Message-ID: <PXXg7.340$mn7.91704404@twister1.starband.net>
Source record: 42399

I suppose this is the best place of any to find out if someone out there has a Mega STe for sale (looks like a TT but isn't). Doesn't have to work completely or include drive. I have almost all the parts to repair any STe and the ability to produce my own TOS or PAL chips. I might also consider a TT, but don't have schematics yet. I've already spent plenty to relive my atari days and have almost everything except a hardrive, so I'm not in the market right now for a fully loaded Falcon, Hades, Milan, or complete systems.

3029. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 00:27:31 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108221627.d364c17@posting.google.com>
Source record: 42400

```
Bob Retelle <bobr1@provide.net> wrote in message
news:<26h6ot0h10h70spd3l0dgm5je2i6lf4i3b@4ax.com>...
> On 21 Aug 2001 14:26:26 -0700, rustynutt@hotmail.com (rustynutt)
> wrote:
>
> >Bob Retelle <bobr1@provide.net> wrote in message
news:<b3b5otsmd0971i3v1hbjbf2dcpjug066kq@4ax.com>...
> >> On Mon, 20 Aug 2001 23:33:56 +0200, "Hwwaaagh" <hwwaaagh@gmx.fr>
> >> wrote:
> >>
> >> >I'd like to plug my atari 1040 STF in my tuner card (S-Video), can someone
> >> >explain me how to do it?
> >> >
> >> >THX
> >> >
> >>
> >> Your 1040STF does NOT have composite video available as an output.
> >>
> >> IF it was a 1040STFM <-- note M, it would have a video RF modulator
> >> built in.
> >>
> >> In that case you could simply connect the RF modulator directly to the
> >> TV tuner card and tune the card to Channel 3. It wouldn't be the best
> >> video, but it would work.
> >>
> >> STs which have RF modulators also have composite video available on
> >> one of the pins in the normal Atari monitor port. You MIGHT be able
> >> to somehow adapt that to the S-Video input on the tuner card as James
> >> mentioned.
> >>
> >>
> >> In any case all that is moot, as your 1040STF has NO video output
> >> other than the RGB signals from the monitor port.
> >>
> >> You'll have to come up with some kind of RGB to S-Video adapter in
> >> order to connect the two computers together, unless your Tuner card
> >> can handle the RGB signals directly.
> >>
> >>
> >>
> >> BobR
> >
> >Not entirely true. The MC1377P that is used for the RBG analog has a
> >composite output pin, and the circuit can also be easily modified for
```

> >Y/C output as well. Check out the ST's schematics, or better yet, look
> >at the Jag schematics to implement Y/C on an ST. The RF modulator is
> >not necessary.
> >Mike
>
>
> The RF modulator is not necessary, but it was my understanding that
> Atari did not bother to implement the circuitry needed to bring the
> composite signal out from the video chip unless there WAS an RF
> modulator installed.
>
> That is, it might be possible to kludge something together, but it
> would have to be a hardware hack to get the signal into a form that
> could be used to interface to anything usable.
>
>
> BobR

I had a PAL CLAB board and it indeed had the D/A RGB converter (MC1377P) on the board, sans the RF modulator. On the PAL boards, the oscillator circuit clock is different however. It's really no kludge or hack to install the chip even if it isn't present on the board. The MC1377P, which provides RGB out, also provides the Y/C (MC1477P ?? D/A required for Y/C) or composite output, which is the signal he wants after all. The layout is there. Basically solder in the chip, and follow the instructions contained in the Motorola data sheet. Using an ST schematic I guess would help, but the motorola data sheet pretty much spells it out, and traces are easily identified with a meter. Pretty sure the Video Turtle seen advertised here is basically the same thing in an external box. Installing the chip would be a cleaner solution.
Mike

3030. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 01:12:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <9m1l9e$e2j$1@thorium.cix.co.uk>
Source record: 42402

On 17 Aug 2001 13:37:19 , "Ric Easton" wrote:
> Thanks to everyone for your help.
>
> I have looked closer and it appears the two fonts I use almost
> exclusively, Time and Swiss don't have "@" in their character set.
> I have found other fonts eg Glip and Lucifer which do produce "@".
>
> Where do you get hold of a Calamus Font editor from so I can try to
> create "@" for Time and Swiss?
>
> Ric Easton
> biodistributors@microtech.com.au
>"Ric Easton" <biodistributors@microtech.com.au> wrote in message
>news:3b7b38d6@news.iprimus.com.au...
>> Does anyone know how to produce the character "@" using Calamus
>> 1.09N?
>>
>> Ric Easton
>> biodistributors@microtech.com.au

Hi Ric,
I'm well behind in my messaging, but I couldn't see a reply to this
message. Fonty by Matthew Carey could edit fonts for Calamus v1.09N.
It was commercial from the FaST Club but pretty cheap. I'm sure
someone more local to you can up with a second hand copy for you...

rgds
H

3031. Re: FastCopy Pro

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 01:12:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <9m1l9f$e2j$2@thorium.cix.co.uk>
Source record: 42401

On 18 Aug 2001 07:11:42 , Ken Springer wrote:
> Can anyone tell me the current status of this program?

Sorry, Ken. I don't know if it ever changed from commercial...

> I have a disk image I've just downloaded that was created FastCopy,
> and I need to "undo" FastCopy's work so I can access the files.
> Unless, of course,there is a way of doing it I don't know about,
> which is wholly possible! <G>

It was probably backed up using the "compack streamer" option. Maybe
you could drop it on STZip or LZHShell to see if anything sensible
emerges. I can't think of any other way short of using FCopy Pro
itself.

Is it a large file? Maybe someone could do the job for you?

rgds
H

3032. Re: Boot-selectors

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 01:12:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9m1l9h$e2j$3@thorium.cix.co.uk>
Source record: 42403

On 21 Aug 2001 16:51:36 , Hallvard Tangeraas wrote:
> Detlef Lewin <Detlef_Lewin@b.maus.de> wrote:
>>> Any other good boot-selectors out there?
>>
>> McBoot from John McLoud.
>>
>> <http://www.the-mclouds.de/software.html>
>>
>> Click on "Freier Schl�ssel" to get a free key.
>
> Excellent! Thanks.
> I've heard about McBoot before, but never tried it.

Hi Hallvard,
Joe Connor had a shareware bundle including Stewart, JML-Snap,
McBoot, McFli and StIc but I don't think it ever got translated.

> ...looks like a very nice boot-selector at first glance. I'll have
> a closer look at it when I get the time.

McBoot was interesting because it lets you set up extra windows for
extra folders ie: MAGIC\START, a folder of ASSIGN.SYS files, or the
XTENSION folder. Very Magic (or MinT or whatever) friendly.

> I was wondering about one more thing: is there an English
> translation about? If there was a RSC file with it I could have a
> go at it myself, but there isn't one.

English docs and help would be great.

> Great to see when Atari software authors give away their programs
> for free when they don't support them any longer instead of just
> leaving them to be dusted down and forgotten.

Staying would be better of course, so keep supporting everyone who's
still around!

rgds
H

3033. Re: 3.5" Drive into a Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 03:23:43 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8476D4.86A076DF@home.com>
Source record: 42404

Hiya

I've never seen this done myself. The Falcon owners I know often put the 2.5 inch notebook style drives internall and use the 3.5 or 5.25 scsi drives in an external case. I'd like to find out how to do what you're thinking of too.

cool hand wrote:

> Hello there I noticed that some of you have internally mounted a 3.5"
> drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and
> adaptor cable ready to go,but for the life of me I cannot see how it
> will fit unless I remove the floppy drive and even then my CT II looks
> like it will interfere....I would greatly appreciate any secret
> techniques to this perplexing dilemma !
> Cheers.
> BTW,how do I mock up my email address as most do on this group to hide
> it from spammer bots ?

3034. Re: Megafile 60 Help !

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 03:26:18 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B84776F.375EEE6C@home.com>
Source record: 42405

Hi Marco,

This sounds very similar to a problem I have with a Megafile 30 I own. The problem in my case was the drive mechanism was bad and I have to replace it (its a half height RLL type hard disk). One thing you could check (if you haven't yet) try unplugging the drive, opening the case and checking to see if all the cables are connected ok.

ZX_SINCLAIR wrote:

> Hi my name is Marco and i have a problem with an
> ATARI 1040STf and his hard drive the MEGAFILE 60.
>
> The problem is that i cold not use the HD.
> When i first switch on the unit connected with the ST the only thingh i can
> see
> was about 8 or 10 bombs on the screen and then reboot ...bombs..reboot
>
> I have formated the HD with the AHDI with success next i have patitioned
> it
> (a single partition of 62 mb)
> So i have tryed to install it with the installer supplied with the AHDI but
> afer a short work
> he shows two little bombs and return to the desktop....(what's happen ?)
> A little thing ....the AHDI utlity did not recognize the unit as megafile 60
> so i have to choose "other" in the menu that show the tipe of unit i want to
> operate(SH204 and so on) ....but he format it (it takes a long time showing
> a progress bar...)
>
> How can i operate on the hd now ???
> It doesn't boot and if i start the atari with a floppy on the desktop i
> can't see the hd
> icon. If i try to install the unit with the item "install disk drive" on the
> menu bar it create the icon
> but is not possible accessing the drive ..the atari respond somthenig like
> volume unit wrong or not accessible....
>
> Can someone help me ???
> I hope so !
> Thanks ...and sorry for my bad english.....
>
> Marco

3035. What's the difference?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 04:31:52 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010823012619.7530B-100000@halifax.chebucto.ns.ca>
Source record: 42406

What's the difference between a Mega 2 and a Mega ST 2? I noticed both in an old START magazine and wondered if there were any hardware differences between them.

3036. GRATIS - Megast2 + Megafile60 zoeken nieuwe thuis

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 07:44:48 UTC
From: Johan De Wit <johan.de_wit@alcatel.be>
Message-ID: <20010823.7444800@bt009f.rsd>
Source record: 42407

Allereerst,

Sorry for posting in dutch, but this HW must be collected.

Heb hier nog steeds staan een:

Atari MEGAST2
Atari Megafile60
Monitor Atari SM124

Nog een extra atari monitor in doos. (geen verdere gegevens, staat ergens achter)

Gratis af te halen door een echte liefhebber.

Af te halen in koewacht (stekene), belgie.

PS. Weg wegens plaats/tijd gebrek. Spectrum en C64/128 gerelqteerde spulletjes als eventuele ruil zijn welkom, maar dit hoeft echt niet.

Alvast bedankt.

Johan

3037. cherche STE

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 08:19:34 UTC
From: francois <fpoli@hotmail.com>
Message-ID: <9m2e9f$g9l$1@vega.worldonline.fr>
Source record: 42408

Bonjour,
Je cherche une bonne ame qui pourrait me donner un atari STE (520 ou 1040)
avec le cable TV et souris.
ca serait formidable.

En Region parisienne.

contact:
francois sur fpoli@wanadoo.fr

3038. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 09:14:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998639604-710816AEicMi@08002go.com>
Source record: 42423

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Wed, 22 Aug 2001 18:05:54 GMT

>Let me say it really works slow but good.

Isn't happy with newer PDFs unfortunately, and often won't print all of the
document :-(

>3) Go to menu 'Datei/ausgabe'
> select 'Ausgabe auf Drucker (PRN)
> *DON'T* click on 'start' but on 'abbruch'

I don't recall this as being necessary, but I've had problems with some sort
of file not found errors being reported whilst attempting to print so perhaps
this is the way round that.

>For each page however you need to give GS the command to print.
>[alt]+[n] (Nï¿½chtste seite)

How about ticking "No pause" under "Options"?

BTW there are English text and resource files for GhostScript on my web site
for any non-German readers :-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3039. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 09:17:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998639608-711775AEicMi@08002go.com>
Source record: 42424

From: nozpam@zonnet.nl (Martin Tarenskeen)
Date: Wed, 22 Aug 2001 12:41:58 GMT

>I can view PS and PDF files on my screen, but until now I have
>not been able to print anything with my printer or to a file (IMG or

I've found that GS seems to overwrite the file it produces when printing to a graphics format with the output of the next page. Less than useful.

I presume you know that you can change the extender to APP or PRG to have it run straight into its GEM front-end?

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3040. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 09:18:24 UTC
From: nospam@zonnet.nl
Message-ID: <AT3h7.34568$Vs4.351070@zonnet-reader-1>
Source record: 42409

On 22 Aug 2001 18:05:54 , "Martin \"Nightowl\" Byttebier" wrote:
>>I'm trying the Ghostscript version GEMGS.GTP 1.3 from Christian Felsch.
>>(based on Alladin Ghostscript 6.01)
>>I can view PS and PDF files on my screen, but until now I have
>>not been able to print anything with my printer or to a file (IMG or
>>other format). I have no idea what I am doing wrong. Can anyone help
>>me print a page succesfully?
>
>Let me say it really works slow but good.
>
>1) load page
>2) go to 'optionen': select the right printerdriver in 'ausgabeger&#65533;t
> select the right paperformat
> select the right solution
>
>3) Go to menu 'Datei/ausgabe'
> select 'Ausgabe auf Drucker (PRN)
> *DON'T* click on 'start' but on 'abbruch'
>
>4) In Optione click on reload page and there you go.
>
>For each page however you need to give GS the command to print.
>[alt]+[n] (N&#65533;chtste seite)
>
Very very unlogical, but it works !! Thank you. Click on "abbruch" and
"reload page"....why didn't I think of that myself ;). I hope there
will be a next version where the buttons and menus do the things you
would expect them to do.

About multiple page printing: instead of [alt]+[n] I just needed to hit [Return].

3041. Re: Megafile 60 Help !

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 09:21:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998639612-712231AEicMi@08002go.com>
Source record: 42422

From: "ZX_SINCLAIR" <cerelli@interfree.it>
Date: Wed, 22 Aug 2001 18:52:03 +0200

>I have formated the HD with the AHDI with success next i have patitioned
>it
>(a single partition of 62 mb)

Try partitioning with two or three partitions, make the first one about 20MB
or so, depending on how many files you want to put on your boot partition.

--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3042. CT60 : first schematics !

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 10:39:55 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <%35h7.1362$ii6.1508373@nnrp1.proxad.net>
Source record: 42410

I put the first picture of the first schematics of the CT60 on my web site !

Regards

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3043. Motorola : transfer PowerPC in its entirety to Apple ?

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 16:21:03 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <P3ah7.1461$fC5.1500267@nnrp1.proxad.net>
Source record: 42411

Motorola moots Semicon Products Sector sell-off
By Tony Smith
Posted: 22/08/2001 at 10:17 GMT

Motorola has threatened to sell off its semiconductor unit - the division behind the PowerPC and Palm's Dragonball CPU - if the financially troubled operating can't turn itself around.

"No segment of the company is sacred in terms of being protected from its obligation to contribute to that level of financial return," Motorola investor relations chief Ed Gams told analysts this week. "There are no sacred cows here.''

"The present level of financial performance of the segment cannot be tolerated," he added. "Improvements are expected.''

And Motorola president Robert Growney said that a deadline has been set by which the company's chip division, the Semiconductor Products Sector, must show that it can start sufficiently contributing to the company's bottom line. Growney would not say how long the SPS has.

With its focus on embedded applications, particularly communications and networking products, SPS has been hit hard by the downturn in the global chip market. Sales of PowerPC chips for desktop computers, almost all of them to Apple, and Dragonball CPUs to Palm and its licensees have dipped too.

The SPS posted a $131 million operating loss in the first quarter, followed by a $381 million operating loss in Q2. However, a cost-cutting programme, including plant closures and job losses, has brought the division to break-even. Right now, it's praying for an upturn in the market to counter the significant drop on demand experienced during the first six months of the year. Even then, 2001 will see an overall decline of 15-20 per cent, the SPS reckons.

Apple may be doing less badly than other PC vendors, while Palm appears to be picking up, but even together they add up to a small percentage of Motorola's embedded sales.

But how serious is Growney's threat? Certainly, in the past, he has called the SPS a core Motorola business, and therefore safe from sale. That might suggest that his latest comments are as much about reassuring Wall Street that the company will take extreme measures to improve its financial position if it has to. It might also act as a verbal kick up the arse for senior SPS staffers.

Another option open to Motorola is to spin off the SPS, as Siemens did with Infineon, but the tone of Growney's latest and previous comments suggests as IPO isn't a choice the company is likely to pursue.

One other possibility presents itself, however. Motorola could indeed be selling off the chip business - or at least part of it. As we've reported before, Apple is believed to have the right to buy Motorola's PowerPC assets. Unsatisified with Motorola's progress in getting the PowerPC to compete more effectively with the x86 world, Apple has been putting more and more development effort into making the platform better suited to its own needs. The logical upshot of that - combined with Motorola's greater interest in the embedded market - would be to transfer PowerPC in its entirety to Apple.

Growney's comments can be read to pave the way for such a sale, which can now be presented as a streamlining of the SPS' business and as a money-making exercise both leading to profitability. At the same time, it allows Motorola to retain control over a core business: the development of chips for communcations markets.

Of course, Apple may not want to take on the PowerPC because it ties it to the platform more tightly than it is now, particularly now it has launched the potentially multi-platform Mac OS X. However, acquiring PowerPC from Motorola would put Apple in charge of its own destiny, and send a big message out to the world that it's support for the platform is undiminished.

In any case, it could buy the platform with its other PowerPC partner, IBM, set it up as a jointly-owned subsidiary, which would leave it room to manoeuvre later on should a change of platform ever become necessary.

So far, there's little to suggest an Apple takeover, but hints from one source claiming to be an Apple staffer. However, the plot's various strands do appear to be coming together, enough at least, to warrant a close watch over the coming months. Any Apple, IBM or Motorola staffers who know more can tell us all about it here. &#65533;

Related Story
Apple to buy PowerPC from Motorola?

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3044. Re: Wanted Mega STe, box only.

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 17:02:02 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108230902.10e5c283@posting.google.com>
Source record: 42412

Hi,
I just bought this case, you can look on the old EBAY link. The seller
said he had one more. He is clearing out his business, and may have
more goodies left.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1261469297

Mike

"Dennis Shelgren" <Phantom2012@starband.net> wrote in message
news:<PXXg7.340$mn7.91704404@twister1.starband.net>...
> I suppose this is the best place of any to find out if someone out there has
> a Mega STe for sale (looks like a TT but isn't). Doesn't have to work
> completely or include drive. I have almost all the parts to repair any STe
> and the ability to produce my own TOS or PAL chips. I might also consider a
> TT, but don't have schematics yet. I've already spent plenty to relive my
> atari days and have almost everything except a hardrive, so I'm not in the
> market right now for a fully loaded Falcon, Hades, Milan, or complete
> systems.

3045. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 17:24:55 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108230924.3f444d34@posting.google.com>
Source record: 42413

Uwe Seimet <us__nospam__@seimet.de> wrote in message news:<3B80B3ED.604D8783@seimet.de>...
> Michael and Nicole Freeman wrote:
>
> > and could only get up to 720x720 and it looked horrible in comparison. When
> > we get up-to-date printer drivers (which is probably not possible anymore
>
> Why do you say something negative here? When I did so some time ago you
> started bashing me, now you do the same. Very interesting ...

Uwe, where is your sig? Still, after all these years, I laugh when I
see it.

As far as the topic, isn't there a post script driver for Calamus SL?
AIRC, it is expensive, but hey, if one is still using an Atari, money
is no object! A post script driver would allow fast printing to HP
printers, and the poor souls with Epsons can upgrade. But if they are
going to bitch about having to purchase NVDI (who would use TOS
without it??????), the post script driver is likely out of the
question for them. If you can't afford the tools, you don't need to
drive the machine.

After being gone for so long, upon return, I have noticed this note of
negitivity from a couple of 3 or 4 yearold newbie CSAST users:) Guess
thats why the 8-bit'ers keep to their own:)

Grub,
Mike

3046. Re: Wanted Mega STe, box only.

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 18:27:05 UTC
From: Dennis Shelgren <Phantom2012@starband.net>
Message-ID: <ZVbh7.28$gv2.9908363@twister1.starband.net>
Source record: 42415

Mayby I should have clairified "box only" as "cpu unit only" I do indeed
need the mainboard etc. I do at least need the mainboard.

"rustynutt" <rustynutt@hotmail.com> wrote in message
news:fc53daf3.0108230902.10e5c283@posting.google.com...
> Hi,
> I just bought this case, you can look on the old EBAY link. The seller
> said he had one more. He is clearing out his business, and may have
> more goodies left.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1261469297
>
> Mike
>
>
> "Dennis Shelgren" <Phantom2012@starband.net> wrote in message
news:<PXXg7.340$mn7.91704404@twister1.starband.net>...
> > I suppose this is the best place of any to find out if someone out there
has
> > a Mega STe for sale (looks like a TT but isn't). Doesn't have to work
> > completely or include drive. I have almost all the parts to repair any
STe
> > and the ability to produce my own TOS or PAL chips. I might also
consider a
> > TT, but don't have schematics yet. I've already spent plenty to relive
my
> > atari days and have almost everything except a hardrive, so I'm not in
the
> > market right now for a fully loaded Falcon, Hades, Milan, or complete
> > systems.

3047. Hols

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 18:54:03 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b86a719_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 42440
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Yo!, Y'all

Has everyone gone on holiday or summat, this place is dead.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3048. VME network card

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 22:25:16 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <Lofh7.968$v44.84773@news.pacbell.net>
Source record: 42416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anybody ever try one of those in a TT or MSTE :
http://www.voxtechnologies.com/vme_network_boards.htm
I don't know the price but they're based on the "lance" controler....
this could be a good alternative to the lack of VME Ethernet card on
Atari.

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

3049. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-23 23:12:49 UTC
From: Marc Gant <NoSpam@Cia.com>
Message-ID: <3B858DF1.59D0359E@gmx.net>
Source record: 42432

James Alexander wrote:
> Bob Retelle wrote:
> > I have a hazy recollection that they used an ASCI-SCSI host
> > adapter, then a second adapter board to convert the SCSI to the
> > Shugart (MFM/RLL) interface format.
> >
>
> My megafile 30 doesn't seem to have this, its a single board with
> no scsi support at all. I do remember seeing other similar devices.

AFAIR, the old sh204 was sometimes bought by mac users, because there was an ACSI-SCSI adapter inside, so they could hook in onto a mac with SCSI.

Megafile 30 & 60 are Shughart interface / RLL; I had to replace the drive in my megafile 30 some years ago and I can confirm: Single board, no SCSI inside.

If you are willing to take the risc, you _can_ put an MFM-drive into a megafile 30/60: It will work. The "hostadapter" will format it as RLL. But I don't know how safe your files will be...

My advice: Save the hassle, get a complete new harddisc for your ST.

Bye,
Marc

3050. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 00:38:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m47mi$hp3$1@thorium.cix.co.uk>
Source record: 42417

In message <9m1l9e$e2j$1@thorium.cix.co.uk>, sidcelery@cix.co.uk said:

> >"Ric Easton" <biodistributors@microtech.com.au> wrote in message
> >news:3b7b38d6@news.iprimus.com.au...
> >> Does anyone know how to produce the character "@" using Calamus
> >> 1.09N?
> >>
> >> Ric Easton
> >> biodistributors@microtech.com.au
>
>Hi Ric,
>I'm well behind in my messaging, but I couldn't see a reply to this
>message. Fonty by Matthew Carey could edit fonts for Calamus v1.09N.
>It was commercial from the FaST Club but pretty cheap. I'm sure
>someone more local to you can up with a second hand copy for you...

True Harry, but he should note that only the unprotected fonts
(those not assigned a Calamus number) can be edited. The
'serialised' fonts can't be.

Regards, /Peter/

3051. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 00:38:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m47mi$hp1$1@thorium.cix.co.uk>
Source record: 42418

In message <2c5b844f.0108211614.f7fa6c5@posting.google.com>, lallen@swin.edu.au said:

>Hello there I noticed that one of you has internally mounted a 3.5"
>drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and
>adaptor cable ready to go,but for the life of me I cannot see how it
>will fit unless I remove the floppy drive and even then my CT II looks
>like it will interfere....I would greatly appreciate any secret
>techniques to this perplexing dilemma !

Perhaps the CT II takes up the space that I used. I found that I
could lay the drive down sideways between the power supply and
floppy drive, with a little squeezing of the cables. It lies on
top of the shielding, wrapped in thin card to prevent shorts. My
power supply has a fan mounted over the top of it and this seems
to extract the hot air from the HD as well. Of course, the central
support post for the cover screw had to be sawed off as it would
otherwise have gone straight through the drive - or rather
wouldn't - the lid would not have gone on at all! :-)

Regards, /Peter/

3052. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 00:38:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m47mi$hp2$1@thorium.cix.co.uk>
Source record: 42419

In message <qMNg7.33964$Vs4.344732@zonnet-reader-1>, nozpam@zonnet.nl said:
>
>I'm trying the Ghostscript version GEMGS.GTP 1.3 from Christian Felsch.
>(based on Alladin Ghostscript 6.01)
>I can view PS and PDF files on my screen, but until now I have
>not been able to print anything with my printer or to a file (IMG or
>other format). I have no idea what I am doing wrong. Can anyone help
>me print a page succesfully?

I use the same version and it prints everything that's on the screen. The order of setting things up is critical - you have to first choose the correct printer settings in 'Options' - 'Output device', 'Page format' and 'Resolution' - and then click on 'Output' in the 'File' menu. Check that the 'Output device' and 'Resolution' are correct and that the 'Output to printer' radio button is selected. If you click on 'No pause' in 'Options', GEMGS ought to print the whole document.

But I found recently that for some reason it would only display (and print) the first 14 pages of a 22-page document (all in graphics - didn't need to load any fonts) whether 'No pause' was switched on or not. Changing over to V1.2 cured that.

I also wanted several prints from the same file. If you want to do this and have enough disk space, make the settings as above but choose the 'Output to file' radio button. This wil take some time with large documents. When finished "printing", quit GEMGS, double-click the file (under TOS - with MagiC, Thing etc. make sure no application is installed to Show or Print files) and clicking on the desktop's 'Print' button in the dialog will print out the whole thing much faster than having to build up the pages repeatedly.

>I'm using a 14MB Falcon030, but the GEMGS030.GTP version doesn't work. Do I need
>an FPU and/or TT Ram for this version? The docs say it's a TT version.

Sorry, not sure. My Falcon has an FPU though no TT RAM.

Regards, /Peter/

3053. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 00:42:38 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B85A2FE.C72D9E02@greeleynet.com>
Source record: 42420

rustynutt wrote:
>
> As far as the topic, isn't there a post script driver for Calamus SL?
> AIRC, it is expensive, but hey, if one is still using an Atari, money
> is no object! A post script driver would allow fast printing to HP
> printers, and the poor souls with Epsons can upgrade. But if they are
> going to bitch about having to purchase NVDI (who would use TOS
> without it??????), the post script driver is likely out of the
> question for them. If you can't afford the tools, you don't need to
> drive the machine.

The standard Bridge module, if you purchase it, will export a postscript file. But you need the Calypso or Calypso Lite modules to import a postscript file.

My Calamus knowledge gets older by the day, so I may not be exactly right. And the modules do not work with 1.09N.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3054. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 01:34:12 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108231828330.563-100000@shell.pacifier.com>
Source record: 42421
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3055. About my e-mail problems

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 07:15:56 UTC
From: Adam <atari@gabo.pl>
Message-ID: <Pine.LNX.4.21.0108240906250.12291-100000@zulawy.gabo.pl>
Source record: 42425

This is little off-topic (sorry)

Fwe days ago I realized that my e-mail client gives wrong addres in the
REPLY-TO field, it was: atari@zylawy.gabo.pl, and it should
be: atari@gabo.pl

It is fixed now.

If anybody has any unfinished buissnes with me (becouse of
this) now please e-mail me again to the right address: atari@gabo.pl

Sorry for the mess

Adam Klobukowski
atari@gabo.pl

3056. To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 08:44:24 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <9m544t$m1q$1@news1.xs4all.nl>
Source record: 42426

There was a bug in the last oexport module. Please download the beta package
again and install the fixed oexport.ttp

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Who am I, for God's sake, that I should be kind?"
- Miss Havisham

3057. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 09:06:01 UTC
From: claytone@foxinternet.com
Message-ID: <3b8618f9_1@news.foxinternet.com>
Source record: 42427

Hi,

I know you're talkin' Calamus, but in case people weren't aware.... Pagestream does have a postscript driver with it. I just got a Ricoh AP2100 laser printer, and thought I wouldn't be able to use it with my Atari :-(but I saw a PS driver in Pagestream. I tried it out, and I'm able to print Pagestream documents fine. :-) The Ricoh has PCL-5e, PCL6, and Postscript compatability. Maybe some other printers don't have the PS compatability. Oh, the Ricoh AP2100 is only MONO. I know people have been talking about COLOR printing.

Hope that helps, or at least provides fuel for more discussion,

Clayton Murray
Seattle, WA USA

>As far as the topic, isn't there a post script driver for Calamus SL?
>AIRC, it is expensive, but hey, if one is still using an Atari, money
>is no object! A post script driver would allow fast printing to HP
>printers, and the poor souls with Epsons can upgrade. But if they are
>going to bitch about having to purchase NVDI (who would use TOS
>without it??????), the post script driver is likely out of the
>question for them. If you can't afford the tools, you don't need to
>drive the machine.

3058. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 09:31:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998727048-89178AEicMi@08002go.com>
Source record: 42443

From: Ken Springer <wordworks@greeleynet.com>
Date: Thu, 23 Aug 2001 18:42:38 -0600

>> As far as the topic, isn't there a post script driver for Calamus SL?

>The standard Bridge module, if you purchase it, will export a postscript
>file. But you need the Calypso or Calypso Lite modules to import a
>postscript file.

All true, but there is now a PS printer driver in both colour and mono versions. But IIRC there was a PS printer driver available some time ago, perhaps it was only a demo version though.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3059. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 12:32:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8656f48554a0@pandora.be>
Source record: 42428

on Thu 23-08-2001 09:14 Derryck Croker wrote:

>From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
>Date: Wed, 22 Aug 2001 18:05:54 GMT
>
>>Let me say it really works slow but good.
>
>Isn't happy with newer PDFs unfortunately, and often won't print all of the
>document :-(

Do you think it's only Ghostscript who has troubles with PDF? Even
Acrobat reader is sometimes unable to display PDF files.

About printing. So far I never can across a pdf that couldn't be printed
out. However sometimes one has to convert pdf to ps in order to print
the whole document. One can do this with pdf2ps.ttp (part of the gemgs
package). Just drog and drop the pdf one want to convert to the ttp.
Remember pdf2ps.ttp must be in the same dir as gemgs.gtp. Once done you
will see a what_ever.ps beside what_ever.pdf. Don't trow away the pdf as
this file is still needed to print. Load what_ever.ps into gemgs.gtp and
there you go.

>How about ticking "No pause" under "Options"?

Oeps although I use gemgs quite a lot I never noticed that options.
Shame on me. Thanks.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3060. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 12:47:46 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b865aac20b1460@free.fr>
Source record: 42429

Hi Jos,

Very nice to read you again here :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

3061. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 13:20:22 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0108240520.56626068@posting.google.com>
Source record: 42430

"Daniel L. Dreibelbis" <dreibel@sympatico.ca> wrote in message
news:<dreibel-A8BF8F.20314121082001@news1.on.sympatico.ca>...
> In article <cc6719ee.0108211500.1fb8750a@posting.google.com>,
> acceberoob@hotmail.com (boo) wrote:
>
> > I am fairly new to all of this and thinking of getting an Atari St to
> > produce my own music and would like some suggestions as to the best
> > package to get for this - using Midi.
> >
> > Or should I not even be thinking of Atari. It was a friends
> > suggestion.
> >
> > Any guidance appreciated.
>
> the best person to talk to on this is Tim Conrardy, who posts to this
> forum. His Atari MIDI pages will have the answers you need, and not only
> that, some cool freeware sequencers, MIDI utilities and patch librarians
> (many of which were commercial products at one point, especially the Dr.
> T's stuff) for you to download and use.
>
> FWIW, when I was using my STe for music the best sequencer I ever
> used was Notator SL 3.1 !

YEP...that would be me. Thanks to all the prgrammers you can now
download lots of great FREE midi software for your Atari with the
likes you will never find on any platform! So right now...thanks to
the internet, its a great time to use an Atari for Midi. We also have
a great forum for Atari Midi users so you can ask all the midi Q's you
want. Details on my site! There are also Atari-Midi members who use
thier Atari's for Midi and thier PC/ macs for Digital Audio making a
great hybrid.

So here is my site:

http://sites.netscape.net/timconrardy/timidi.htm

Then come join us at Atari-Midi.

Tim Conrardy

3062. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 16:47:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8692cc3716771@pandora.be>
Source record: 42431
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/anim0202.zip (151.970 bytes)
(video player (AVI, MOV, FLI, FLC, and WAV))

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/texto2.zip (39.430 bytes)
(a little text converter:
from Atari ASCII to HTML format
from Atari ASCII to Windows ANSI
from Windows ANSI to Atari ASCII
accent remover)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v1_62.zip (460.554 bytes)
(STe emulating engine)

ftp://chapelie.rma.ac.be/atari/emulators/stemboy.zip (99.524 bytes)
(Gameboy emulator for ST)

**falcon**
ftp://chapelie.rma.ac.be/atari/falcon/audio/falcamp109.zip (175.416 bytes)
(Gem-Based MP3 player for Falcon)

**game**
ftp://chapelie.rma.ac.be/atari/game/housequest2.zip (463.326 bytes)
( The House Quest II - The Revenge of the Mutant Killer Tomatoes
German language)

ftp://chapelie.rma.ac.be/atari/game/klomanager.zip (77.774 bytes) (German only)

ftp://chapelie.rma.ac.be/atari/game/pmdoom-0.27.zip (269.884 bytes)
```

graph-tools
ftp://chapelie.rma.ac.be/atari/graph-tools/chagall_demo.zip (364.524 bytes)
(powerfull graphic tool. German language)

ftp://chapelie.rma.ac.be/atari/graph-tools/diapodk1.zip (145.787 bytes)
(Creates an images database. French only)

html-edit
ftp://chapelie.rma.ac.be/atari/html-edit/joe/joe148b3.zip (202.406 bytes)
(nice and powerfull HTML-editor)

internet
ftp://chapelie.rma.ac.be/atari/internet/mymail-150.zip (1.114.532 bytes)
(Very nice e-mail client for Stik/STing/Gluestik)

mint
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-all.lzh (2.697.128 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-doc.lzh (487.176 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-kernel-000.lzh (247.323 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-kernel-030.lzh (256.652 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-kernel-040.lzh (260.112 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-kernel-milan.lzh (259.828
bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-kernels.lzh (1.074.934 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-modules.lzh (231.374 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-tools.lzh (1.431.100 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-unsupported.lzh (218.561 bytes)
ftp://chapelie.rma.ac.be/atari/mint/kernel/freemint-1.15.12-src.tar.gz (1.881.627 bytes)

```
*****************************************************************************
* freemint-1.15.12-doc.lzh - only the documentation *
* freemint-1.15.12-kernel-000.lzh - only the 000 kernel *
* freemint-1.15.12-kernel-030.lzh - only the 030 kernel *
* freemint-1.15.12-kernel-040.lzh - only the 040/060 kernel *
* freemint-1.15.12-kernel-milan.lzh - only the Milan kernel *
* freemint-1.15.12-kernels.lzh - all kernels (000, 030, 040, Milan) + doc *
* freemint-1.15.12-modules.lzh - all modules (sockets, xdd, xfs) *
* freemint-1.15.12-tools.lzh - all tools *
* freemint-1.15.12-all.lzh - all the things above in one archive *
* freemint-unsupported.lzh - severals not official supported tools: *
* cachesetter, mintsetter, shutdown, sms, *
* crypt, gem-mkfatfs *
* freemint-1.15.12-src.lzh - the complete source code *
*****************************************************************************
```

ftp://chapelie.rma.ac.be/atari/mint/programming/caml.zip (324.865 bytes)
(Caml Light is a small, portable implementation of the ML language.
that runs on most Unix machines. It has also been ported to the
Macintosh, the PC, and other microcomputers.)

ftp://chapelie.rma.ac.be/atari/mint/filesys/ext2/ext2fs-0.59.tgz (22.179 bytes)
(full working Ext2 filesystem driver for FreeMiNT)

ftp://chapelie.rma.ac.be/atari/mint/net/fetchmail-5.8.5.tar.gz (500.461 bytes)
(Remote mail retrieval and forwarding utility)

ftp://chapelie.rma.ac.be/atari/mint/net/scc-0.27.tgz (16.045 bytes)
(Fast SCC serial driver for FreeMiNT)

ftp://chapelie.rma.ac.be/atari/mint/net/uart-0.64.tgz (15.974 bytes)
(Milan 16550 UART driver for FreeMiNT)

ftp://chapelie.rma.ac.be/atari/mint/net/wwwoffle-2.5b.tar.gz (515.855 bytes)
(WWWOFFLE: World Wide Web offline Explorer, proxy web server)

ftp://chapelie.rma.ac.be/atari/mint/filesys/minixfs-0.75.tgz (251.823 bytes)

ftp://chapelie.rma.ac.be/atari/mint/programming/ncurses-5.1-1.m68kmint.tgz (1.912.809 bytes)
(The ncurses (new curses) library is a free software emulation of
curses in System V Release 4.0, and more.)

telecomm
ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.0_de.zip (639.000 bytes)
(fax & voice-mail-system, to send & receive fax,
answering machine, mailbox & terminal with internal z-modem.
German version)

programming
ftp://chapelie.rma.ac.be/atari/programming/xlisp200.zip (94.783 bytes)
(XLISP: An Object-oriented Lisp)

ftp://chapelie.rma.ac.be/atari/programming/bbcbasic.zip (82.611 bytes)

ftp://chapelie.rma.ac.be/atari/programming/apl.zip (73.605 bytes)
(apl.68000, a programming language for ST)

ftp://chapelie.rma.ac.be/atari/programming/emacsforth.zip (109.116 bytes)

ftp://chapelie.rma.ac.be/atari/programming/glisp.zip (53.618 bytes)

ftp://chapelie.rma.ac.be/atari/programming/iapl.zip (209.776 bytes)

ftp://chapelie.rma.ac.be/atari/programming/maxonass.zip (15.747 bytes)
(Assembler. German language)

ftp://chapelie.rma.ac.be/atari/programming/pilot.zip (28.038 bytes)
(Atari version of Pilot language)

ftp://chapelie.rma.ac.be/atari/programming/tiny_bas.zip (14.646 bytes)
(This is an adaptation of Li Chen Wang's
'Palo Alto Tiny BASIC' for the Motorola
MC68000 microprocessor.)

ftp://chapelie.rma.ac.be/atari/programming/toyprolog.zip (186.107 bytes)

ftp://chapelie.rma.ac.be/atari/programming/xlisp200.zip (94.783 bytes)
(XLISP: An Object-oriented Lisp)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/atmenu_1_4.lzh (78.303 bytes)
(AtMenu is a utility which implements the functionality of the Apple Menu
of MacOS on Atary systems.)

ftp://chapelie.rma.ac.be/atari/utilities/icons/extract.lzh (3.828.735 bytes)
(Very powerfull Icon extracter.)

ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_d-309.lzh (125.639 bytes)
(CD-ROM player. German version)
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_fr-309.lzh (243.595 bytes)
(Joueur CD-ROM. Version franï¿½ais)
ftp://chapelie.rma.ac.be/atari/utilities/cd-rom/pmcd_uk-309.lzh (207.296 bytes)
(CD-ROM player, English version)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3063. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 17:55:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b86a32622d0d70@tripnet.se>
Source record: 42433

On Fri 24-08-2001 10:44 (+0200) Jos den Bekker wrote:

And they say shareware programmers mostly write programs for their own
use:

>X-Newsreader: Microsoft Outlook Express 5.50.4522.1200

He has written a superb newsreader and uses the in many aspects inferior
OE himself! Can't even produce a proper sig delimiter :-)

>--

Anyway, right now I not aware of any bugs in Okami, which is not bad for
such a complicated program that I use on a daily basis...

Okami in contrary to OE is capable of producing non-wrapped long html
links and can put citation marks even if you follow up to a post in QP
encoding. Just to mention a few of the OE problems.

Maybe a 100 new registrations or so (not likely, perhaps) would
encouarge(sp?) Jos den Becker to continue his excellent work...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3064. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 20:14:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b86c3ca5d15dc0@pandora.be>
Source record: 42434

on Fri 24-08-2001 17:55 Kenneth Medin wrote:

>On Fri 24-08-2001 10:44 (+0200) Jos den Bekker wrote:

>>X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
>
>He has written a superb newsreader and uses the in many aspects inferior
>OE himself! Can't even produce a proper sig delimiter :-)

This story goes only for the pc version of OE. The Mac version produce a
proper sig. separator
>
>Anyway, right now I not aware of any bugs in Okami, which is not bad for
>such a complicated program that I use on a daily basis...

Hmm, there are a few problems left. For instance, Okami doesn't like
Memory protection very much.

>Okami in contrary to OE is capable of producing non-wrapped long html
>links and can put citation marks even if you follow up to a post in QP
>encoding. Just to mention a few of the OE problems.

I have a Mac next to me. I've tried quite a few Mac mail clients. None
of then come close to Okami.

>
>Maybe a 100 new registrations or so (not likely, perhaps) would
>encouarge(sp?) Jos den Becker to continue his excellent work...

Yes, not very likely but you never know.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3065. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 20:28:49 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b86c7003ed5b60@tripnet.se>
Source record: 42435

On Wed 22-08-2001 18:16 (+0200) Dan de Hulster wrote:

>If you want to produce your own music by writing notes I
>would recommend Score Perfect Professional 3.2 for
>Atari. This is IMO one of the most perfect note editors

According to some well informed people on the Yahoo Atari-midi
mailinglist there is indeed a v. 4 of SPP out for Atari too! The web-page
only talked about 4 for Win and 3.2 for Atari last time I checked it.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3066. Falcon CT2B IDE Drives

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 22:34:28 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9m6kpk$jo4$1@newsg3.svr.pol.co.uk>
Source record: 42436

Just a short one!

Who uses a CT2B Falcon with a 10Gb or more IDE Hard Drive?

What Hard-drive driver do you use?

Does anyone have a 20 Gb Seagate ST320413A working on their system with HD Driver 8.03 or any other version of the software?
I have one but cannot get it to work with HD Driver, HDDRIVER.PRG crashes and therefore I can't get the Seagate partitioned or configured!!

Help!

Thanks

Neil

3067. Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2001-08-24 22:38:11 UTC
From: davetrut@aol.com
Message-ID: <20010824183811.18372.00005563@ng-bg1.aol.com>
Source record: 42437

I have an Atari TT030, 20megs ram 560mg hard drive 2 floppy disks 720, VGA- PTC color monitor (Atari's) for TT. Also a 4.2gig HD and CD scsii external.
Many programmes are also available. Calamus SL to Dark Castle. You name it I probably have it.
GENUINE Offers ONLY ..... please.

Contact: davetrut@aol.com

3068. Atari Times Update 8-24-2001

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 00:53:59 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B86F75C.A20DD863@att.net>
Source record: 42438
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

This week at http://www.ataritimes.com:

* NEW! Brian Rittmeyer's Killer App
* NEW! Kasumi Ninja Review
* NEW! Dear Fruitman...
* NEW! Site Spotlight!
* Revisit the Malibu Bikini Volleyball Review

* Don't forget to check out Cousin Vinnie's Tower Toppler Contest!

* Help needed with the Atari Lynx book!
http://www.ataritimes.com/lynx/features/fea_lynxbook.html

See you there!

--
Greg

```
=-=-=-
```

3069. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 04:22:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0108242022.7d76041a@posting.google.com>
Source record: 42439

"jonk" <atari@NOwcoilSPAM.com> wrote in message news:<9l7mpqgqe0@206.230.189.45>...
> what is the biggest ide drive I can put in a Falcon
>

For that matter, HOW do you put an IDE drive in a Falcon? Are the
2.5" mounting holes already there or does one need a bracket? If so,
what type?

Galen (who is eyeing a 6.4Gb 2.5" drive in the Tiger Direct catalog)

3070. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 05:49:17 UTC
From: rsmac@t-online.de
Message-ID: <1eyont3.1hthlci13c5kw1N%rsmac@t-online.de>
Source record: 42441

Galen <ekaljuma@mtsac.edu> wrote:

> For that matter, HOW do you put an IDE drive in a Falcon? Are the
> 2.5" mounting holes already there or does one need a bracket? If so,
> what type?

Itï¿½s simple to drill new holes into the ide bracked.
Newer IDE devices had different screw holes.

Other way is to put a piece of paper between drive and bracked and fix
the drive with two rubber rings.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3071. Re: If you could design a $300 homecomputer today, what would you choose?

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 06:26:56 UTC
From: Troy Parker <tpbs72@nc.rr.com>
Message-ID: <MPG.15f0f82f82868cc298969a@news-server.nc.rr.com>
Source record: 42442
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy, comp.sys.atari.st,comp.sys.cbm,comp.sys.sinclair

In article <ij2g7.41473$c8.15313780@news1.denver1.co.home.com>, Nearl J Toothenbecker,nj_toothenbecker@hotmail.com says...

>Perhaps that statement was worded poorly. The situation referred to is often
>called "M$ tax." Will M$ let you install a second OS along with theirs?

Microsoft's EULA only restricts how OEM's install Windows, and software "into Windows", and has no control over the rest of the product. They can't tell us not to install Linux alongside it.

--
The above is not necessarily the opinion of IBM
but it should be!

3072. Motorola PowerPC G5 = 8500

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 10:13:46 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <uTKh7.1990$IA.2507893@nnrp6.proxad.net>
Source record: 42444

> Motorola names PowerPC G5 the 8500
> By Tony Smith
> Posted: 24/08/2001 at 13:20 GMT

> The next generation of Motorola's PowerPC processor, codenamed G5, will be
> officially known as the 8500 and not the 7500, as originally planned.
> It's a sign that Motorola is turning its sights even further away from the
> desktop market - represented by the '7' in its chip nomenclature - to the
> embedded arena - which is essentially what the '8' indicates.
> So too is Motorola's move to shift PowerPC into its Smart Networks
> initiative, its edge-to-edge network applications platform.
> The G5's official name comes from Motorola's latest PowerPC roadmap. It
adds
> little to previous roadmaps, but we note that the G5 description now has
> symmetric processing capabilities, Rapid IO support and will be fabbed
using
> silicon-on-insulator technology at 0.13 micron. That's in addition to past
> roadmaps' mention of the G5's extensible architecture, new pipeline
> (essential for the clock speeds Motorola has in mind), new bus topology
and
> its split into 32-bit and 64-bit product lines.
> Where once the G5's clock speed was simply "2GHz+", we now have "800MHz -
> 2GHz+", suggesting Motorola may have scaled back its expectations a
little.
> Particularly since the G4 is still listed as "1GHz+" - a speed it's still
> some way off (outside Apple's labs, at least).

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3073. Re: 3.5" Drive into a Falcon ?

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 11:54:30 UTC
From: "Gill Baates"
Message-ID: <TuMh7.11017$Bp3.154428@news2-hme0>
Source record: 42445

"cool hand" <lallen@swin.edu.au> wrote in message
news:2c5b844f.0108212216.70b0cfa4@posting.google.com...
> Hello there I noticed that some of you have internally mounted a 3.5"
> drive in a Falcon,I have my Falcon open and a new 6.4 gig drive and
> adaptor cable ready to go,but for the life of me I cannot see how it
> will fit unless I remove the floppy drive and even then my CT II looks
> like it will interfere....I would greatly appreciate any secret
> techniques to this perplexing dilemma !
> Cheers.
> BTW,how do I mock up my email address as most do on this group to hide
> it from spammer bots ?

in a standard falcon you saw off one of the upper case screw posts and wedge
the 3.5 in between the psu and floppy, it is a tight fit, as I don't know
where a CT II goes I can't comment

3074. [WEB] Aniplayer 2001 V2.17

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 12:15:05 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <1eyp8ov.c6nm2becgv5sN%didier.mequignon@wanadoo.fr>
Source record: 42346

Hi,

The lastest version of Aniplayer is on my site, for more
informations:
http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm (<=> history.txt)

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

3075. FA: ebay: action games, educational programs, books, magazines

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 14:18:51 UTC
From: David Smith <david@suscom.net>
Message-ID: <3B87B3CB.1B8274CA@suscom.net>
Source record: 42347

```
All information is current as of Aug-25-01 01:52:20 PDT
Please visit eBay for the latest information.

I have the following auctions underway:
1266051640: ST: 17 Disk-Magazines about the Atari ST
Current bid: $9.76
Auction ends on: Aug-27-01 13:34:50 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1266051640

1266099526: Atari ST: 4 Books about the Atari ST Computer
Current bid: $13.05
Auction ends on: Aug-27-01 16:37:39 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1266099526

1266341108: Atari ST: 11 Action & Arcade Games
Current bid: $11.50
Auction ends on: Aug-28-01 14:14:42 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1266341108

1265969997: ST: Back to School Software, 14 New & Used
Bidding starts at: $1.00
Auction ends on: Aug-27-01 08:04:58 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1265969997

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david
```

3076. Falcon for sale UK

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 14:52:43 UTC
From: nowt <nowt@nowt.co.uk>
Message-ID: <3b87bfd5$0$27903@news.zetnet.co.uk>
Source record: 42349

14 meg + Powerup mod , internal 750 IDE, connected to a mini tower with CD rom, SyQuest 135 removable and 230 scsi, no monitor assorted software onboard,
best offer, buyer to collect in the Manchester area

3077. FS Atari 1040STE

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 14:53:06 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9m8du8$bc9$1@news8.svr.pol.co.uk>
Source record: 42348

I have an Atari ste for sale on e-bay if anyone is looking for on,just click on the link below.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1267650324

--
Regards
Russ Green

3078. EPSONtrouble...

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 16:24:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <998814236-640388AEicMi@xs4all.nl>
Source record: 42366

Hi,

Does anyone know if the EPSON Stylus Photo 790
can be recognized by NVDI? I've just bought the
printer for a very good price but I am not sure
if it'll work on my TT.

And if someone has got it done can he or she
tell me how?

Thanks in advance,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3079. Re: Falcon for sale UK

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 17:37:36 UTC
From: Gill Bates <unreal@false.com>
Message-ID: <wwRh7.889$ii3.10467@news1-hme0>
Source record: 42350

```
"nowt" <nowt@nowt.co.uk> wrote in message
news:3b87bfd5$0$27903@news.zetnet.co.uk...
> 14 meg + Powerup mod , internal 750 IDE, connected to a mini tower with CD
> rom, SyQuest 135 removable and 230 scsi, no monitor assorted software
> onboard,
> best offer, buyer to collect in the Manchester area
>
>
sorry real e mail

kdermott(removespamblock)@zetnet.co.uk
^^^^^^^^^^^^^^^^^^^^
```

3080. Re: Need help installing CD-ROM

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 18:12:33 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b87ea91$0$27904@news.zetnet.co.uk>
Source record: 42351

```
On 22 Aug 2001 07:44:37 , Uwe Seimet wrote:
>Charles Stanley wrote:
>
>> >*BOS, C:\AUTO\SPIN_SD.BOS, A:3
>> >*DOS, C:\AUTO\ISO9660F.DOS, X:A
>>
>> I have mine set up as "Z" not "A", since "A" refers to the floppy drive.
>
>"A" does not mean floppy drive A: here. The setup above maps the CD-ROM
>drive to drive X:, not to floppy A:.

Thanks to both Dr Uwe and Hallvard for enlightening me, but the following
is what I am referring to:-

; EXTENDOS.CNF: configuration file for ExtenDOS Gold
*OPT C=7
*BOS, C:\GEMSYS\EXTENDOS\CD.BOS T=1024 L=128, Z:11
*DOS, C:\GEMSYS\EXTENDOS\UNIDRIVE.DOS P=24 B=40 R/O U=Y, S:Z

In other words, my CD partition is "S", the other drive is "Z" not "A".
I set it this way because "A" caused problems (in both SPIN and Extendos).
Yet I happily accept Uwe's judgement in the matter.

Charles.
```

3081. DACAPO TXT, HYP or HTM

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 18:37:32 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m8r9c$e4h$1@thorium.cix.co.uk>
Source record: 42352

Hi!

Does anyone have one of these instruction files in English or German please? I believe there was at least a German HYP.

I have a registered version of the 1.22a program but it came with no instructions :-(Although it is fairly intuitive to use, I am sure there are some things in it that are not obvious.

Also, anyone know how it compares with ADDRESS? What are the relative advantages/disadvantages of the two? It seems to me that DACAPO has an easier to read screen display with more info visible directly in the list without having to open the 'card'. OTOH it seems quicker and easier to dial directly from ADDRESS since you can do it from the list - with DACAPO you have to open the card and then click on 'Dial'. Against that is the fact that there is not really enough room for the current length of web page addresses in ADDRESS whereas the extra lines in DACAPO can be used for this.

Any experience from users welcome!

Thanks!

Regards, /Peter/

3082. Epson 790 trouble...

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 20:07:20 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <998814240-640968AEicMi@xs4all.nl>
Source record: 42367

For those who are intersetde in my Epson Stylus
photo 790 problem: it has already been solved.
It works under the 600 driver from NVDI.

Nice prints and those who've already send an
answer: thanks and enjoy your weekend.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3083. FS: LOTS of great Atari stuff

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 20:19:49 UTC
From: "@home" <sales@bedlamedia.com>
Message-ID: <FLTh7.48412$c8.20583184@news1.denver1.co.home.com>
Source record: 42353

I am getting rid of all of it. It s taking up space and I'm not using it L

I want it to go to a good home not somewhere it might get dumped.

I will take offers for everything. You pay shipping.

Keep in mind that this is in the U.S. and that you're check or money order must clear BEFORE I ship it. I can also take credit cards.

Contact me at frm@bedlamedia.com

Games:

Sleepwalker - (GREAT GAME) requires 1 meg or more

Clown-O-Mania

No Second Prize - motorcycle racing

Lotus III

Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and Wonderland

Sim City

Falcon Flight Sim

Battle Chess

Falcon

Apps:

Twist 2 - database

Stalker 3/ Steno - telecommunications

Timeworks Desktop Publisher 1 and 2

GFA Draft Plus

Studio Photo - image editor

Genus - font editor

Calamus SL publishing with Oultine Art and Font editor

Neodesk 3

Image Copy 3

Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt

Maxi File 3

Multi Desk Deluxe

Ultimate Virus Killer

Warp 9

Fontverter- TYPE 1 Converter

Kobold File Copier

Hot Wire

Universal Item Selector

Edhak

Diamond Back 3

Diamond Edge 2

Gem-View

NVDI 4

OutburST 3

ExtenDOS

Programming:

The GP_EDIT Library - for GFA Basic

HiSoft Basic 1

Hisoft C Interpreter

STOS Basic and Compiler

GFA Basic 3.5

Personal Pascal

Hardware

Blow-Up 030 - screen expander for Falcon

Pyramid monochrome hand scanner

MultiSync/RGB monitor switch

Mega Ste - 4 megs RAM / no hard drive

Atari SC1435 - 14 inch color monitor

Atari SM124 - 12 inch monochrome monitor

Atari SC1224 - 12 inch color monitor

Quantum 250 meg internal HD for Falcon

2 Joysticks

Books

Software Development with GFA Basic 3

Modern Atari System Software

GEM Programmer's Reference Guide

The Atari Compendium

ST Basic to C

Atari ST Tips and Tricks

GFA Basic Programmer's Reference Guide Volume 1

ST Assembly Language Workshop (with Disk)

Your ST Comes Alive

St Applications Guide - Programming in C

Concepts in Programming with GFA Basic

68000 Assembly Language Programming - Second Edition

GEM Programmers reference Guide

Magazines:

ST FORMAT: issues 22-82 with disks

ST REVIEW: May 92-Nov 94

ST USER: 1-34

ST ACTION: 26, 34, 35, 37, 40

Also I will give way disks of shareware to the first bunch of sales. It will be a grab bag of goodies along the lines of the items you bought. The more you buy, the more you get free!

3084. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 21:35:58 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <998779018-444036AEicMi@xs4all.nl>
Source record: 42356

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Fri, 24 Aug 2001 20:28:49 GMT

>According to some well informed people on the Yahoo Atari-midi
>mailinglist there is indeed a v. 4 of SPP out for Atari too!

According to my SPP dealer in Holland the developpment
definitely stops at 3.2 for Atari. The version 4 is available now
for Win and soon for Mac's. I was also told that in the near future
SPP is going to be overhauled, the author is going to change the
programming language.
Despite this sad news, fortunately version 3.2 is already at a
high point of perfection.

Cheers
Dan

3085. Re: Syquest drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 21:42:02 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <KYUh7.61121$gj1.5644038@bgtnsc05-news.ops.worldnet.att.net>
Source record: 42354

Cort --

Once you get your Syquest system back up and running, I have two Syquest 270MB (SQ3270) cartridges that were left over and never used (one is still in its original shrink wrap packaging, the second has been opened and formatted, but otherwise never used - I sold my 270MB drive mechanism and have these two cartridges left over). If you can use them, you can have them for $10 each plus shipping. Email back if you're interested.

Sheldon
s.winick@worldnet.att.net

<maestro@aiov.com> wrote in message news:3B81A9D7.931EA2BC@aiov.com...
> Hello all,
>
> I'm new to this group, and wonder if anyone can help...
> My Syquest 270 meg drive recently gave up the ghost (cart won't engage)
> - I used it with a 4 meg STf with the ICD Link host adaptor. I have just
> come across another Syquest drive, model no. MTS-270-MAC3, same cart
> size, same connector sockets and the bare drive inside says "SQ3270S"
> like my old one. I suppose I could swap out this drive and put it in
> the old case, but does anyone know if it will work as is? The Syquest
> web site doesn't even list this model number.
>
> Thanks in advance for any replies,
>
> Cort Sauerwein
>

3086. comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 21:45:49 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b881c8d$0$27907@news.zetnet.co.uk>
Source record: 42355

Hi all!

Re: Announce

Is this newsgroup dead?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3087. Re: DACAPO TXT, HYP or HTM

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 22:26:30 UTC
From: Diedrich Dirks <ddwhv@gmx.de>
Message-ID: <VA.00000116.027ecc1d@id-68569.user.dfncis.de>
Source record: 42357

Moin Peter,

> Does anyone have one of these instruction files in English or
> German please? I believe there was at least a German HYP.

I think the German hyp will be in your mailbox now.

Tschï¿½s,
Diedrich

3088. Re: FS Atari 1040STE

Newsgroup: comp.sys.atari.st
Date: 2001-08-25 22:48:40 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3B8846E2.51789EE5@ev1.net>
Source record: 42358

```
Russ wrote:
>
> I have an Atari ste for sale on e-bay if anyone is looking for on,just click
> on the link below.
> http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1267650324
>
That should be FA--for *auction*...and not FS (for sale)...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

3089. Re: VME network card

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 00:20:40 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9m9fco$k67$3@dos.canit.se>
Source record: 42359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Rodolphe Pineau <roro@rti-zone.org> wrote:
: Is anybody ever try one of those in a TT or MSTE :
: http://www.voxtechnologies.com/vme_network_boards.htm
: I don't know the price but they're based on the "lance" controler....
: this could be a good alternative to the lack of VME Ethernet card on
: Atari.

I think I can say without doubt that they won't work out of the box, but since there have been several LANCE based boards for the Atari, a driver should be rather easily adapted.
Both the Riebl and the TUWTCP card are LANCE based.

Mind you, these seem to be made for industrial clients and as a consequence might be quite expensive, perhaps more so than Mario Becroft's graphics/ethernet card.

--
/Iggy, the irregular regular

3090. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 02:50:53 UTC
From: Oracle <antocopra@no.its.not>
Message-ID: <huZh7.149724$Xr6.842488@news-server.bigpond.net.au>
Source record: 42360

no, not at all

--

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3b881c8d$0$27907@news.zetnet.co.uk...
> Hi all!
>
> Re: Announce
>
> Is this newsgroup dead?
>
>
> Cheers!
>
>
>
> James
>
>
>
> _____
> | | .____.
> |James Haslam Email: jfhaslam@zetnet.co.uk| // //|
> | | || || |
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
> +---+ _/|| ||_ /|
> |Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam |
> +---+ Atari Falcon
> |List owner of the Cheshunt Computer Club mailing list|
> ---
>
>
>
>

3091. Re: VME network card

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 02:55:28 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <AyZh7.149730$Xr6.842325@news-server.bigpond.net.au>
Source record: 42361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wouldn't it be great if out of the box on the cdrom full of drivers, there
was a directory on it called "atari" containing all the programs needed to
make it run

--

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9m9fco$k67$3@dos.canit.se...
> In comp.sys.atari.st Rodolphe Pineau <roro@rti-zone.org> wrote:
> : Is anybody ever try one of those in a TT or MSTE :
> : http://www.voxtechnologies.com/vme_network_boards.htm
> : I don't know the price but they're based on the "lance" controler....
> : this could be a good alternative to the lack of VME Ethernet card on
> : Atari.
>
> I think I can say without doubt that they won't work out of the box, but
> since there have been several LANCE based boards for the Atari, a driver
> should be rather easily adapted.
> Both the Riebl and the TUWTCP card are LANCE based.
>
> Mind you, these seem to be made for industrial clients and as a
> consequence might be quite expensive, perhaps more so than Mario Becroft's
> graphics/ethernet card.
>
> --
> /Iggy, the irregular regular

3092. Re: VME network card

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 03:08:17 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <3KZh7.1331$OF1.166301@news.pacbell.net>
Source record: 42362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9m9fco$k67$3@dos.canit.se>, "Iggy Drougge" <optimus@canit.se>
wrote:
> I think I can say without doubt that they won't work out of the box, but
> since there have been several LANCE based boards for the Atari, a driver
> should be rather easily adapted.
> Both the Riebl and the TUWTCP card are LANCE based.
>
That was my point. I didn't think they could work directly but as there
is already some ethernet card for Atari based on the Lance controler it
should not be too hard to adpat those one (I don't say it's an easy task
but it's probably posible to do it)

> Mind you, these seem to be made for industrial clients and as a
> consequence might be quite expensive, perhaps more so than Mario
> Becroft's graphics/ethernet card.
>

I know but Mario don't know if he will have more time to spend on the
card (I had a short discution with him by email), so I was looking for an
alternative solution (not for me as I have a Falcon with the parallel
port adapter and I'll have an Eclipse probably next week) for people that
want to connect a MegaSTE or a TT in their existing network. I sent some
emails to some company doing VME Ethernet card and I'm waiting for some
answer. I already receive one from another company than the one I
mentioned in my first post and they are realy expensive, so I'm waiting
for more quote that I will post in this newsgroup if the price is interesting
(between $100 and $200 seems a good price as the ethernet car for
Atari computers are not produced anymore).

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

3093. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 04:42:17 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B887DBA.F9584F5A@home.com>
Source record: 42363

I'd wondered if it was dead. I tried posting to it several times and the messages were always dumped immediately. I gave up on it soon afte.r

"Oracle ï¿½" wrote:

> no, not at all
>

3094. FS: Revised list

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 05:16:55 UTC
From: "fmatzen@home.com" <sales@bedlamedia.com>
Message-ID: <bD%h7.49034$c8.20997195@news1.denver1.co.home.com>
Source record: 42364

Revised 08-26-2001

I am getting rid of all of it. It s taking up space and I'm not using it L

I want it to go to a good home not somewhere it might get dumped.

I will take offers for everything. You pay shipping.

Keep in mind that this is in the U.S. and that you're check or money order must clear BEFORE I ship it. I can also take credit cards.

Games:

Sleepwalker - (GREAT GAME) requires 1 meg or more

Clown-O-Mania

No Second Prize - motorcycle racing

Lotus III

Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and Wonderland

Sim City

Falcon Flight Sim

Battle Chess

Falcon

Apps:

Twist 2 - fantastic database

Timeworks Desktop Publisher 1 and 2

GFA Draft Plus

Studio Photo - image editor

Genus - font editor

Calamus SL publishing with Oultine Art and Font editor

Image Copy 3

Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt

Maxi File 3

Multi Desk Deluxe

Ultimate Virus Killer

Warp 9

Fontverter- TYPE 1 Converter

Kobold File Copier

Hot Wire

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Programming:

The GP_EDIT Library - for GFA Basic

HiSoft Basic 1

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STOS Basic and Compiler

GFA Basic 3.5

Personal Pascal

Hardware

Pyramid monochrome hand scanner

MultiSync/RGB monitor switch

Mega Ste - 4 megs RAM / no hard drive

Atari SC1435 - 14 inch color monitor

Atari SM124 - 12 inch monochrome monitor

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GEM Programmer's Reference Guide

The Atari Compendium

ST Basic to C

Atari ST Tips and Tricks

GFA Basic Programmer's Reference Guide Volume 1

ST Assembly Language Workshop (with Disk)

Your ST Comes Alive

St Applications Guide - Programming in C

Concepts in Programming with GFA Basic

68000 Assembly Language Programming - Second Edition

GEM Programmers reference Guide

CD-Rom

Moving Pixels Collection

Suzy B's Atari Software Treasury - 2 CD set

All Things Falcon

ESG - Public Domain Clipart

Magazines:

ST FORMAT: issues 22-82 with disks

ST REVIEW: May 92-Nov 94

ST USER: 1-34

ST ACTION: 26, 34, 35, 37, 40

Also I will give way disks of shareware to the first bunch of sales. It will be a grab bag of goodies along the lines of the items you bought. The more you buy, the more you get free!

3095. Atari G4/Athlon/Duron

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 07:12:00 UTC
From: Artur Stachon <astachon@telus.net>
Message-ID: <3B88A1B2.F3F3C203@telus.net>
Source record: 42365

I would be happy if we could use ppc g4 or Athlon/Duron cpu for a new Atari.
At home I use Amd Duron 600mhz overclocked to 1030mhz. It cost me all $500
(20gb 7200hd, 256pc 133 ram, geforce2 video card, etc...) 2 months ago.
Recently Abit kt133 motherboard with duron 600 sold on ebay for $79 !
Thats exactly what I'm using at home ! Right now on Ebay Intel PIII 1ghz sells for $200 US alone.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1268020728

This Abit/duron combo (overclocked to 1030mhz) for $79 that sold a few days ago is faster than that 1ghz intel cpu alone which costs at this time $200 US !

My point is, we could have a really cheap and powerful Atari computer right at this moment. So far we have a REALLY GOOD operating system MagiC. All we now need is a good motherboard design with a good controller/drivers and fast cpu (forget coldfire or 060). I am sick of my win98 booting 1:15 min. I had 2 Falcons, 2ste's, 1stfm, 1 atari 65xe. And I was always fascinated by Atari OS. MagiC is the best OS. Very neat looking and fast. Well, I don't want to buy Falcon anymore, I need something faster than 16 mhz :) Any new Atari above 600Mhz and I'll be the first one to buy it.

Artur...

3096. Re: Ghostscript printing?

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 08:47:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998895570-31484AEicMi@08002go.com>
Source record: 42383

From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Date: Fri, 24 Aug 2001 12:32:24 GMT

>>Isn't happy with newer PDFs unfortunately, and often won't print all of the
>>document :-(
>
>Do you think it's only Ghostscript who has troubles with PDF? Even
>Acrobat reader is sometimes unable to display PDF files.

I know, now you mention it I've had problems with that too - ridiculous when
you think about it!

Thanks for the tip with the TTP! :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3097. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 09:56:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b88cf6a6febc0@free.fr>
Source record: 42369

Hello,

in article <3B887DBA.F9584F5A@home.com> (comp.sys.atari.st)
James Alexander wrote on Sun 26-08-2001 04:42 (GMT):

> I'd wondered if it was dead. I tried posting to it several times and the
> messages were always dumped immediately. I gave up on it soon afte.r

Maybe it's not dead, maybe its moderator is busy. Anyway, I didn't see
any message in this NG for months on the server I use to get messages
coming from 'corp.supernews' (this domain is filtered by the news server
of my ISP, because their policy (supernews) regarding spam, so that I
need to use another server).

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3098. Re: Atari G4/Athlon/Duron

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 10:19:56 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010826101724.178E-100000@localhost>
Source record: 42368

On Sun, 26 Aug 2001, Artur Stachon wrote:

> My point is, we could have a really cheap and powerful Atari computer
> right at this moment. So far we have a REALLY GOOD operating system
> MagiC. All we now need is a good motherboard design with a good
> controller/drivers and fast cpu (forget coldfire or 060). I am sick of
> my win98 booting 1:15 min. I had 2 Falcons, 2ste's, 1stfm, 1 atari 65xe.
> And I was always fascinated by Atari OS. MagiC is the best OS. Very neat
> looking and fast. Well, I don't want to buy Falcon anymore, I need
> something faster than 16 mhz :) Any new Atari above 600Mhz and I'll be
> the first one to buy it.

Why wait? U just have to buy MagicPC, and voila, ull have yours "new
above 600mhz Atari". Its as simple as that.. MagicPC on HDD or bios will
execute at same speed approx, no hardware to buy..

3099. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 10:26:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b88dcb6c4f050@tripnet.se>
Source record: 42370

On Sat 25-08-2001 23:35 (+0200) Dan de Hulster wrote:

>>From: "Kenneth Medin" <kennethm@tripnet.se>
>>Date: Fri, 24 Aug 2001 20:28:49 GMT
>
>>According to some well informed people on the Yahoo Atari-midi
>>mailinglist there is indeed a v. 4 of SPP out for Atari too!
>
>According to my SPP dealer in Holland the developpment
>definitely stops at 3.2 for Atari. The version 4 is available now
>for Win and soon for Mac's. I was also told that in the near future
>SPP is going to be overhauled, the author is going to change the
>programming language.

The message I refered to indicates the opposite. I don't know if this
is a misstake of some kind. Anyway here it is:

To: atari-midi@yahoogroups.com
X-eGroups-From: cmassey@gate.net (Charles Massey)
Date: Sat, 28 Jul 2001 14:41:22 -0400 (EDT)
Reply-To: atari-midi@yahoogroups.com
Subject: Re: [atari-midi] Score Perfect

Hi ya'll,

In response to questions about Score Perfect, I am enclosing a reply I
received with the same questions answered by him. I also learned from him
that it will print in LANDSCAPE!

Charlie

From: "Christof Schardt" <cs@columbussoft.de>
To: "Charles Massey" <cmassey@gate.net>
Subject: Re: Anfrage
Date: Wed, 25 Jul 2001 20:05:24 +0200

Hello,

> I have a small music studio in U.S. and use an Atari TT. I have tried
> your demo and what I could figure out, (speak no German) works well!
>
> 1. Is there an English version?
Yes, it is. program and printed manual in english.

> 2. Is 4.0 available for the ATARI?
Yes.

> 3. How much is it, U.S. and how do I order?
it is 148 USD including handling and shipping.

The best is to pay by VISA.
You could send me an email or a fax with the data.

As soon as the charge is processed you
will be entitled to donwload the full version.
The package will follow 1-2 weeks later.

Regards
Christof Schardt

+----------------------------------+
| COLUMBUS SOFT |
| Dr.-Ing. Christof Schardt |
| www.columbussoft.de |
| cs@columbussoft.de |
+----------------------------------+

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3100. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 11:35:32 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <998829422-678925AEicMi@xs4all.nl>
Source record: 42371

I've asked for it before and I want to give it
another try: does anyone have Xenomorph II for
sale? It is a rendering program. And because
NEON is rather itchy with NVDI and MagiC I am
looking for version II for quick sketches...

Anyone?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3101. Progress with Samba

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 11:47:28 UTC
From: Mille Babic <atari@goteborg.utfors.REMOVE.se>
Message-ID: <kl5i7.3110$6e1.185576@newsc.telia.net>
Source record: 42372

Hi all!

I have made Samba to work at my home LAN. From my Falcon with MagiC/MagiCNet I now can access shared folders from my Wintel machines.

The Vassilis smb_client starts with a smb prompt (within VT52) where lots of commands are listed (help or ?). Copy files, create folders etc works fine. The advantage over FTP-Server is now that I can sit with my Falcon and shuffle files around.

The parameters: \\CAROLINE\temp -N for smb_clnt.ttp makes a connection to the PC CAROLINE with temp as a shared folder at there for me.

I now that some of the MiNT-users use Samba and some few of the MagiC users do aswell, but there's really quiet here in this discussion area about this. Should be nice to hear from some of you, have you use Samba and for what tasks.

Anyway, here's a short description how I settle this up:

I do use the link2you app to attach my $HOME and /usr folders to the U-drive.
link2you.prg I placed (early) in the c:\gemsys\magic\start\ folder.
The link2u.cnf have these rows:
sln e:\usr u:\usr
sln e:\tmp u:\tmp
delu a

my e:\usr contains the subfolder home ($HOME) and the folder \local.
The samba folders is located at e:\usr\local\samba\ (subfolders \var, \lib, \private, \lib\codepages)
The smb.conf is located in the \lib folder and the Samba Client as \usr\samba\smb_clnt.ttp
The whole \usr is then re-directed to u:\usr with link2u.

Why do I re-direct the $HOME to u:\usr\home then?
Do not really know but most MiNTnet apps work well under MagiCNet and some of them have to be accessed through the u-drive, so I thought the ini-files should be there aswell. Hmm... seems odd but things works well, anyway.
With this row in the magx.cnf file I made this so:
#ENV HOME=u:\usr\home

My e-drive uses long filenames which is necessary to make MagiCNet works well. I have my \etc folder at there with all the Ethernet necessary files. e:\etc is also re-directed to u:\etc but not with link2u, 'course MagiCNet do the job with parameters from the MAGX_RC.NET file (variable etc_path that pinpoints my e:\etc)

Mille Babic

3102. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 13:46:12 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010826134404.154A-100000@localhost>
Source record: 42373

On Sun, 26 Aug 2001, Raoul Teulings wrote:

> I've asked for it before and I want to give it
> another try: does anyone have Xenomorph II for
> sale? It is a rendering program. And because
> NEON is rather itchy with NVDI and MagiC I am
> looking for version II for quick sketches...
>
> Anyone?

In what way Neon is itchy... I have no troubles at all with it here..
Im not using Magic, still Neon should run well in single mode, and i have
no NVDI related troubles at all.. I got it running in MiNT as well and
there are no troubles as well... seems odd

janez

3103. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 16:35:40 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b892d164b1ae60@tripnet.se>
Source record: 42374

On Sun 26-08-2001 13:17 (GMT) Hallvard Tangeraas wrote:

>James Haslam <jfhaslam@zetnet.co.uk> wrote:
>
>> Hi all!
>>
>> Re: Announce
>>
>> Is this newsgroup dead?
>
>No, why?
>Apparently your message got through ;-)

Hm, comp.sys.atari.announce _does_ seem to be dead at the moment. Last message was posted 7/5 by the moderator.

I did try to post sometimes later and so did Eric Hï¿½ll (MyMail author) but unfortunately at least my ISP can't be used to post to moderated newsgroups. My ADSL ISP has a very poor news service.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3104. Re: PULSAR now up to Rev 2.0 !

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 17:11:28 UTC
From: mdoering@mucl.de
Message-ID: <3b7ae069.1879796@news.cis.dfn.de>
Source record: 42375

On 17 Jul 2001 17:05:28 -0700, tconrardy@hotmail.com (Tim Conrardy)
wrote:

>Neil finished a new Beta version of PULSAR. We are now up to version
>2.0!
>
>Get it here:
>
>http://sites.netscape.net/timconrardy/pulsar.htm
>

possibly you should write in a short form, what PULSAR is?!? :-|

Martin Doering

3105. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:03:44 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8963C0.53B283F1@home.com>
Source record: 42376

Martin \"Nightowl\" Byttebier wrote:
Have you any idea howmuch QuarkXpress of Indesign costs?

Yes they're very costly, but do they help us atari users much? NO

> Is Indesign perfect?I strongly doubt that.
> Calamus is a very good and reasonable cheap dtp program.
>

cheap compared to some pc/mac dtp software but not really so good. As I've stated more than once the printer drives have been buggy for years and don't support the bulk of the current printers available. This is a fundamental flaw in calamus. A dtp program that can't reliably produce printed output on printers available *now* isn't worth the time of day.

>
> TTFN
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3106. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:08:30 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8964DF.EA8DF807@home.com>
Source record: 42377

Martin \"Nightowl\" Byttebier wrote:

> on Sun 19-08-2001 23:25 James Alexander wrote:
>
> Stop using free or shareware fonts. The fonts one can buy from Invers are
> very good and complete
> You can't expect to have very good fonts for nothing.

Thats sheer utter nonsense. These are fonts I got licenced with my copy of calamus long before Invers got their hands on it. The fact that a commercially available font that I PAID for (ie not free or shareware) is incomplete is totally inexcusable.

3107. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:15:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B896681.BFC181CE@home.com>
Source record: 42378

Clayton Murray wrote:

> Hi,
>
> I know you're talkin' Calamus, but in case people weren't
> aware.... Pagestream does have a postscript driver with it. I
> just got a Ricoh AP2100 laser printer, and thought I wouldn't be
> able to use it with my Atari :-(but I saw a PS driver in
> Pagestream. I tried it out, and I'm able to print Pagestream
> documents fine. :-) The Ricoh has PCL-5e, PCL6, and Postscript
> compatability. Maybe some other printers don't have the PS
> compatability. Oh, the Ricoh AP2100 is only MONO. I know people
> have been talking about COLOR printing.
>
> Hope that helps, or at least provides fuel for more discussion,

I've done a similar thing by printing postscript to disk and printing it
on the lasers at college. Thas one really good feature I like with the
pagestream drivers. the ability to produce files to different devices,
not to the printer port only.

3108. Re: beginner needs guidance on Midi Package

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:23:46 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <998864644-724221AEicMi@xs4all.nl>
Source record: 42381

>From: "Kenneth Medin" <kennethm@tripnet.se>
>Date: Sun, 26 Aug 2001 10:26:06 GMT
>
>On Sat 25-08-2001 23:35 (+0200) Dan de Hulster wrote:

>>According to my SPP dealer in Holland the developpment
>>definitely stops at 3.2 for Atari.

>The message I refered to indicates the opposite. I don't know if
>this
>is a misstake of some kind. Anyway here it is:

>> 2. Is 4.0 available for the ATARI?
>Yes.

>Regards
>Christof Schardt
>
>+----------------------------------+
>| COLUMBUS SOFT |

Puzzling..... but :
I have just mailed Christof Schardt and asked him to clear up the
contradicting statements of him and my SPP dealer about the
status of SPP for Atari.
In the meantime I am waiting for my update from the Atari version
3.1 to 3.2 and the update from 3.2 to 4.0 for Windows which I
recently ordered.
I'll keep you informed.

Cheers
Dan

3109. Re: Megafile 30 question

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:25:14 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8968CA.5C192640@home.com>
Source record: 42379

Marc Gant wrote:

> Megafile 30 & 60 are Shughart interface / RLL; I had to replace the
> drive in my megafile 30 some years ago and I can confirm: Single board,
> no SCSI inside.
>
> If you are willing to take the risc, you _can_ put an MFM-drive into a
> megafile 30/60: It will work. The "hostadapter" will format it as RLL.
> But I don't know how safe your files will be...
>

I tried this with a seagate ST225 mfm disk and a priam mfm drive. neither
would format properly or be readable. either dig around for an RLL drive
(and it takes a lot of digging to find one) or buy it from best electronics

3110. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 21:30:44 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B896A14.F81CC161@home.com>
Source record: 42380

Bob Retelle wrote:

>
> Your 1040STF does NOT have composite video available as an output.
>
> IF it was a 1040STFM <-- note M, it would have a video RF modulator
> built in.
>

I think a replacement modulator from best may be adapted to an STf (haven't tried myself) if the space on the motherboard is free.

3111. Re: Progress with Samba

Newsgroup: comp.sys.atari.st
Date: 2001-08-26 22:54:25 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b898c127022e0@free.fr>
Source record: 42382

Hello,

in article <kl5i7.3110$6e1.185576@newsc.telia.net> (comp.sys.atari.st)
Mille Babic wrote on Sun 26-08-2001 11:47 (GMT):

> I now that some of the MiNT-users use Samba and some few of the MagiC users
> do aswell, but there's really quiet here in this discussion area about this.
> Should be nice to hear from some of you, have you use Samba and for what
> tasks.

I installed it a few weeks ago for test purpose. As you, I linked it
with may Win PC with success :-). I used it to transfer files, via a
serial port, instead of using terminal emulators.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3112. Mountain is now free !

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 08:46:28 UTC
From: Remi Vanel <vanel@club-internet.fr>
Message-ID: <3B8A08E4.501F4D42@club-internet.fr>
Source record: 42384

Mountain, my video editing software for 68030 computers
is now free !
Go and get it at http://tntmag.free.fr.

It's a french version, if you want an english free version
please ask me, it's not so difficult to do.

If some one is interested by the sources : contact me !

enjoy.

Remi.

3113. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 11:19:55 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <lvakot8o5fg0pkap3br7ae7rt1v68qvsbg@4ax.com>
Source record: 42385

On Sun, 26 Aug 2001 21:30:44 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>
>
>Bob Retelle wrote:
>
>>
>> Your 1040STF does NOT have composite video available as an output.
>>
>> IF it was a 1040STFM <-- note M, it would have a video RF modulator
>> built in.
>>
>
>I think a replacement modulator from best may be adapted to an STf (haven't
>tried myself) if the space on the motherboard is free.

The problem in this case is not that there is no modulator, it is that
when there is no modulator, Atari did not bother to install the rest
of the circuitry that provides a composite video signal to the
modulator (and to the external world, which is what the original
question was asking about).

The presence or absence of an RF modulator is just an easy indication
of whether or not there is a composite video signal available at the
normal RGB jack.

BobR

>

3114. Re: Hols

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 11:43:12 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b8a32fc$1@dnews.tpgi.com.au>
Source record: 42386
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Steve Sweet <steve-sweet@lineone.net> wrote in message
news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> Yo!, Y'all
>
> Has everyone gone on holiday or summat, this place is dead.

Maybe your news server is playing up, steve;-).

Mark

3115. Dlink DE-620 and Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 12:41:56 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3B8A4014.579F5AEF@cuprum.com.pl>
Source record: 42387

Hey,
How to connect network card DLINK De-620 to Atari Falcon 030?
Is somebody, who has something like this made?

--
Regards
Ireneusz Peďż˝ech
Monsoft

irekp@cuprum.com.pl | ->Atari Internet Magazyn <-
tel. 0603 439 935 | http://www.atari.cuprum.com.pl

3116. FS: Atari SC1224 Color Monitor for the ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 15:05:24 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0108270705.584d983c@posting.google.com>
Source record: 42388

Atari SC1224 Color Monitor for the ST for sale at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1269031779

3117. NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 15:35:06 UTC
From: jba4@po.cwru.edu
Message-ID: <3b8a6787.5252787@news.cwru.edu>
Source record: 42389

Hey everyone! I recently purchased NVDI for my TT. I am using an Atari SLM804 printer on my system. Anyway, my wordprocessor is AtariWorks and I'm trying to print using NVDI. The laser printer is set up as my default. When I print, the TT completely halts. So I went ahead and changed the atari laser printer to unit 21 in ASSIGN.SYS to try and fix the problem. This didn't work either. Does anyone have any ideas about this?

If there isn't a fix, which I'm guessing there isn't, are there any other english modern word processors for the Atari? I can't use Papyrus under my setup for some reason, it just halts the system. And I don't like the idea of their online manual system.

Thanks for any help!
Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3118. Re: Atari ST into Video in

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 15:44:16 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0108270744.45d36ea2@posting.google.com>
Source record: 42390

James Alexander <james-m-alexander@home.com> wrote in message
news:<3B896A14.F81CC161@home.com>...
> Bob Retelle wrote:
>
> >
> > Your 1040STF does NOT have composite video available as an output.
> >
> > IF it was a 1040STFM <-- note M, it would have a video RF modulator
> > built in.
> >
>
> I think a replacement modulator from best may be adapted to an STf (haven't
> tried myself) if the space on the motherboard is free.

If he needs RF-Out, but the Digital to Analog converter will still
have to be present on the motherboard. If one looks at the Motorola
data sheets, you can see that fitting the MC1377P is a jr school
electronics project, it really is that easy! I have enough of the
D/A's, small cases and oscillators to build about 15 SVHS converters.
A few years ago, I asked for interest in a converter like this for the
Falcon and ST, but only a few replied. The parts are cheap, but the
time to assemble wasn't worth the response. The guy that pushed the
Video-Turtle in this group I think found that out. Build a decent
device for the ST, and no one will let go pennies for it. Same as with
software. Why should someone take a year of their free time to
develope an applicaiton, when all would want it for pennies??????
When was the last time someone paid the shareware for STiK? Without
that, more than half of the TOS internet users would be SOL. Atari
users can either be happy with what they have instead of posted these
stupid "lets get a new company to build us $300.00 Falcons that are
faster than T-Birds at 1ghz....get real.
It's a fun box. Just don't expect your programming neighbor or
hardware builder in the TOS world to have much sympathy. If you get
pointed in the right direction, with the confidence that someone else
had sucessfully managed to run the code you want, or modify that
hardware for a specific purpose, then your ahead in the world of Atari
now of days.

GruB

Mike

3119. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 17:07:52 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.aa450fe1.81f46e20.doyene@zetnet.co.uk>
Source record: 42393

In message <3b8a6787.5252787@news.cwru.edu>
Jeff Armstrong wrote:
>Hey everyone! I recently purchased NVDI for my TT. I am using an
>Atari SLM804 printer on my system. Anyway, my wordprocessor is
>AtariWorks and I'm trying to print using NVDI. The laser printer is
>set up as my default. When I print, the TT completely halts. So I
>went ahead and changed the atari laser printer to unit 21 in
>ASSIGN.SYS to try and fix the problem. This didn't work either. Does
>anyone have any ideas about this?

>If there isn't a fix, which I'm guessing there isn't, are there any
>other english modern word processors for the Atari? I can't use
>Papyrus under my setup for some reason, it just halts the system. And

Hei Jeff.
I also use NVDI5 and Atariworks and Papyrus4 with a HPDJ600. Check that your configuration in the cpx has a cache settings over 250k or 512k. For Papyrus check your allocated menory and
printing cache are enough, adjust accordinly and save all setting always.

regards.

JNO.
--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

3120. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 17:30:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8a918cf30f10@pandora.be>
Source record: 42391

on Sun 26-08-2001 21:03 James Alexander wrote:

>
>
>Martin \"Nightowl\" Byttebier wrote:

>> Is Indesign perfect?I strongly doubt that.
>> Calamus is a very good and reasonable cheap dtp program.
>>
>
>cheap compared to some pc/mac dtp software but not really so good.

You are talking about which version of Calamus?

>As I've stated
>more than once the printer drives have been buggy for years and don't support the
>bulk of the current printers available. This is a fundamental flaw in calamus.

Again, that's not a fundamental flaw of Calamus. It's just a commercial
necessity. As a commercial company Invers can't bother anymore to write
Atari printer drivers. In fact you should blame Behme and Behme (NVDI)
for these buggy printer drivers and not Invers. We must be very dankfull
because Invers still support our platform more of the less. We can't say
the same of the NVDI brothers.

>dtp program that can't reliably produce printed output on printers available *now*
>isn't worth the time of day.

What do you call reliable output? Futhermore thanks to the Behme
brothers none of the modern printers can't be used to it's full extend
on the Atari.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3121. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 17:30:02 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b8a918cf30f11@pandora.be>
Source record: 42392

on Sun 26-08-2001 21:08 James Alexander wrote:

>
>
>Martin \"Nightowl\" Byttebier wrote:
>
>> on Sun 19-08-2001 23:25 James Alexander wrote:
>>
>> Stop using free or shareware fonts. The fonts one can buy from Invers are
>> very good and complete
>> You can't expect to have very good fonts for nothing.
>
>Thats sheer utter nonsense. These are fonts I got licenced with my copy of calamus long
>before Invers got their hands on it. The fact that a commercially available font that I
>PAID for (ie not free or shareware) is incomplete is totally inexcusable.

I don't know why your fonts are incomplete but mine (CG Times + CG
Triumvirate) are certainly complete. The same for the Times and Swiss
fonts that came with my SL copy.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3122. Postscript driver for LOGIC?

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 20:10:10 UTC
From: claytone@foxinternet.com
Message-ID: <3b8aa922$1_1@news.foxinternet.com>
Source record: 42394

Hi all-

Does anyone know if there is a Postscript driver for Emagic's LOGIC? I have LOGIC 2.5, and I haven't seen anything that looks like it would be a Postscript driver. Pagestream does have a Postscript driver, so I was hoping that maybe LOGIC would, too. Maybe I hope too much??

Thanks,

-Clayton Murray
Seattle, WA USA

3123. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 20:11:22 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9me9ha$f3j$1@news.panix.com>
Source record: 42395

Jeff Armstrong <jba4@po.cwru.edu> writes:

: Hey everyone! I recently purchased NVDI for my TT. I am using an
: Atari SLM804 printer on my system. Anyway, my wordprocessor is
: AtariWorks and I'm trying to print using NVDI. The laser printer is
: set up as my default. When I print, the TT completely halts. So I
: went ahead and changed the atari laser printer to unit 21 in
: ASSIGN.SYS to try and fix the problem. This didn't work either. Does
: anyone have any ideas about this?

There just has to be a fix. I have a TT, an SLM804, NVDI, and use
WordPlus as my typing program, and have no mysterious problems.

Maybe that is because I had NVDI before I got an SLM804. If all else
fails, reload NVDI.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3124. Re: Best DTP software for Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-27 20:18:28 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b8ab912ce5500@tripnet.se>
Source record: 42296

On Sun 26-08-2001 21:03 (GMT) James Alexander wrote:

>cheap compared to some pc/mac dtp software but not really so good. As I've
>stated
>more than once the printer drives have been buggy for years and don't
>support the
>bulk of the current printers available. This is a fundamental flaw in
>calamus. A
>dtp program that can't reliably produce printed output on printers available
>*now*
>isn't worth the time of day.

This really depend on what you want to do. I have made quite a few CD booklets using the old 1.09 with success. At home I only need to make draft printouts where quality is not a major concern.

Formerly the booklets were printed at a place where they could use the .CDK file direkt using Atari hardware.

Unfortunately we had to switch to a very modern all digital (with Mac's) printing company located 500 km away. I solved this by letting Calamus produce .IMG files at 600 dpi (yes, it worked because of the small format). There where indeed some problems with this "printer driver" working in high resolutions, but after some minor alteration to the layout everything looked OK. I then transformed the .IMG files to .TIF and mailed them to the printing company page by page.

The printed result was simply perfect (at least without a strong magnifying glass). I'm just about to try the new Calamus Light hoping to be able to raise the .TIF resolution to 1200 dpi. This would make the final result even better.

Some of the booklets can be read (in html format converted from .CTX files) at http://www8.tripnet.se/~sb/mr/

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3125. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 00:21:44 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B8AE418.7101AF8A@greeleynet.com>
Source record: 42297

Jeff,

> Hey everyone! I recently purchased NVDI for my TT. I am using an
> Atari SLM804 printer on my system. Anyway, my wordprocessor is
> AtariWorks and I'm trying to print using NVDI. The laser printer is
> set up as my default. When I print, the TT completely halts. So I
> went ahead and changed the atari laser printer to unit 21 in
> ASSIGN.SYS to try and fix the problem. This didn't work either. Does
> anyone have any ideas about this?
>
> If there isn't a fix, which I'm guessing there isn't, are there any
> other english modern word processors for the Atari? I can't use
> Papyrus under my setup for some reason, it just halts the system. And
> I don't like the idea of their online manual system.

I have a TT, Papyrus 5, an SLM804, NVDI, and run Geneva with Neodesk. I
can print just fine with this setup.

Which version of Papyrus are you using?

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3126. Re: DACAPO TXT, HYP or HTM

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 00:52:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9meq13$804$1@thorium.cix.co.uk>
Source record: 42298

In message <VA.00000116.027ecc1d@id-68569.user.dfncis.de>, ddwhv@gmx.de said:
>
>> Does anyone have one of these instruction files in English or
>> German please? I believe there was at least a German HYP.
>
>I think the German hyp will be in your mailbox now.

Thanks Diedrich (already thanked you by mail). Proved very useful.

Regards, /Peter/

3127. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 00:52:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9meq13$805$1@thorium.cix.co.uk>
Source record: 42299

In message <3b8a6787.5252787@news.cwru.edu>, jba4@po.cwru.edu said:

>Hey everyone! I recently purchased NVDI for my TT. I am using an
>Atari SLM804 printer on my system. Anyway, my wordprocessor is
>AtariWorks and I'm trying to print using NVDI. The laser printer is
>set up as my default. When I print, the TT completely halts. So I
>went ahead and changed the atari laser printer to unit 21 in
>ASSIGN.SYS to try and fix the problem. This didn't work either. Does
>anyone have any ideas about this?

Could the problem be that the SLM804 uses the DMA port and you
have not set up your TT for background DMA? In any case, does NVDI
support DMA printing? And have you set up the Diablo emulation?

>Papyrus under my setup for some reason, it just halts the system.

Could be for the same reason.

>And
>I don't like the idea of their online manual system.

Agree with you there - it's nearly as bad as people using HTML
help-systems. ST-Guide (or 1st-Guide) are *much* easier and
particularly faster, even though they don't allow fancy fonts.

Of course you can always print out the PAP help-text!

Regards, /Peter/

3128. Re: Mountain is now free !

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 04:34:07 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8B1ECD.D955313C@home.com>
Source record: 42300

Hello Remi

I'd love to see an english version if you could manage it.

thanks
James

Remi Vanel wrote:

> Mountain, my video editing software for 68030 computers
> is now free !
> Go and get it at http://tntmag.free.fr.
>
> It's a french version, if you want an english free version
> please ask me, it's not so difficult to do.

3129. Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 05:08:18 UTC
From: nurmix@spam-free.com
Message-ID: <3b8b240c.1577963@news-server.socal.rr.com>
Source record: 42301

Well, thanks to a reader of the group (who doesn't post), I've found a way to deal with the [random POPS and CLICKS] noise problems I've experienced in Cubase Audio.

Wayne Martz is his name by the way - a genius in my book!
;-)

Anyway, he sent me a most helpful e-mail after reading about my CAF problems here. He informed me that when a POP or CLICK rears it's ugly head, simply quit CAF, and do a quick defrag of the partition (by the way, he and I both use Diamond Edge for this). Upon reloading the song, the noises will not be there.

I had never thought of doing this, but he said it occured to him after he had some noises, and he looked at the waveform, and couldn't see any VISUAL sign of the noise. Whenever I had a noise show up, I'd grumble angrily, and re-record the track. * Note: This gets old very quickly with vocalists!

So, I did some testing tonight, and when a noise showed up, I did what he said, and when I played the track back, the noise was GONE.

And now that I know this method works, I can safely record tracks, and when a noise "pops" up, I can safely IGNORE it (and reassure the vocalist that everything is ok!) and continue recording - knowing that a defrag will clear things up after the session.

A simple, elegant fix. Thanks again Wayne!

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

3130. FS/T: Atari ST items and more... [08/28/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 08:00:38 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <fljmot44a8nuvdffnipmo61dutbtdr2f84@4ax.com>
Source record: 42302
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 08/28/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 3.00 Art & Film Director (Epyx) -- $5.20 shipping, due to
weight, counts as 1st item
$ 3.00 Death Sword (Epyx)
$ 3.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 3.00 Final Assault (Epyx)
$ 3.00 GFL Championship Football (Gamestar)
$ 3.00 Keith Van Eron's Pro Soccer (Microplay)
$ 3.00 Lands of Havoc (Antic Software)
$ 3.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 3.00 Quadralien (Spinnaker)
$ 3.00 Renegade (Taito)
$ 3.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)

$ 3.00 Warship (Strategic Simulations, Inc.)
$ 3.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 3.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 3.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 3.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 3.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 7.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.20 shipping, due to weight, counts as 1st item

$ 7.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 7.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 7.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 7.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 7.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 7.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.20
shipping, due to weight, counts as 1st item

$ 7.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in (please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 7 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3131. Re: Mountain is now free !

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 08:18:01 UTC
From: Remi Vanel <vanel@club-internet.fr>
Message-ID: <3B8B53B9.18D23F2@club-internet.fr>
Source record: 42303

James Alexander wrote :

> I'd love to see an english version if you could manage it.

Ok ok, for the moment, just download the english demo version at

http://tntmag.atari.org/mounta32.htm

and start building your projects.

I hope I could make an english full version for next week.

remi

3132. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 10:29:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999099098-60550AEicMi@08002go.com>
Source record: 42312

From: xlator@cix.compulink.co.uk
Date: Tue, 28 Aug 2001 00:52:51 +0000 (UTC)

>>AtariWorks and I'm trying to print using NVDI. The laser printer is
>>set up as my default. When I print, the TT completely halts. So I

>Could the problem be that the SLM804 uses the DMA port and you
>have not set up your TT for background DMA? In any case, does NVDI
>support DMA printing? And have you set up the Diablo emulation?

Jeff doesn't say whether the printer worked before installing NVDI5, but I'm assuming that it did. I can't see any reason therefore why it doesn't work now. The Diablo emulator is only for use as a "default" driver if there is no other specific driver available so is used for text dumps from the Desktop for example. A very few progs used routines in the emulator for graphics output, but NVDI isn't one of those AFAIR.

If the printer's never worked, then it's possible that there is insufficient ST RAM available - the Atari laser printers need at least 1 and preferably 2MB to work properly.

Maybe some judicious twiddling of the Run and Malloc in TTRAM flags is needed??

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3133. Re: Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 10:35:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999099102-61034AEicMi@08002go.com>
Source record: 42313

From: nurmix@spam-free.com (Paul Nurminen)
Date: Tue, 28 Aug 2001 05:08:18 GMT

>Anyway, he sent me a most helpful e-mail after reading about my CAF
>problems here. He informed me that when a POP or CLICK rears it's
>ugly head, simply quit CAF, and do a quick defrag of the partition (by
>the way, he and I both use Diamond Edge for this). Upon reloading the
>song, the noises will not be there.

I assume that the clicks etc are due to CAF muting output whilst the disk
drive finds the next sector for the file being read.

BTW, I know next to nothing about recording audio on our platform, but I'd
probably want to make sure that I was using an AV-rated drive. These don't
recalibrate themselves whilst you're recording.

Don't use Diamond Edge on LFN partitions.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3134. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 13:02:43 UTC
From: jba4@po.cwru.edu
Message-ID: <3b8b956e.2293211@news.cwru.edu>
Source record: 42304

I think when I posted my problem, I didn;'t give enough detail about what happens. I do appreciate all the suggestions so far and I have tried most of them to no avail.

When I'm using AtariWorks, I go to the ile menu and select "Print..." This causes some hard disk noise and the busy light on the SLM804 controller blinks twice. Then a bus error occurs, crashing AtariWorks. So I'm not sure that the size of the caches would be the problem since I can't even get to the print dialog.

I do beleive that the Diablo emulator might be loaded, but I'm not sure. THis might cause problems. I want to point out, though, that other programs using NVDI, such as Kandinsky and GEMGraph, can print under my setup.

I'm really at a loss here. I do appreciate all the help so far!
Thanks, everyone!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3135. Re: Mountain is now free !

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 17:02:28 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28675_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42305

```
In uno strano messaggio del 28 Aug 01 vanel@club-internet.fr (2:333/608.1)
scrisse al povero All :
v> Ok ok, for the moment, just download the english demo version at
v> http://tntmag.atari.org/mounta32.htm
v> and start building your projects.
v>
v> I hope I could make an english full version for next week.

Ouch, wasn't it mounta12 in the previous message ? Numbers are running too
fast 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

3136. Omikron Basic

Newsgroup: comp.sys.atari.st
Date: 2001-08-28 22:36:17 UTC
From: kweires@aol.com
Message-ID: <20010828183617.25622.00001152@mb-cm.aol.com>
Source record: 42306

Hello,

I'am searching for the Omikron Basic Compiler 3.x, the actual version 5.x seems
to work only with 4 MB machines.
Where can I get the Compiler 3.x ?

Klaus Weires

3137. Linux KDE theme question

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 03:37:12 UTC
From: Artur Stachon <astachon@telus.net>
Message-ID: <3B8C63DF.33B29C3E@telus.net>
Source record: 42307

Is there a MagiC theme for KDE under Linux ? Has somebody created a
theme like that ? Or any Atari theme at all ?

Artur

3138. Re: PULSAR now up to Rev 2.0 !

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 03:47:07 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0108281947.674863e7@posting.google.com>
Source record: 42308

> >Neil finished a new Beta version of PULSAR. We are now up to version
> >2.0!
> >
> >Get it here:
> >
> >http://sites.netscape.net/timconrardy/pulsar.htm
> >
>
> possibly you should write in a short form, what PULSAR is?!? :-|
>
>
> ---
> Martin Doering

Hi martin

Pulsar is an ANALOG SEQUENCER emulator. Basically you have 3 rows of 16 notes. Each row can go forward, backward, both or random. There is also real time transposition using the 10 key pad. Its a real cool midi program.You can get some nice Tangerine Dream type stuff cook'in. The beta has the addition of a control row, which means you can add things like panning and modulation.

Hope this answers your Question.

For some reason, Netscape.net is having problems lately, so it is hard to access my site. I might move the site soon anyway.

Tim Conrardy

3139. Re: Mountain is now free !

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 09:39:56 UTC
From: Remi Vanel <vanel@club-internet.fr>
Message-ID: <3B8CB86C.EA2090B7@club-internet.fr>
Source record: 42309

> It's a french version, if you want an english free version
> please ask me, it's not so difficult to do.

It's OK, the english registered version is available, you have
to donwload the demo version and update it whith the full version.

The whole documentation is also available (34 pages A5), in papyrus
and rtf format.

enjoy!

remi

3140. Re: Linux KDE theme question

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 10:57:02 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-C8EB35.06570229082001@news1.on.sympatico.ca>
Source record: 42310

In article <3B8C63DF.33B29C3E@telus.net>,
Artur Stachon <astachon@telus.net> wrote:

> Is there a MagiC theme for KDE under Linux ? Has somebody created a
> theme like that ? Or any Atari theme at all ?

there is a TOS theme that got released last year, try over at
http://www.themes.org .

3141. Epson Stylus...

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 11:24:02 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <999087870-699346AEicMi@xs4all.nl>
Source record: 42311

For sale: Epson Stylus Photo 790 due to switch
to 880 serie. Is been used only for three days.
No color used only four pages black and white.
Euro: 159 without P&P. (Price is negotiable)

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

3142. Looking for hwdr information

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 16:26:04 UTC
From: bobr_199@lycos.com
Message-ID: <9mj52s01nqt@drn.newsguy.com>
Source record: 42314

```
Hi
I would like to know if the web-page is still active and if anyone can point me
to the place where there is a reference to a lot of different
pin-out/definitions of connectors/interfaces for various machines(?) any help
here?
& Thanks all
B0b
.
```

3143. 4Sale: Misc Jaguar items

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 16:45:49 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0108291243050.94-100000@Hades060>
Source record: 42317

... and other misc Atari items 4Sale also:

http://www.bright.net/~atari/html/for_sale.htm

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3144. Score Perfect 4.0 Was: Re: beginner needs guidance

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 18:15:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b8d3f16fb2700@tripnet.se>
Source record: 42315

On Sun 26-08-2001 23:23 (+0200) Dan de Hulster wrote:

>I have just mailed Christof Schardt and asked him to clear up the
>contradicting statements of him and my SPP dealer about the
>status of SPP for Atari.
>In the meantime I am waiting for my update from the Atari version
>3.1 to 3.2 and the update from 3.2 to 4.0 for Windows which I
>recently ordered.
>I'll keep you informed.

cmassey@gate.net (Charles Massey) has confirmed on the Yahoo MIDI-list
that he now indeed has got Score Perfect 4.0 for _Atari_. Both program
and manual is in English and with lots of new features. Quoting his post:

>I see you are using Newsie and CAB. But, can you confirm that you are
>actually using SPP 4.0 Atari version?

Yep. It is 4.0 with tons of new features. The manual has a 25 page
addition just for the new features.

REDO/UNDO
automatic save
64 staves possible
scalable printout (zoom function) This is really nice!!
direct editing of polyphonic staves
combine more thatn two melodies in a single staff]
easy swapping and moving staves
hide and unhide staves
join voices
separate voices (split chords)
more formating options
ossia-parts (create for piano accopmp)
ten staff sizes
dotted tuplets
improved irregular divisions (tuplets)
drum map .... this is handy
ties between rests
and much much more.....

And he did buy it using his credit card!

So, anyone who is into serious musical notation on the Atari really
should buy/upgrade to the latest SPP. He first got the program via email
and then the manual via regular mail. I suppose this means it should be

simple to get it shipped to anywhere in the world.

Rumours said that there would not be any new Atari versions any more but this time were proven to be wrong. If enough buyers turn up for this new package maybe the development will continue?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3145. search RAM CARD for TT030

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 19:13:03 UTC
From: t.millood@online.fr
Message-ID: <39bj7.730$I12.199800@nnrp6.proxad.net>
Source record: 42316

Hello of France

I search a RAM CARD 16 MO for the TT030 please !!
You have ! One CARD or one adress ....

Thanck you..

TMI

* TMI sur ATARI /|\ TT030 et FALCON030 *
* MAGIC 4 * CAB 2.8 * ATARIRC * NEWSIE*
* Message envoyï¿½ avec NEWSIE 0.96 *
* MAIL : t.millood@online.fr*

3146. REPOST: Russian NAPSTER-PORN: free and intense! 9698

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 19:47:17 UTC
From: borwtt@webtv.net
Message-ID: <9mjgs5qfg148@news.ilink.net>
Source record: 42320
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

Do you want free access to the most intense Porn?
This new Russian-developed program is AWESOME!
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/

ylojluhvdmisrpdg

3147. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-08-29 21:37:57 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0108291337.752da006@posting.google.com>
Source record: 42318

Uwe Seimet <us__nospam__@seimet.de> wrote in message news:<3B7A1950.801B322C@seimet.de>...
> xlator@cix.compulink.co.uk wrote:

Hi

> > Interesting! Tell me more please. How do you make FAT32
> > partitions and what does TOS make of them if it tries to read
> > them? (I occasionally have to run without MagiC).
>
> TOS will not see them because they have a non-standard partition ID of
> "F32" instead of "GEM" or "BGM". You can create FAT32 partitions with
> HDDRUTIL (->HDDRIVER) or with a Tool for MiNT. FAT32 partitions are what
> Windows9x uses for large partitions.

I think only Magic 6.1 supports FAT32 and the latest english
conversion was 6.01 IIRC. Indeed, TOS will not work with them. I
seem to remember trying to do FAT32 with Magic 6.01 and I partitioned
it fine with HDDriver but Magic didn't pick it up.

3148. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 00:37:20 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B8D8AC0.11DA1AAF@greeleynet.com>
Source record: 42319

Jeff Armstrong wrote:

> I do beleive that the Diablo emulator might be loaded, but I'm not
> sure. THis might cause problems. I want to point out, though, that
> other programs using NVDI, such as Kandinsky and GEMGraph, can print
> under my setup.

Watch the monitor during boot up. It will tell you if the emulator does
not load and if the SLM is not found. I don't know about AtariWorks,
but you do not need the emulator for Papyrus and NVDI. NVDI has it's
own SLM driver.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3149. 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 11:21:11 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3b8e20ff.187356614@news.rrds.co.uk>
Source record: 42321

I have a mate with the 520 STFM with single sided internal drive.

I have an external drive and remember seeing someone install
a switch to allow the ST to boot from the external DD drive.

Does anyone have any instructions for this mod?

Thanks,

baz

3150. Misc ST SW+HW FS

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 12:06:48 UTC
From: fmhcom@operamail.com
Message-ID: <s%pj7.68$L31.61697@newsfeed.slurp.net>
Source record: 42322

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

---
60 Meg SCSI external drive in a nice 9.5" x 9.5" x 2.75" case.
Has 2 SCSI 1 connectors allowing passthrough.
Comes with SCSI 1 cable. $60.00

Syquest 44 drive with 1 44 Meg Cartridge and ICD Link.
Drive comes in nice shoebox style case with integraded ICD Link
allowing simple plug and play to ST, STe, and TT. Comes with one
HDX formatted 44 Meg cartridge. There is room for a second
hard drive or even a CD-ROM drive. Has a male SCSI 1 connector
cable already wired. $100.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

Bridge 4.0 by Artworx. Play the card game Bridge on your ST.
Comes with disk, docs, and box $5.00

Renegade by Mastertronic. A space shooter type of game kinda
like Star Raiders? Comes with disk and docs. $5.00

Captian Blood by InfoGrames. A Space Adventure game. Docs state
"This software explores a new concept, the BIO-GAME. The characters
can evolve, be born, die, trade information and generally get on
with their own independent lives." Comes with disk, box, and docs. $10.00

NightBreed by Ocean. This is from Clive Barker's Nightbreed story.
"Make your way through the caverns of Necropolis to the underground
city of Midian and where Nightbreed creatures dwell." "This all
action adventure allows you to shoot, punch, and jump as you
explore the terrifying underground environment of Nightbreed."
comes with disks, docs, and box. $10.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.

For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

3151. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 12:27:26 UTC
From: jba4@po.cwru.edu
Message-ID: <3b8e30dd.34145369@news.cwru.edu>
Source record: 42323

Hey everyone! The problem has been solved! Actually, the system was loading the Diablo emulator for the SLM. Simply turning off this program in the AUTO folder solved the problem. I had not remembered that this program was run until a few people mentioned it. Thanks for all your help, everyone! It was appreciated!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

3152. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 13:39:17 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3b8e41d1a00@xs4all.nl>
Source record: 42324

On Friday, August 24, 2001 7:55 PM Kenneth Medin wrote:

> And they say shareware programmers mostly write programs for their own
> use:
>
> >X-Newsreader: Microsoft Outlook Express 5.50.4522.1200
>
> He has written a superb newsreader and uses the in many aspects inferior
> OE himself!

Sorry I have disappointed you, Kenneth. I work on a PC nowadays and I don't have any Ataris up and running anymore. I do have MagiC-PC installed on my PC, but I use it mainly to fix bugs in Okami. I used my own newsreader for a while on the PC, but it's simply too much work to switch OSs all the time, and I do a lot of emailing. Besides, I can't access my PC folders from within MagiC, so that, if I want to send an attachment, I always have to save the file (or a copy of it) to my MagiC partition. Computers are supposed to be a help, not a nuisance. So, yes, I abandoned my own program. But don't think for a minute I don't miss it every day!

I've been porting the program to MSDOS/WIN32 lately, and that is more or less finished as far as the basic MSDOS part concerns. I still have to begin writing the Windows interface, though, and that will be the bulk of the work.

Meanwhile, I can show you that it works by posting this with the ported version of Okami. The name of the program has changed into "Seni", and I have rewritten a great part of the core code. But you should get a correct sig delimiter now. :)

> Maybe a 100 new registrations or so (not likely, perhaps) would
> encouarge(sp?) Jos den Becker to continue his excellent work...

Maybe. But be realistisc. There are not more than a handful users now. :)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is
hot - in fact as hot as Hell, and that if the metaphysicians doubt
it they should go there and see."
- Winston Churchill

3153. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 16:52:18 UTC
From: t.millood@online.fr
Message-ID: <6buj7.645$%l1.935988@nnrp4.proxad.net>
Source record: 42325

>I have a mate with the 520 STFM with single sided internal drive.
>
>I have an external drive and remember seeing someone install
>a switch to allow the ST to boot from the external DD drive.
>
>Does anyone have any instructions for this mod?
>
>Thanks,
>
I have a little PRG (place to the AUTO folder)
BOO_PRG.TOS for boot in a or b or c.

Please send me your adress E-MAIL for the PRG....

bye

TMI

* TMI sur ATARI /|\ TT030 et FALCON030 *
* MAGIC 4 * CAB 2.8 * ATARIRC * NEWSIE*
* Message envoyï¿½ avec NEWSIE 0.96 *
* MAIL : t.millood@online.fr*

3154. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 17:43:02 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <3b8e7a6d_1@news2.vip.uk.com>
Source record: 42326

> On Friday, August 24, 2001 7:55 PM Kenneth Medin wrote:
> > He has written a superb newsreader and uses the in many aspects inferior
> > OE himself!

Totally agree there Kenneth, I think all in all Okami is my favourite news and mail reader bar none. Having said that, the missing lumps of hair pulled out trying to set it up in the first place was quite a painful experience - but well worth the effort. :-)

I have switched platforms now and find that I miss using Okami probably more than any other Atari piece of software.

Best of luck to Jos for the future.

Best Wishes
Sean

3155. Re: Looking for hwdr information

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 18:46:58 UTC
From: claytone@foxinternet.com
Message-ID: <3b8e8a22_1@news.foxinternet.com>
Source record: 42327

Hi Bob-

I haven't checked to see if these are what you're looking for, or
if they are still valid, but give 'em a try. I do remember
finding a wealth of info on connectors at one time. If these
fail, maybe try a search. "computer, connector" might get you
some good results.

http://margo.student.utwente.nl/stefan/hwb/menu_Connector.html

http://www.blackdown.org/~hwb/hwb.html

Hope that helps,

-Clayton Murray
Seattle, WA USA

On 29 Aug 2001 09:26:04 , bobr_199@lycos.com wrote:
>Hi
>I would like to know if the web-page is still active and if anyone can point me
>to the place where there is a reference to a lot of different
>pin-out/definitions of connectors/interfaces for various machines(?) any help
>here?
>& Thanks all
>B0b

3156. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 20:21:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200108302221.a47734@ki.maus.de>
Source record: 42333

Hallvard Tangeraas <xx@xx.xx> wrote:

>Already tried FastCopy III and a bunch of other copiers, but although it
>seemingly copies the disk properly I'm still asked to insert the
>original disk near the end of loading the program.
>Seems like there's something with track 11 as some copiers have problems
>with this, reporting read errors. That's probably where the disk
>protection is or something.

When I remember the good ol' days with my 1040STF back in the early 80s - now I own a Falcon030 - I had the same problem with some games. I didn't like to use the original disks every time to be sure I have at least one working copy left.

The solution was not very far away - I had a friend owning an Amiga 1000, living in the same street. ;-)

With this machine, I was able to copy *every* copy protected Atari disk, even with the most curious copy protection.

I think it's because of the very different way an Amiga handles disks. The Amiga doesn't have the same floppy controller the Atari has - I'm not really sure *if* it has a floppy controller; I think this was not handled by a specialized chip but by some other ones or a combination of chips.

Try to copy Your disk on an Amiga, if You are able to find one.

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

3157. FS: Brand New Atari Jaguar Items - New Game Titles Added

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 21:05:26 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <qUxj7.7251$JH4.1139348@news1.telusplanet.net>
Source record: 42328
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,re

Please use the enclosed email link within this post rather than your reply button, email not properly addressed may not be able to be responded to.

Last Updated 8/30/2001
- Sold/Traded Items Removed

I have a limited amount of brand new (sealed) Atari Jaguar items for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their Atari collection. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping. Overseas shipping is available.

Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar game system.

If you are interested in any of these items, please respond to me by using this automated link jim_l@NO.SPAM.telusplanet.net?subject=Classics.Atari.Jaguar (removing the NO.SPAM. first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800/Jaguar, Colecovision, Intellivision, Classic Computers (Vic 20/C64/ADAM/Atari), Vectrex, Microvision, or Handheld games) sent to you, (please specify system).

** Atari Jaguar Packages - Brand New (with controller, RF Box & AC adapter)**
==========
-.Atari Jaguar with CyberMorph cartridge and Composite Video Cable $45
- Atari Jaguar with CyberMorph cartridge $35
- Atari Jaguar (No Cart) $25

** Atari Jaguar Accessories - New**
==========
- Team Tap (4 Player adapter) $20 - (Limited Supplies)
- Jaguar unit alone (No power supply, controller or accessories) $20
- Composite Video Cable $10
- Spare Controller $15 (Limited Supplies)
- AC Power Supply $10 (Limited Supplies)
- RF Switch Box $5 (Limited Supplies)

** Atari Jaguar Games - New/Shrink-wrapped**
==========
Due to all the game titles being in short supply, all titles with the exception of CyberMorph are available only with the purchase of a Jaguar

game system.
- Checkered Flag $15
- CyberMorph $5 (No Box)
- Kasumi Ninja $30
- Tempest 2000 $40
- Troy Aikman Football $30
- Wolfenstein 3D $30

Atari Force Comics Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

3158. Hello

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 22:03:01 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 42279
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hi Guy's

Has the traffic in here died off or has my feed died, again.

What message flow do you see. My IP is in the midst of 'improvements' and
that usually is a call for me to find another IP!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3159. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-08-30 22:48:21 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0108301542170.15425-100000@shell.pacifier.com>
Source record: 42329
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3160. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 00:32:16 UTC
From: sidcelery@cix.co.uk
Message-ID: <9mmlue$9u9$1@thorium.cix.co.uk>
Source record: 42330

```
On 24 Aug 2001 00:38:42 , xlator@cix.compulink.co.uk wrote:
> sidcelery@cix.co.uk said:
>>> "Ric Easton" wrote:
>>>> Does anyone know how to produce the character "@" using Calamus
>>>> 1.09N?
>>>>
>>>> Ric Easton
>>>> biodistributors@microtech.com.au
>> Hi Ric,
>> I'm well behind in my messaging, but I couldn't see a reply to
>> this message. Fonty by Matthew Carey could edit fonts for Calamus
>> v1.09N. It was commercial from the FaST Club but pretty cheap. I'm
>> sure someone more local to you can up with a second hand copy for
>> you...
> True Harry, but he should note that only the unprotected fonts
> (those not assigned a Calamus number) can be edited. The
> 'serialised' fonts can't be.

Yup, thanks for the correction, Peter.
However, there was one font editor for Calamus, wasn't there? Quite
pricey at the time IIRC, but someone may have it spare.

rgds
H
```

3161. Re: NVDI and AtariWorks

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 00:32:18 UTC
From: sidcelery@cix.co.uk
Message-ID: <9mmlug$9u9$2@thorium.cix.co.uk>
Source record: 42331

On 27 Aug 2001 20:11:22 , Jim DeClercq wrote:
> Jeff Armstrong <jba4@po.cwru.edu> writes:
>: Hey everyone! I recently purchased NVDI for my TT. I am using an
>: Atari SLM804 printer on my system. Anyway, my wordprocessor is
>: AtariWorks and I'm trying to print using NVDI. The laser printer
>: is set up as my default. When I print, the TT completely halts.
>: So I went ahead and changed the atari laser printer to unit 21 in
>: ASSIGN.SYS to try and fix the problem. This didn't work either.
>: Does anyone have any ideas about this?
>
> There just has to be a fix. I have a TT, an SLM804, NVDI, and use
> WordPlus as my typing program, and have no mysterious problems.

Hi Jim,
Wordplus isn't a good example - it doesn't use GDOS/NVDI to print. It
has its own printer drivers...

rgds
H

3162. WTD: upgraded 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 01:31:05 UTC
From: ag352@chebucto.ns.ca
Message-ID: <9mmpcpbof1@News.Dal.Ca>
Source record: 42332

Mine is in rough shape. Had it upgraded to 4 megs, then later installed the ICD AdSpeed 16mHz board in it as well. But when a big can light falls on your computer, you expect things to die in there. Argh. My main music machine. Yes, I was given an old Mega and can run Notator SL on that, but TOS 1.02 at 8mHz annoys me now.

Anybody got a 1040Ste in their closet? particularly one with a socketed 68000 chip? I can swap in my ICD board in that case. I remember paying oodles to a techie to solder in the 68-pin PLCC socket....

JG

3163. Wanted:Moebius for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 04:08:44 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9mn2qp$7iv$1@slb2.atl.mindspring.net>
Source record: 42334

If anyone has Moebius for ATari ST with box and manual for sale please e-mail me. I'll give you $40 for it. Thanks! -Satcom2

3164. PRESTO released

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 05:43:25 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0108302143.57cf0327@posting.google.com>
Source record: 42335

PRESTO released as Shareware. Presto page completed.

For those of you in the dark, a fantastic MIDI composition package by
Dr Guerino Mazzola has just been
released as shareware. I have been working on the page which has
screen
shots and lots of info about it.

Finally got it done. Plan to do a tutorial sometime, but for
now...this is
enough info as well as full docs and also the Prestino slide show
tutorial
available in the english docs zip. Looks like a very cool Composition
package. Definatly worth looking into. You will only find this on the
Atari
platform!!Makes it worth keeping the ol' ST!

The shareware fee is only &10.00 in american money. Support Atari
programmers and send it in!Details on the page.

http://sites.netscape.net/timconrardy/presto.htm

BTW: please let me know if you can get to the page as I have been
having
problems lately accessing my site (netscape.net problem)

TIM
==========
Tim Conrardy
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi

3165. Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 06:09:27 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <1354864.fEyVGOHjE0@knusperkopf.de>
Source record: 42336

Hi there,
I bought a new, larger hard disk for my Mega ST 4: I removed the
Quantum LP 52 S from my ddd Microdisk and replaced it by an
LPS 540 Lightning. The new drive formatted and partitioned well
(C is now 100 MB, D is 440 MB). After doing that, I attached
the old drive an copied its files to the new one. That worked, too.
Now my problem: When accessing the new drive, the ST crashes
irregularly after approx. 15 minutes throwin three or four bombs.
Even when I want to see the info about C or D on the desktop
the machine crashes with three bombs. Sometimes it doesn't
boot from the hard disk. It doesn't recognize the DMA device
or it hangs during initialization (green LED is on constantly).
When I attach the 52 MB drive additionally it boots but still
crashes sometimes. What's wrong? Same happens with an
LPS 240.

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709

"If I hadn't seen such riches I could live with being poor." - James

3166. CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 09:54:58 UTC
From: Piotr Mientiowski <mietniow@uci.agh.edu.pl>
Message-ID: <3B8F5EF2.E0EF8FA6@uci.agh.edu.pl>
Source record: 42337

Hi !

I have one question: I woudl like to buy a new CD recorder to my atari
Falcon
I know that only CD RW I can buy in shop. Is it good work with falcon ?
I want to record only CDR. This is a SCSI recorder

best regards

Piotr

3167. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 10:38:32 UTC
From: Vassilis <papval@mail.otenet.gr>
Message-ID: <3b8f99647e020@mail.otenet.gr>
Source record: 42338

Hello Jos!

on Thu 30-08-2001 15:39 Jos den Bekker wrote:

> On Friday, August 24, 2001 7:55 PM Kenneth Medin wrote:
>
> > He has written a superb newsreader and uses the in many aspects inferior
> > OE himself!
>
> Sorry I have disappointed you, Kenneth. I work on a PC nowadays and I don't
> have any Ataris up and running anymore.
>
That's bad but accepted :-)

> I do have MagiC-PC installed on my PC,
> but I use it mainly to fix bugs in Okami.
>
That's good although there're not so many bugs in Okami!
But there is space for improvement...

> I used my own newsreader for a while
> on the PC, but it's simply too much work to switch OSs all the time, and I do
> a lot of emailing. Besides, I can't access my PC folders from within MagiC, so
> that, if I want to send an attachment, I always have to save the file (or a
> copy of it) to my MagiC partition.

Well, a few notes here. First it's a bad practice to use a single C:
partition even on the PC. A possible disk crash will destroy everything.
So, if repartitioning is not possible you can always install a second
hard disk which will be visible by MagiC_PC from the root to the whole
directory tree.

You can even make MagiC_PC to boot from C:\ instead of "Program Files\
MAGIC_PC\MAGIC_C" or whatever your installation path, this way you'll
be able to access all files/folders of the C:\ drive (even \WINDOWS :-)
Just copy Magic_pc.os, magic_pc.ini, nvdi_pc.dll to C:\, plus your
AUTO, GEMSYS, CPX etc folders so that your C:\ dir looks like a
'normal' ATARI C:\ boot partition.

Of course you could also use any removable medium to keep files that
you want to share between MagiC and window$.

Even if all the above is not possible, use the Pause! entry of the
MagiC PC menu to freeze MagiC and work in window$ as if MagiC was
not loaded (copy from a folder to your MagiC_C drive). This way
you'll not have to quit and restart MagiC and you'll not realize
how slow your PC is :-)

> Computers are supposed to be a help, not a
> nuisance.
>
True, but window$ definitely are. Then why developing for them ?

> So, yes, I abandoned my own program. But don't think for a minute I
> don't miss it every day!

Then, if the main reason is the one above, I hope now you can continue
to support it more easily.

> > Maybe a 100 new registrations or so (not likely, perhaps) would
> > encouarge(sp?) Jos den Becker to continue his excellent work...
>
> Maybe. But be realistisc. There are not more than a handful users now. :)

Unfortunately this is not far from true. But many of us are determined
to keep this platform alive.

--

Regards,
Vassilis

3168. internal scsi harddisk on mega ST2??????

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 12:05:20 UTC
From: sabbi@crosswinds.net
Message-ID: <8fd75a1f.0108310405.43772076@posting.google.com>
Source record: 42339

i have a mega st2 and i read somewhere it is possible to connect scsi
harddisks to this type of atari... the problem is i don't have a clue
as how to do this..
can someone give me some advise on this?

The machine is an Atari mega ST2 sn: A179 4001546
The motherboard says: MEGA ST CA200019-
and: C100167-01 REV.5.0
it also has a pc-speed card onboard...

The hard-disk is an old HP scsi disk belonding to an ool HP-PA
workstation

3169. Browser Poll results on Atari-Users.Net

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 12:31:31 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tov00dc7u7pmfc@corp.supernews.com>
Source record: 42340

The new poll is "Do you have a Multitasking OS on your Atari?"

Stop by www.atari-users.net to cast your vote in you new poll!

On the last poll.. here are the "totals"

Would you "Pledge" funds for a contest to create a new Atari Browser?

Yes - $5 8.64 % (14) = 70

Yes - $15 10.49 % (17) = 255

Yes - $25 26.54 % (43) = 1075

Yes - $50 27.78 % (45) = 2250

Yes - $50+ 11.11 % (18) = 900 (18*50)

Total YES "Pledge" amount 4550

No 5.56 % (9)

Maybe 9.88 % (16)

Total Votes: 162

THANKS TO EVERYONE WHO VOTED!!

Rob

webmaster@atari-users.net

http://www.atari-users.net

3170. Re: PRESTO released

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 13:53:28 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <B7B55568.195B%rking@zetnet.co.uk>
Source record: 42341

in article ce22d101.0108302143.57cf0327@posting.google.com, Tim Conrardy at tconrardy@hotmail.com wrote on 31/8/01 6:43 am:

> PRESTO released as Shareware. Presto page completed.
>
> For those of you in the dark, a fantastic MIDI composition package by
> Dr Guerino Mazzola has just been
> released as shareware. I have been working on the page which has
> screen
> shots and lots of info about it.
>
> Finally got it done. Plan to do a tutorial sometime, but for
> now...this is
> enough info as well as full docs and also the Prestino slide show
> tutorial
> available in the english docs zip. Looks like a very cool Composition
> package. Definatly worth looking into. You will only find this on the
> Atari
> platform!!Makes it worth keeping the ol' ST!
>
> The shareware fee is only &10.00 in american money. Support Atari
> programmers and send it in!Details on the page.
>
> http://sites.netscape.net/timconrardy/presto.htm
>
> BTW: please let me know if you can get to the page as I have been
> having
> problems lately accessing my site (netscape.net problem)
>
> TIM
> ==
> Tim Conrardy
> ==
> If you use Atari for Midi come join us at Atari-Midi!
> **
> Tim's Atari Midi World http://sites.netscape.net/timconrardy/index.htm
> Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi

Hi Tim,

If it's of any relevance, all the web pages you refer to are immediately loadable using Explorer on a Mac G3 and also with iCab.

Presto looks great, thanks to you and the good Dr Guerino Mazzola.

Bob King

3171. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 14:39:03 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3B8FA187.63AF87C9@uci.agh.edu.pl>
Source record: 42343

>
> I use an Yamaha 4260 CDRW on my falcon. The newer 2100S on Mac.
> 4260 work perfectly with ExtenDOS for Audio, Data and BackUp on CD-R and
> CDRW. 2100S not testet. Ask Roger Burrow (Anodyne) first.
>

Yamaha 2100 have interface Ultra SCSI. It is the same on falcon (50 pin) or
not ?

Piotr

3172. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 15:03:02 UTC
From: rsmac@t-online.de
Message-ID: <1ez0h5o.19qqsc610g0gsoN%rsmac@t-online.de>
Source record: 42342

Piotr Mientiowski <mietniow@uci.agh.edu.pl> wrote:

> I know that only CD RW I can buy in shop. Is it good work with falcon ?
> I want to record only CDR. This is a SCSI recorder

I use an Yamaha 4260 CDRW on my falcon. The newer 2100S on Mac.
4260 work perfectly with ExtenDOS for Audio, Data and BackUp on CD-R and
CDRW. 2100S not testet. Ask Roger Burrow (Anodyne) first.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3173. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 17:38:21 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3b8fd97e6594d0@xs4all.nl>
Source record: 42344

on Fri 24-08-2001 12:47 Pascal Ricard wrote:

>Hi Jos,
>
>Very nice to read you again here :-)

Thank you, Pascal. But I don't think I will be posting very much. :)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
This one is for Outlook Express and other PC mail/news readers:
begin LOVE-LETTER-FOR-YOU.TXT.vbs
I'm a signature virus. Copy me!
end

3174. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 17:38:24 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3b8fd97e6594d1@xs4all.nl>
Source record: 42345

on Fri 24-08-2001 20:14 Martin "Nightowl" Byttebier wrote:

>This story goes only for the pc version of OE. The Mac version produce a
>proper sig. separator

Maybe. But Pascal sent me a multipart message the other day, composed
by the Mac version of OE, and one of the parts had a totally wrong
Content-Type. The result was, he couldn't extract the attachment.

>Hmm, there are a few problems left. For instance, Okami doesn't like
>Memory protection very much.

I wouldn't know what the problem is, Martin. There are no problems
under MagiC, and MagiC is very finicky with memory violations. I can't
test it, because I can't install FreeMiNT. Maybe you can ask someone
with FreeMiNT and a debugger (if it exists).

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Arms are made for hugging."

3175. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 17:38:26 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3b8fd97e6594d2@xs4all.nl>
Source record: 42246

on Fri 31-08-2001 12:38 Vassilis wrote:

>That's good although there're not so many bugs in Okami!
>But there is space for improvement...

I know, there's always room for improvement. But I don't have the
time.

>Well, a few notes here. First it's a bad practice to use a single C:
>partition even on the PC. A possible disk crash will destroy everything.
>So, if repartitioning is not possible you can always install a second
>hard disk which will be visible by MagiC_PC from the root to the whole
>directory tree.

I have two harddisks. MagiC is on the second.

>You can even make MagiC_PC to boot from C:\ instead of "Program Files\
>MAGIC_PC\MAGIC_C" or whatever your installation path, this way you'll
>be able to access all files/folders of the C:\ drive (even \WINDOWS :-)
>Just copy Magic_pc.os, magic_pc.ini, nvdi_pc.dll to C:\, plus your
>AUTO, GEMSYS, CPX etc folders so that your C:\ dir looks like a
>'normal' ATARI C:\ boot partition.

Forget what I said. I was stupid, I never looked closely enough. I
don't need to do what you advised, because I just discovered you can
access any drive or folder on your PC from within MagiC-PC.

>Even if all the above is not possible, use the Pause! entry of the
>MagiC PC menu to freeze MagiC and work in window$ as if MagiC was
>not loaded (copy from a folder to your MagiC_C drive). This way
>you'll not have to quit and restart MagiC and you'll not realize
>how slow your PC is :-)

I don't find my PC slow. But MagiC-PC is simply too unstable. In two
respects. It can't be trusted with all Atari programs. And it messes
up other Windows programs, so it's not safe to keep it running in the
background. In fact, most of the time I reboot when I have used MagiC.

>> Computers are supposed to be a help, not a
>> nuisance.
>>
>True, but window$ definitely are. Then why developing for them ?

I disagree that Windows should be a nuisance. It needs improving, but
we all do. And I don't develop for anything or anyone. I develop for
myself. A version of Okami that runs under Windows would be very
convenient for me, and maybe even for some others.

>Then, if the main reason is the one above, I hope now you can continue
>to support it more easily.

As I said, I don't really have that much time.

>> Maybe. But be realistisc. There are not more than a handful users now. :)
>
>Unfortunately this is not far from true. But many of us are determined
>to keep this platform alive.

I meant a handful of Okami users. And that will always remain a
handful, even if I port it to Windows.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Revenge is a feast for the gods! And if they have reserved it,
as priests tell us, to themselves, it is because they hold it
an enjoyment too precious for the possession of mortals."
- Sir Brian de Bois-Guilbert

3176. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 18:46:33 UTC
From: rsmac@t-online.de
Message-ID: <1ez0rms.omt9ty77vaegN%rsmac@t-online.de>
Source record: 42247

Piotr Mietniowski <mietniow@uci.agh.edu.pl> wrote:

> Yamaha 2100 have interface Ultra SCSI. It is the same on falcon (50 pin) or
> not ?

50 pin.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3177. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:01:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9momtn$866$1@thorium.cix.co.uk>
Source record: 42248

In message <6buj7.645$%I1.935988@nnrp4.proxad.net>, t.millood@online.fr said:

>>I have a mate with the 520 STFM with single sided internal drive.
>>
>>I have an external drive and remember seeing someone install
>>a switch to allow the ST to boot from the external DD drive.
>>
>>Does anyone have any instructions for this mod?
>>
>>Thanks,
>>
>I have a little PRG (place to the AUTO folder)
>BOO_PRG.TOS for boot in a or b or c.

How dos this work? After all the computer will always try and boot
off A: if there is no hard drive. Do you mean that it first finds
the AUTO and your program on A:, then continues loading other
Auto-PRGs and ACCs from a separate AUTO and root directory on B:?

There was a simple hardware mod which I had done by Evesham to my
STFM which originally came with an SS drive: It consisted of
swapping over the connections to pins 19 and 20 on the YM-2149
sound chip. I had a DPDT change-over switch fitted so could boot
from either - handy if you don't have B: with you if you take the
machine elsewhere.

The mod was also described and illustrated in the old /ST World/
magazine in issue 35.

Regards, /Peter/

3178. Re: WTD: upgraded 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:23:14 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8FE3E9.40BA2D88@home.com>
Source record: 42249

Hi John,

Have you tried best electronics for repair parts? they're good albeit more costly than used stuff. Unfortunately all my STe and newer are in use but I do have a mega 4 with tos 1.4 and a 520st with tos 2.5 and 2.5megs ram in working order.

Btw, what happened to that big newsletter you proposed at a TAF meeting a few months back? Only Aage and I have been working on anything for TAF after the june meeting and I haven't heard anything about that.

"John S. Gray" wrote:

> Mine is in rough shape. Had it upgraded to 4 megs, then later installed
> the ICD AdSpeed 16mHz board in it as well. But when a big can light falls
> on your computer, you expect things to die in there. Argh. My main music
> machine. Yes, I was given an old Mega and can run Notator SL on that, but
> TOS 1.02 at 8mHz annoys me now.
>
> Anybody got a 1040Ste in their closet? particularly one with a socketed
> 68000 chip? I can swap in my ICD board in that case. I remember paying
> oodles to a techie to solder in the 68-pin PLCC socket....
>
> JG

3179. Re: Backing up copy-protected disks

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:25:17 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8FE462.D182ACA8@home.com>
Source record: 42250

You could use a blitz cable with the software if you can find one (I have one of these finally) or there is also a program on one of the crawly crypt cd's (probly can be downloaded from that site) which can do many game disks too.

Eick Wagner wrote:

> Hallvard Tangeraas <xx@xx.xx> wrote:
>
> >Already tried FastCopy III and a bunch of other copiers, but although it
> >seemingly copies the disk properly I'm still asked to insert the
> >original disk near the end of loading the program.
> >Seems like there's something with track 11 as some copiers have problems
> >with this, reporting read errors. That's probably where the disk
> >protection is or something.
>
> When I remember the good ol' days with my 1040STF back in the early 80s - now I
> own a Falcon030 - I had the same problem with some games. I didn't like to use
> the original disks every time to be sure I have at least one working copy left.

3180. Re: Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:28:53 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8FE53B.55469B98@home.com>
Source record: 42251

Here are a few things to check:

cables & termination (I know this is Uwe Seimets favorit thing to check first).
but since yoru old drive worked this might not be it.

try using a different hard disk driver program, like the HDdriver demo for
example. You sould also make sure that only the last drive in the chain is
terminated cause its easy to forget this when changing things around. Also
somethings to consider is parity enabled on any of the drives? not all host
adaptors for atari ST's get along with this feature. and make sure no scsi id's
are the same on more than one drive when trying several drives together.

Oliver Graf wrote:

> Hi there,
> I bought a new, larger hard disk for my Mega ST 4: I removed the
> Quantum LP 52 S from my ddd Microdisk and replaced it by an
> LPS 540 Lightning. The new drive formatted and partitioned well
> (C is now 100 MB, D is 440 MB). After doing that, I attached
> the old drive an copied its files to the new one. That worked, too.
> Now my problem: When accessing the new drive, the ST crashes
> irregularly after approx. 15 minutes throwin three or four bombs.
> Even when I want to see the info about C or D on the desktop
> the machine crashes with three bombs. Sometimes it doesn't
> boot from the hard disk. It doesn't recognize the DMA device
> or it hangs during initialization (green LED is on constantly).
> When I attach the 52 MB drive additionally it boots but still
> crashes sometimes. What's wrong? Same happens with an
> LPS 240.
>
> --
> Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
> Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709
>
> "If I hadn't seen such riches I could live with being poor." - James

3181. Re: internal scsi harddisk on mega ST2??????

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:30:40 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B8FE5A7.15515CC7@home.com>
Source record: 42252

Yes, there are scsi host adaptors that will work on this machine, you
could tryh a used adspeed (by icd) or micro adspeed (fits inside mega st)
or one of the newere link96 or link97. if you use those as keywords for
a search engine you'll likely find a site that has those for sale.

Bas van Ditzhuijzen wrote:

> i have a mega st2 and i read somewhere it is possible to connect scsi
> harddisks to this type of atari... the problem is i don't have a clue
> as how to do this..
> can someone give me some advise on this?
>
> The machine is an Atari mega ST2 sn: A179 4001546
> The motherboard says: MEGA ST CA200019-
> and: C100167-01 REV.5.0
> it also has a pc-speed card onboard...
>
> The hard-disk is an old HP scsi disk belonding to an ool HP-PA
> workstation

3182. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 19:52:44 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3b90040f$0$4909@news.zetnet.co.uk>
Source record: 42254

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9mmlue$9u9$1@thorium.cix.co.uk...

| >> I'm well behind in my messaging, but I couldn't see a reply to
| >> this message. Fonty by Matthew Carey could edit fonts for
Calamus
| >> v1.09N. It was commercial from the FaST Club but pretty cheap.
I'm
| >> sure someone more local to you can up with a second hand copy
for
| >> you...
| > True Harry, but he should note that only the unprotected fonts
| > (those not assigned a Calamus number) can be edited. The
| > 'serialised' fonts can't be.
|
| Yup, thanks for the correction, Peter.
| However, there was one font editor for Calamus, wasn't there? Quite
| pricey at the time IIRC, but someone may have it spare.

Genus which cost about 100 UKP. I have a copy with manual. If anyone
wants to buy it make me an offer (but I am going to be away for a
couple of weeks).
--
JI Logan

3183. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 20:44:54 UTC
From: Dan de Hulster <aahuls@xs4all.nl>
Message-ID: <999337124-71894AEicMi@xs4all.nl>
Source record: 42263

>From: Piotr Mientiowski <mietniow@uci.agh.edu.pl>
>Date: Fri, 31 Aug 2001 10:54:58 +0100

>I have one question: I woudl like to buy a new CD recorder to my atari
>Falcon
>I know that only CD RW I can buy in shop. Is it good work with falcon ?
>I want to record only CDR. This is a SCSI recorder

See the list of supported cdwriters for CDRECPRO on :

http://www.soundpool.de

Last week I saw some of the supported Yamaha SCSI cdwriters in a
computer shop, like the Yamaha CRW 6416S-VK (the last models !)

Cheers
Dan

3184. Re: Dlink DE-620 and Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 21:12:03 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9mouj3ura1@dos.canit.se>
Source record: 42253

Ireneusz Pe?ech <irekp@cuprum.com.pl> skrev:
: Hey,
: How to connect network card DLINK De-620 to Atari Falcon 030?
: Is somebody, who has something like this made?

Its predecessor, the DE600, was used by the TUWTCP stack along with a
suitable adaptor. Have a look in the directory
ftp://chapelie.rma.ac.be/atari/network/D-Link/ on the Belgian FTP.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3185. Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 21:42:48 UTC
From: bandit@cdsnet.net
Message-ID: <34a92b7a.0108311342.1b63f651@posting.google.com>
Source record: 42255

TT keyboard,
The printed mylar has a broker trace. I have tried a few different
things to bridge it. no luck. Any sugestions?

Part Two
About 8 or 9 years ago I bought a kit called MegaClick for my
megaST. I was able to do all but the Keypad. Best Electronics
have none. I installed 76 of them and still need 18. I think
There were two kits, 30 and 10 and at that time they were very
costly. Does anyone know were they might be found?

Part Three
Worse case, I had an MegaSTE and I think the keyboards were the
same, I have seen the price on used mega/TT keyboards. Anyone
have an extra to trade/sell ?

Thanks!
Mike

> --<
Star Trek card collector since 94
Atari computer user since 79
Amiga User since 87
icq# 21282368
bandit@cdsnet.net
Medford, or
homepage http://home.cdsnet.net/~bandit/

3186. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 22:52:52 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B901544.DB62799E@greeleynet.com>
Source record: 42256

JI Logan wrote:
>
> "Harry Sideras" <sidcelery@cix.co.uk> wrote in message
> news:9mmlue$9u9$1@thorium.cix.co.uk...

> | However, there was one font editor for Calamus, wasn't there? Quite
> | pricey at the time IIRC, but someone may have it spare.
>
> Genus which cost about 100 UKP. I have a copy with manual. If anyone
> wants to buy it make me an offer (but I am going to be away for a
> couple of weeks).

When 1.x was current, Calamus marketed their own font editor, appropriately called "Font Editor". With SL, and the subsequent change in how the font was rendered when the outlines crossed, it was replaced by Type Art. Type Art is still currently available, although I don't know if it's available in English. And of course Fonty is a font editor. My brain cells want to tell me there were one or two more, but consciously I'm drawing a blank.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3187. Re: Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-08-31 23:06:35 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <2LUj7.1494$S5.4621@nntpserver.swip.net>
Source record: 42257

> >Anyway, he sent me a most helpful e-mail after reading about my CAF
> >problems here. He informed me that when a POP or CLICK rears it's
> >ugly head, simply quit CAF, and do a quick defrag of the partition (by
> >the way, he and I both use Diamond Edge for this). Upon reloading the
> >song, the noises will not be there.

If you only had read and followed the hints on my web site - on the
Troubleshooting page - you would have tried defragging earlier... ;)
You should defrag the disk before each recording session, to make everything
run as smoothly as possible. If you have a fragmented disk, you still have
the risk of clicks remaining after defragmentation, but there won't be any
clicks in the first place if the disk is defragmanted before the session.

> I assume that the clicks etc are due to CAF muting output whilst the disk
> drive finds the next sector for the file being read.
>
> BTW, I know next to nothing about recording audio on our platform, but I'd
> probably want to make sure that I was using an AV-rated drive. These don't
> recalibrate themselves whilst you're recording.

An AV-drive isn't necessary - there are normal drives which don't make
thermal calibration while operating.
During the years I used my Falcon for music, I never had an AV-drive - and I
worked around the clock with the system now and then...

> Don't use Diamond Edge on LFN partitions.

CAF doesn't support anything but normal TOS-partitions, so I don't believe
there's much risk there... ;)

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

3188. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 02:31:14 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B9048B1.9DC79BC9@att.net>
Source record: 42258

TonyG wrote:
>
> Hey! "Gregory D. George" <greggeorge@att.net>
> >"Gregory D. George" wrote:
> >
> >> I'll give PacifiST another try, but I'm not too hopeful.
> >
> >Nope. PacifiST doesn't handle the STOS mouse either.
>
> Wash your mouth out you heathen. :)
>
> Yes it does handle the mouse if yer using the right version of
> everything.

Which version of which works with which? I got the latest Pacifist and
couldn't get it to work. I was also using TOS 2.06... And, AFAIK, there
is only 1 version of STOS.

If you know of a combination where the STOS mouse works, please tell me!
It would help me a heck of a lot!

--
Greg

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=

3189. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 05:46:54 UTC
From: bandit@cdsnet.net
Message-ID: <34a92b7a.0108312146.277c8fde@posting.google.com>
Source record: 42259

Part two is done. I emailed Best and they have the mega click
kits..
Still need help with Part one and two.

> TT keyboard,
> The printed mylar has a broker trace. I have tried a few different
> things to bridge it. no luck. Any sugestions?
>
> Part Three
> Worse case, I had an MegaSTE and I think the keyboards were the
> same, I have seen the price on used mega/TT keyboards. Anyone
> have an extra to trade/sell ?
>
> Thanks!
> Mike
>
> > --<
> Star Trek card collector since 94
> Atari computer user since 79
> Amiga User since 87
> icq# 21282368
> bandit@cdsnet.net
> Medford, or
> homepage http://home.cdsnet.net/~bandit/

3190. Re: internal scsi harddisk on mega ST2??????

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 05:59:56 UTC
From: puffpuffin@aol.com
Message-ID: <20010901015956.18728.00012049@mb-mv.aol.com>
Source record: 42260

>Yes, there are scsi host adaptors that will work on this machine, you
>could tryh a used adspeed (by icd) or micro adspeed (fits inside mega st)
>or one of the newere link96 or link97.

Correction. You should look for an ICD MicroAdSCSI host adapter. This will plug easily into the internal DMA port in the MegaST. Trying to find these is a pain though.

Also don't buy anything from ICD directly from their web site.

Good luck.

3191. Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 08:03:09 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b90963d$0$4908@news.zetnet.co.uk>
Source record: 42261

Hi all!

Does anyone know where I can get the full version of the Twilight
screensaver?

Best would be an English version, but if not the German would suffice.

It's not for me (I use Turboblanker), but for a buddy.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3192. VISION 4.0e

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 08:30:06 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <i01k7.1356$SN6.1450039@nnrp4.proxad.net>
Source record: 42262

Hi !

A little message to inform you that VISION 4.0e is out with :

Many bugs fixed :-)
New version of JPEG (DSP) decoder from Brainstorm thanks to Carsten Pauer.
This version is much better for CT2 users.
VISION is available in Italian thanks to Lodovico Zanier
New LDV : Perspective Y
Scale functions ("Change size...", full page, image browser...) are faster
from 2 to 3 times !
Real time zoom speed is increased by 10% to 40% !
Zoom on an image is up to 5 times faster !
All these scale/zoom relative functions are also memory optimized as hey
require *much* less memory to run.
Some totally invisible stuff added in order to prepare for the future
external image modules.
The bit-planes to TOS indexes function (RaRaster2Ind) is 3 to 4 times faster
! I was thinking of optimizing it for long away...
New functions RaTC15RemapColors, RaTC16RemapColors, RaTC32RemapColors,
RaRasterRotateGetDstMFDB, RaRasterRotate, CoGetFunctionOptimizations in VAPI
Rotation, gamma correction and brighness have been moved into LDV
You can edit the LDV parameters values by typing in the current displayed
value
A LDV can change the parameters sent by VISION (may be useful if you want
your LDV to set all parameters to the same value)
VISION can manage the selection, so the LDV has to deal only with a "full"
image (see LDVF_NOSELECTION)
In the "LDV Apply" dialog, we can change the size of the preview and even
hide the source preview in order to increase the size of the destination
preview, here are the keys of interest in the LDV section of VISION.INI :
PreviewDstSize and PreviewSrcSize
If PreviewSrcSize is set to 0, only the destination preview will be
displayed
Some memory optimzations : a lot of static data has been moved to dynamic
allocations like windows, Undo buffers (you can now have 99 Undo buffer PER
image!), etc... Even with the new features VISION saves up some 28 KB of
memory !
MeSCopyMemory8, MeSCopyMemory16 , MeSCopyMemory32 functions are 40% to 300%
faster !

All this stuff on http://vision.atari.org download page :
http://www.multimania.com/jlusetti/telee.htm

See you, Jean
http://vision.atari.org
jlusetti@free.fr

3193. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 09:56:29 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b90b253$0$18891$272ea4a1@news.execpc.com>
Source record: 42264

> On 12 Aug 2001 xlator@cix.compulink.co.uk wrote:

> Hi Peter,

> > >How would one connect a 6 channel stereo mixer with 1/4" phone jacks
> > >to a Falcon? (1/4" phone out)

> > You could either see if
> > the mixer has a mike level output (unlikely but possible) or you
> > can make up an attenuator pad; this would have to be quite a high
> > value - around 60 dB or 1000:1, perhaps a little less - which
> > could lead to some loss of high frequencies, specially with a long
> > connection cable.

Hello,
Sorry it took so long for me to follow-up.

I have been studying my mixer manual.
It has some interesting features.
I could plug two low impedance mics in the board.
There is an Aux In jack and a Channel Patching jack in.
It is possible to plug a 1/4 inch jack half-way into Channel Patching
jack. Each channel has this feature.
So now I would be by-passing all the eq on the board and would then
be able to plug into say a tape deck. (Or in my case, the Falcon)
Is this what you mean by a mike level output?
Except now I only have 2 mics. If I use y-chords, 4 would work.
And no eq off of the board.

thanks
ken

3194. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 10:11:39 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b90b5e3$0$18886$272ea4a1@news.execpc.com>
Source record: 42265

> > I have "standard Falcon" - mini plug input.
> > attenuator pad - you said 60db or 1000:1 maybe less.
> > Would a 40db attenuator work?
> > My mixer is a sound reinforcement/stereo mixer.
> > Very strong preamp stage.

On Wed, 15 Aug 2001, Claes Holmerup wrote:

> Hi,
> If you still have mic level input, I recommend you to check out the line
> level modifications on my website.
> A circuit for damping the input signal wouldn't be a good idea, since it's
> amplified very much in the following stage (because the input stage is
> adapted for amplifying a weak microphone signal). You'll add much more noise
> than necessary that way. It's much better to modify the circuitry in the
> computer.

Hello Claes,
Thanks for the tip.
Sorry it took me so long to respond.

I think I should be able to connect line level outputs on mixer to
mic input on Falcon.
I am sorry that I am rather new at this, but I don't understand
why all these internal modifications on the Falcon have to be made.
Why can't you just eq off the board? What is the problem with the Falcon?

Ok, so lets say I get the signal in. Hypothecially at this point.
After recording the tracks with Logic Audio, would I then be able
to burn them to a CD directly from the computer?
I would use ExtenDOS software.

I'd like to see if I can find out what the problem is with Logic
Audio, before moving to another program like Cubase.

thanks
ken

3195. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 11:32:17 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b90d4ca2657c61@pandora.be>
Source record: 42266

on Sat 01-09-2001 08:03 James Haslam wrote:

>Hi all!
>
>Does anyone know where I can get the full version of the Twilight
>screensaver?
>
>Best would be an English version, but if not the German would suffice.

The German version of Twilight is on the Belgian ftp-server

ftp://chapelie.rma.ac.be/atari/utilities/screensavers/twilight/

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3196. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 11:39:25 UTC
From: BMaedicke@t-online.de
Message-ID: <1ez25kn.14afiqt1xl8ziaN%BMaedicke@t-online.de>
Source record: 42267

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> Does anyone know where I can get the full version of the Twilight
> screensaver?

Try here: http://a-blast.org/~drx/lo-tech/twilight/

--
Url: http://home.t-online.de/home/BMaedicke/

3197. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 12:50:20 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B90D98C.658EE9FE@greeleynet.com>
Source record: 42268

Mike LaRue wrote:
>
> Part two is done. I emailed Best and they have the mega click
> kits..
> Still need help with Part one and two.
>
> > TT keyboard,
> > The printed mylar has a broker trace. I have tried a few different
> > things to bridge it. no luck. Any sugestions?

Have you cleaned each side of the break thoroughly and tried bridging by soldering a fine copper wire across?

> > Worse case, I had an MegaSTE and I think the keyboards were the
> > same, I have seen the price on used mega/TT keyboards. Anyone
> > have an extra to trade/sell ?

IIRC, they should. It seems I remember seeing a Mega STE keyboard attached to a TT at my Atari dealer, and I've used my Mega keyboard on my TT, so you would think... <G>

3198. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 13:10:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9mqmoe$4nr$1@thorium.cix.co.uk>
Source record: 42269

In message <9mmlue$9u9$1@thorium.cix.co.uk>, sidcelery@cix.co.uk said:

>However, there was one font editor for Calamus, wasn't there? Quite
>pricey at the time IIRC, but someone may have it spare.

There's Fonty, but AFAICS this can only load characters for
modification that are in the font to start with. Of course, there
is nothing stopping you converting another, unused, character to
'@' but you would have to use that character on the keyboard to
input it (or do it manually in Calamus).

Or did you mean something else?

Regards, /Peter/

3199. Re: To all Okami users

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 13:45:37 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <3b90e58e_3@news1.vip.uk.com>
Source record: 42270

Hi Jos,

Date: 2001-08-31 10:38:28 PST

>>I disagree that Windows should be a nuisance. It needs improving,
but
>>we all do. And I don't develop for anything or anyone. I develop for
>>myself.

>A version of Okami that runs under Windows would be very
>convenient for me, and maybe even for some others.

Put me down for the beta please ;-)

Regards
Sean

3200. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 17:50:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109011950.a38230@su2.maus.de>
Source record: 42200

DDH>Last week I saw some of the supported Yamaha SCSI cdwriters in a
DDH>computer shop, like the Yamaha CRW 6416S-VK (the last models !)
The faster ones (8X and more...) require CD Recorder 3.1 or higher.

3201. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 18:44:31 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b913a44759e8a2@pandora.be>
Source record: 42271
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-217.zip (1.364.897 bytes)
( media player, QuickTime Movies (MOV), Video For Windows (AVI), Autodesk Animator
(FLI/FLC/FLH),
MPEG 1/2 (MPG), Interactive Video QuickTime VR (MOV with mouse control), Sounds Audio
Visual Research (AVR),
Microsoft RIFF-WAVE (WAV), Apple Interchange File Format (AIF), DVSM Falcon Winrec (DVS),
Real Audio (RA 14.4K and 28.8K), MPEG 1/2 Audio Layer 1,2,3 (MP1/2/3), JPEG pictures.
French/Dutch/German/English/Polish version)

**editors**
ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (403.951 bytes)
(very nice multi-document editor with colored syntax support. French only)

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/2ndlife.zip (290.622 bytes)
(This emulator package allows your Atari ST, STE, TT, Falcon, Apple
Macintosh (using MagiCMac) or PC (using an Atari emulator) to run as a
TRS-80 Model III.)

ftp://chapelie.rma.ac.be/atari/emulators/apple2.zip (26.740 bytes)
(6502 emulator on Atari ST)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik2/stik203.zip (46.301 bytes)
(TCP/IP stack)
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdial51.zip (61.943 bytes)
(Gem dialer for STik)
```

ftp://chapelie.rma.ac.be/atari/internet/aicq/aicq152e.zip (114.654 bytes)
(GEM-based ICQ client for Stik/STing/Gluestik)

game
ftp://chapelie.rma.ac.be/atari/game/anno1700.zip (94.137 bytes)
ftp://chapelie.rma.ac.be/atari/game/backgammon.zip (70.517 bytes)
ftp://chapelie.rma.ac.be/atari/game/battletris.zip (197.226 bytes) (a Tetris game)
ftp://chapelie.rma.ac.be/atari/game/berzerk.zip (87.939 bytes) (an arcade game)
ftp://chapelie.rma.ac.be/atari/game/bgammon.zip (30.668 bytes) (online Backgammon)
ftp://chapelie.rma.ac.be/atari/game/boink.zip (5.623 bytes)
ftp://chapelie.rma.ac.be/atari/game/bombs.zip (18.917 bytes) (Minesweeper clone)
ftp://chapelie.rma.ac.be/atari/game/bouncingbubbles.zip (9.447 bytes)
ftp://chapelie.rma.ac.be/atari/game/bumerang.zip (15.404 bytes) (break-out game)
ftp://chapelie.rma.ac.be/atari/game/catch_em.zip (21.835 bytes)
ftp://chapelie.rma.ac.be/atari/game/cave3.zip (130.874 bytes)
ftp://chapelie.rma.ac.be/atari/game/clowns.zip (42.067 bytes)
ftp://chapelie.rma.ac.be/atari/game/daleks.zip (12.724 bytes)
ftp://chapelie.rma.ac.be/atari/game/dame.zip (14.346 bytes)
ftp://chapelie.rma.ac.be/atari/game/delta.zip (13.366 bytes)
ftp://chapelie.rma.ac.be/atari/game/dgdbcol.zip (43.108 bytes)
ftp://chapelie.rma.ac.be/atari/game/elite_ed.zip (10.987 bytes)
ftp://chapelie.rma.ac.be/atari/game/spherical_ed.zip (8.642 bytes)
ftp://chapelie.rma.ac.be/atari/game/tetris3.zip (9.362 bytes)
ftp://chapelie.rma.ac.be/atari/game/tetris_x.zip (24.586 bytes)
ftp://chapelie.rma.ac.be/atari/game/trivquiz.zip (36.322 bytes)
ftp://chapelie.rma.ac.be/atari/game/wintris.zip (9.297 bytes)
ftp://chapelie.rma.ac.be/atari/game/zomino.zip (32.183 bytes)

graph-tools
ftp://chapelie.rma.ac.be/atari/graph-tools/archivarius.zip (383.526 bytes)
(A (old) database/viewer for PAC images)

ftp://chapelie.rma.ac.be/atari/graph-tools/vision40.zip (753.542 bytes)
(very powerfull graphic package.
Multi languages [German, English, French, Italian, Swedish])

mathematics
ftp://chapelie.rma.ac.be/atari/mathematics/eurka109.zip (795.464 bytes)
(Grapheur 2D, Modeleur 3D
2D Graph Describer, 3D Modeller)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3202. Jobs: ESNA

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 21:25:08 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7B6AE54.2ACD%bengy@mac.com>
Source record: 42272

Europe Shareware North America (http://www.europe-shareware.org/english) is looking for dedicated team members to join its volunteer staff. Currently, the following positions need to be filled:

Product Recruiter: ESNA is a multi-platform distributor - that is, they help programmers of the Macintosh and Java platforms, as well as their Atari backbone. Your job, if accepted, would be to find new applications that ESNA would distribute. In order to do this, you must have good communication skills (You have to convince the authors why ESNA is beneficial to them) and must not be shy to talk with skilled and important individuals.

Advertising Officer: The public needs to be informed about new ESNA software and press releases, and if you are chosen for this position, it would be your job to keep them informed. This is accomplished through news group and e-mail postings, contact with news organizations (print and digital) and strategic use of advertisement material. Advertising material (magazine ads, web banners etc.) would be created by this position, thus making communication and graphic creation skills essential to this position.

Benefits: ESNA, like its counterparts in France, Spain, and Belgium, is a non-profit organization, and thus no positions are currently paid. So what are the benefits to helping ESNA?

-Establish a name for yourself
-Gain valuable experience - looks great on a resume!
-Truly help the computer industry and the platform(s) that you love - you will make a difference.
-Access to internal mailings, which often include confidential and inside information. Won't that make you feel important?
-All staff members of ESNA will receive an ESNA T-Shirt. That's better than money!
-You meet smart, prominent people in the computer community, and have a great time doing it.
-ESNA has a commitment to making itself publicly known - and one of the ways of doing that is attending Computer Fairs and Trade Shows. Team members are welcome to come to such shows, meet the rest of the team, and make a presence in the ESNA booth.

Think you can handle it? E-Mail support@magical-sides.de to apply. The application e-mail should indicate why you think you could handle the job, and why you want the position. If you have a Resume made up, feel free to send it along - but it's not required.

(This message has been posted to Macintosh, Atari, and Java news groups)
Contact: support@magical-sides.de
ESNA: http://www.europe-shareware.org/english/

3203. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 21:29:51 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9mrk0f$h16$1@newsg1.svr.pol.co.uk>
Source record: 42273

On 29 Aug 2001 14:37:57 , Lyndon Amsdon wrote:
>Uwe Seimet <us__nospam__@seimet.de> wrote in message
news:<3B7A1950.801B322C@seimet.de>...
>> xlator@cix.compulink.co.uk wrote:
>
>Hi
>
>> > Interesting! Tell me more please. How do you make FAT32
>> > partitions and what does TOS make of them if it tries to read
>> > them? (I occasionally have to run without MagiC).
>>
>> TOS will not see them because they have a non-standard partition ID of
>> "F32" instead of "GEM" or "BGM". You can create FAT32 partitions with
>> HDDRUTIL (->HDDRIVER) or with a Tool for MiNT. FAT32 partitions are what
>> Windows9x uses for large partitions.
>
>I think only Magic 6.1 supports FAT32 and the latest english
>conversion was 6.01 IIRC. Indeed, TOS will not work with them. I
>seem to remember trying to do FAT32 with Magic 6.01 and I partitioned
>it fine with HDDriver but Magic didn't pick it up.
Yes I agree with that too!

I just partitioned a 20Gb IDE drive, with I to O being "F32" ready for
using with MagiC 6.01 as VFAT partitions! It seems Magic doesn't want to
recognise that they exist! It displays them on the desktop but any
information is limited to ?????bytes etc. They are just under 2Gb each.

Is there another English version of MagiC out there?

Cheers

Neil :-)

3204. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 21:29:52 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9mrk0g$h16$2@newsg1.svr.pol.co.uk>
Source record: 42274

On 31 Aug 2001 16:03:02 , Robert Schaffner wrote:
>Piotr Mientiowski <mietniow@uci.agh.edu.pl> wrote:
>
>> I know that only CD RW I can buy in shop. Is it good work with falcon ?
>> I want to record only CDR. This is a SCSI recorder
>
>I use an Yamaha 4260 CDRW on my falcon. The newer 2100S on Mac.
>4260 work perfectly with ExtenDOS for Audio, Data and BackUp on CD-R and
>CDRW. 2100S not testet. Ask Roger Burrow (Anodyne) first.

Hi Piotr

I have a Yamaha CRW2100S with my Falcon CT2B it works perfectly well with
it. Upto 4 times writing and very fast reading, better than my old NEC
52x CDROM drive!

Yamaha or Plextor seem to be the makes to go for.

Neil

3205. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 22:03:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9mrlumhpf1@thorium.cix.co.uk>
Source record: 42275

In message <3b90b253$0$18891$272ea4a1@news.execpc.com>, kjcat@execpc.com said:
>> On 12 Aug 2001 xlator@cix.compulink.co.uk wrote:
>
>> > >How would one connect a 6 channel stereo mixer with 1/4" phone jacks
>> > >to a Falcon? (1/4" phone out)
>
>> > You could either see if
>> > the mixer has a mike level output (unlikely but possible) or you
>> > can make up an attenuator pad; this would have to be quite a high
>> > value - around 60 dB or 1000:1, perhaps a little less - which
>> > could lead to some loss of high frequencies, specially with a long
>> > connection cable.
>
>Hello,
>Sorry it took so long for me to follow-up.
>
>I have been studying my mixer manual.
>It has some interesting features.
>I could plug two low impedance mics in the board.
>There is an Aux In jack and a Channel Patching jack in.
>It is possible to plug a 1/4 inch jack half-way into Channel Patching
>jack. Each channel has this feature.
>So now I would be by-passing all the eq on the board and would then
>be able to plug into say a tape deck. (Or in my case, the Falcon)
>Is this what you mean by a mike level output?

Hi Ken!

Not unless the patching is done right at the input, before any
amplification (other than possibly buffering). Hard to say without
the circuit, but usually patching is done at line level, or in any
case after amplification of mike inputs. In any case, you don't
want to lose the EQ. Tape decks would normally expect something
approaching line level, say 300 mV or so, while the unmodified
Falcon takes something like 1 mV or less (though I am not sure).

****
From the Chip&Chips X HYP
(Source: Pages 21, 31 and 33 of Falcon030 Hardware Documentation)

Stereo Microphone Jack

The effective impedance of the microphone port is:
2.15 K Ohm, 0 Hz - 30 Hz
1.77 K Ohm, 30 Hz - 900 KHz
0.00 Ohm, >900 KHz

IMPORTANT: A 200K Ohm resistor should be used in series on each microphone input when connected to a 1V RMS "Line" level signal (such as the Line Out signals from a CD Player)

****
Your best bet is to have the Falcon modified for line input as ddescribed below, or if you can't do that use the 200 KOhm series resistor in each live feed as an attenuator as suggested originally.

An earlier version of Chips&Chips says that there is also 8V d.c. on the input for phantom powering mikes (possibly this was only on early Falcons). They suggest the following to (mostly) overcome this and also reduce the level from line to mic:

```
Stereo amp OUT >----\/\/\/--+--------> Falcon sound in
ca.80K |
\
/ 1K
\
/
|
---
```

They also give details of the mods to the Falcon:

`Line Level' input to the mike socket on the Falcon030

The following alterations have to be made:

Remove components: R56, R47, R90, R92 as well as C21 and C81

Alter existing components:

Change R66 from 100 KOhm to 15 KOhm
R87 from 100 KOhm to 15 KOhm
C129 from 0.01 uF to 330 pf +/-5%
C124 from 0.01 uF to 330 pf +/-5%

The following additional components have to be added:

Capacitor 470 pf NPO, parallel to R67
Capacitor 470 pf NPO, parallel to R88
Capacitor 330 pf NPO, parallel to R66
Capacitor 330 pf NPO, parallel to R87

Resistor 100 Ohm in series with output Pin 4 of the LM387 (Chip U9)
Resistor 100 Ohm in series with output Pin 5 of the LM387 (Chip U9)
Attention: Both pins have to be lifted off the board!
****

Hope that helps!

Regards, /Peter/

3206. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 22:10:56 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B915CB6.FB9648D8@home.com>
Source record: 42276

Hi Mike

Mike LaRue wrote:

> TT keyboard,
> The printed mylar has a broker trace. I have tried a few different
> things to bridge it. no luck. Any sugestions?
>

Same thing happened to me. patching that flexible mylar will give you
big big headaches. I bought a new one from Best. costly, yes but saved
myself a lot of nuisance value.

>
> Part Three
> Worse case, I had an MegaSTE and I think the keyboards were the
> same, I have seen the price on used mega/TT keyboards. Anyone
> have an extra to trade/sell ?
>

if you have a local classic computer flea market or user group nearby
try them. The barely operating user group near me often has people
selling used parts for not too much

>
> Thanks!
> Mike

3207. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-01 22:54:58 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <8Odk7.1906$S5.5263@nntpserver.swip.net>
Source record: 42277

"Ken Kosut" wrote:

> On Wed, 15 Aug 2001, Claes Holmerup wrote:
>
> > Hi,
> > If you still have mic level input, I recommend you to check out the line
> > level modifications on my website.
> > A circuit for damping the input signal wouldn't be a good idea, since
it's
> > amplified very much in the following stage (because the input stage is
> > adapted for amplifying a weak microphone signal). You'll add much more
noise
> > than necessary that way. It's much better to modify the circuitry in the
> > computer.
>
> Hello Claes,
> Thanks for the tip.
> Sorry it took me so long to respond.
>
> I think I should be able to connect line level outputs on mixer to
> mic input on Falcon.
> I am sorry that I am rather new at this, but I don't understand
> why all these internal modifications on the Falcon have to be made.
> Why can't you just eq off the board? What is the problem with the Falcon?

The problem is that the developers thought of the Falcon mainly as a games
or multimedia machine, which should mave most need for microphone level in
and loudspeaker out, with a bass boost on the output to make the sound more
impressive :(
This is completely wrong for musicians, since we always need line levels in
and out to connect to other equipment - and we want to make our own
decisions whether or not to boost the bass...
You should not connect a line level output to a microphone input, since the
level is WAY to hot and will get distorted. Of course, you can turn the
output of the mixer down close to zero (which will make the background noise
in the mixer more noticable), or put a damping circuit between the line out
and the falcon's mic in, and get it sort of working - but then you introduce
other problems, which are spelled N-O-I-S-E. Noise isn't what you want to
burn on CD's - you want music instead. The reason why you'll get more noise,
is because you send a very low level out from the mixer, which will give you
more disturbance from other sources into the cable. You might have a low
enough level not to distort the input stage of the Falcon - but since it's a
microphone input, the incoming signal will be VERY much amplified - along
with the same amplification of the noise which has been picked up along the
way - and you won't have a very nice sounding result.

I would absolutely recommend that you have all those modifications made if you're going to use the Falcon as a music machine.

> Ok, so lets say I get the signal in. Hypothecially at this point.
> After recording the tracks with Logic Audio, would I then be able
> to burn them to a CD directly from the computer?
> I would use ExtenDOS software.

Yep, you would. However, you'll have to make a stereo mix by going out from the outputs and into the inputs, choosing tracks wisely not to get feedback. With a stereo file of 44.1kHz and 16-bit, you'll be able to burn a normal Audio-CD. I'd recommend CDRecorder from SoundPool as your burning software, since you can make full adjustments of PQ data in the audio program.

> I'd like to see if I can find out what the problem is with Logic
> Audio, before moving to another program like Cubase.

I know several people who got tired of problems with Logic Audio locking up or that it wasn't able to use more than maybe 4 audio tracks at a time and other things. They all changed to Cubase Audio eventually, but it's your time that's being wasted - so it's your choise...

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

3208. WTB: ST Book!

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 00:02:12 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <8Gek7.57370$TW.302551@tor-nn1.netcom.ca>
Source record: 42278

Hey, why not post? I've been looking for years for one of these
bad boys ;) If you have an Atari ST Book laptop (not the STacy... that
guy is just too heavy, and I *do* want to use it ;) contact me. I'd be
interested in purchasing..

jeff

3209. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 06:21:12 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B91CFD8.89A46F90@seimet.de>
Source record: 42280

Neil Chester wrote:

> I just partitioned a 20Gb IDE drive, with I to O being "F32" ready for
> using with MagiC 6.01 as VFAT partitions! It seems Magic doesn't want to
> recognise that they exist! It displays them on the desktop but any
> information is limited to ?????bytes etc. They are just under 2Gb each.

I'm not sure whether you need a newer version of MagiC, but if I
remember correctly 6.1 is required for FAT32. The current version is
6.2.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3210. hddriver question

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 06:21:28 UTC
From: bmauger317@aol.com
Message-ID: <20010902022128.20048.00006814@mb-mv.aol.com>
Source record: 42281

ok i have a old scsi hd that isn't working and i need to find out someway to get the info off it..i just got a syquest removable hd and need the latest HDDriver?
i think thats what it's called... but i want to first make sure it will work....if it does i am willing to pay for it..but if it doesn't i don't want to pay!
thanks
MCBEAM

3211. woller systeme

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 09:17:03 UTC
From: jtake <mail@jtake.net>
Message-ID: <9mst45ntf1@news522.nifty.com>
Source record: 42282

They are a swindler.
Plural Japanese was swindled money.

****
we received an interception of your package ... i don't know exactly
what has happened right now, but i'll ask UPS again, where the package
stay ... may be something went wrong with the tax-check ?=' ... i'll
look for ...

with best regards & sorry for the delay, Konstantin Woller (woller systeme)

****

JT>Can I receive a package? And, when is it?

i again have to check your shipping details ... last month we
had trouble with a second delivery to Japan too ... so, i don't
know exactly, what happend ... but i'll contact our delivery
office today ... tomorrow i'll hope to give you new informations
about that ...

with best regards, Konstantin Woller

3212. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 09:37:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b927be0c73e31@madasafish.com>
Source record: 42289

>Neil Chester wrote:

Hi!

>> I just partitioned a 20Gb IDE drive, with I to O being "F32" ready for
>> using with MagiC 6.01 as VFAT partitions! It seems Magic doesn't want to
>> recognise that they exist! It displays them on the desktop but any
>> information is limited to ?????bytes etc. They are just under 2Gb each.
>
>I'm not sure whether you need a newer version of MagiC, but if I
>remember correctly 6.1 is required for FAT32. The current version is
>6.2.

Yep, I think you are indeed correct. The English release supplied by
Atari Workshop is still only version 6.01 (confusing numbers eh?).
Is 6.2 available as I thought this was in a thinking stage?

Neil, if you have the registered English release of MAgic with the manual
then there is little that would of changed I think and you can still use
your English version of Magxdesk, Thing, Jinnee or whatever desktop you
use. I'm just wondering where I can get my version of magic updated.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3213. Re: Falcon IDE drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 11:29:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999502752-54433AEicMi@08002go.com>
Source record: 42203

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 1 Sep 2001 21:29:51 GMT

>Is there another English version of MagiC out there?

No.

Download the English resource file for MagxDesk from the DDP section of my web site, or use Thing or jinnee instead. Apply the patches to magic.ram that have already been published in here or nearby to get the right language cookie returned.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3214. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 14:34:46 UTC
From: ebaiz@skyenet.net
Message-ID: <asrk7.95$aw3.93775@newsfeed.slurp.net>
Source record: 42283

On 1 Sep 2001 08:03:09 G, James Haslam wrote:
>Hi all!
>
>Does anyone know where I can get the full version of the Twilight
>screensaver?
>
>Best would be an English version, but if not the German would suffice.
>
>It's not for me (I use Turboblanker), but for a buddy.

You get the full German version from the ftp site Martin mentions. I use the German version and it is great. Not to hard to use either.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3215. Re: hddriver question

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 14:34:47 UTC
From: ebaiz@skyenet.net
Message-ID: <bsrk7.96$aw3.93772@newsfeed.slurp.net>
Source record: 42284

On 2 Sep 2001 06:21:28 G, BMauger317 wrote:
>ok i have a old scsi hd that isn't working and i need to find out someway to
>get the info off it..i just got a syquest removable hd and need the latest
>HDDriver?
>i think thats what it's called... but i want to first make sure it will
>work....if it does i am willing to pay for it..but if it doesn't i don't want
>to pay!
>thanks
>MCBEAM

Just try out the demo version on the author's website. My guess is that
it will work... While you are at the site, leave an email for Uwe. He
is very nice and will give you a prompt answer....

http://www.seimet.de/index_english.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3216. Re: woller systeme

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 14:34:49 UTC
From: ebaiz@skyenet.net
Message-ID: <dsrk7.97$aw3.93785@newsfeed.slurp.net>
Source record: 42285

I do not think so. Seems to me, Woller is trying to solve the problem...

On 2 Sep 2001 18:17:03 +, "jtake" wrote:
>They are a swindler.
>Plural Japanese was swindled money.
>
>**********
>we received an interception of your package ... i don't know exactly
>what has happened right now, but i'll ask UPS again, where the package
>stay ... may be something went wrong with the tax-check ?=' ... i'll
>look for ...
>
>with best regards & sorry for the delay, Konstantin Woller (woller systeme)
>
>**********
>
>JT>Can I receive a package? And, when is it?
>
>i again have to check your shipping details ... last month we
>had trouble with a second delivery to Japan too ... so, i don't
>know exactly, what happend ... but i'll contact our delivery
>office today ... tomorrow i'll hope to give you new informations
>about that ...
>
>with best regards, Konstantin Woller
>
>
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3217. Re: hddriver question

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 15:04:12 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B924A6C.8BB406A6@seimet.de>
Source record: 42286

BMauger317 wrote:
>
> ok i have a old scsi hd that isn't working and i need to find out someway to
> get the info off it..i just got a syquest removable hd and need the latest
> HDDriver?
> i think thats what it's called... but i want to first make sure it will
> work....if it does i am willing to pay for it..but if it doesn't i don't want
> to pay!

In order to test HDDRIVER you should download the HDDRIVER 8 demo
version from http://www.seimet.de/atari_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3218. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 16:46:24 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B926290.FD8D75A8@att.net>
Source record: 42287

TonyG wrote:

> >couldn't get it to work. I was also using TOS 2.06...
>
> Any special reason for tos 2.06 ? IIRC even pacifist docs say 1.02 or
> 1.62 is the most stable

Eh, just because it was the newest version. I could never stand 1.62 on
my real STe and have gotten used to 2.06 on the emulators. :-)

--
Greg

=-=-=-

3219. Re: Floppy troubles

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 17:45:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b927e7ee80170@madasafish.com>
Source record: 42290

Hi

>Double clicking on the internal drive will open up the disk to
>show its contents.Double clicking on a folder will open it
>up.Then the problem starts. Trying to start a .PRG brings up the
>info that the disk is faulty. .DOC.TXT files etc can be opened
>and read. This is the same whether the disk is HD or DD. There is
>no problem using the external drive with the same disk. The
>warning also appears if the disk has Auto start.

OK, sure is the floppy drive from what you say. I'd get a PC drive, or if your not that bothered you could put a DD drive in but then you may find that'll go after a few months as they are getting rather old :)

Anyway, you'll need to switch the drive to ID 0 or DS 0 via a jumper or usually a solder pad. If it doesn't have this then you need to cut a track inside the floppy unit and solder a jumper wire, contact me if you need to do this.

Next you might need to make a modification to the way the drive senses disk changes, there is info on Hallvards site for this. Otherwise you may corrupt disks!

You may also need to make a modification to the drive to make your HD module detect HD or DD disk. It depends which module you have, I presume TUS right?

Also, I've found that modern PC floppy drives just can't cut it for these oddly formatted disks, eg 80+ tracks and 11 odd sectors. My Falcon has a PC floppy drive and if I want to install Positive Image or Lattice C disk 6 then I have to get out my old Falcon floppy drive. Damn annoying, this occurs on two out of two PC floppy drives I checked with.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3220. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 18:04:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109022004.a38233@su2.maus.de>
Source record: 42199

Hi Neil,

NC>I have a Yamaha CRW2100S with my Falcon CT2B it works perfectly well
NC>with it. Upto 4 times writing and very fast reading, better than my
NC>old NEC 52x CDROM drive!
I'd like to know whether you're able to write 'live' CDs (e.g. with no
pauses between tracks) with 4X speed?

For I can't write those CDs with 4X but only 1X. `Normal' audio and
data no problem with 4X.

Und TTschï¿½
ps
TT, Yamaha 8424S, CD Recorder 3.1

3221. Floppy troubles

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 18:33:18 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3b927b6e$0$4910@news.zetnet.co.uk>
Source record: 42288

Atarians,past and present your help please.

Some years ago my STFM was upgraded to 4Meg,internal HD & DD floppy (with connection for additional external drive),switchable TOS 1.00/2,06.Later a CD Rom,external HD/DD floppy and Hard Disk was added. Recently the internal floppy has been playing up. The problem is:

Double clicking on the internal drive will open up the disk to show its contents.Double clicking on a folder will open it up.Then the problem starts. Trying to start a .PRG brings up the info that the disk is faulty. .DOC.TXT files etc can be opened and read. This is the same whether the disk is HD or DD. There is no problem using the external drive with the same disk. The warning also appears if the disk has Auto start.

Your ideas would be appreciated. Zetnet-Atarians have kindly supplied some help such as attempting to clean the drive etc.If I decide to change the drive would a PC one fit without the usual mods as the fitted unit is DD/HD?

Thanks for your time

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3222. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 19:22:57 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <ilvk7.5430$cW4.25693@NewsReader>
Source record: 42291

Hello.

I have Mega STE and Mega ST keyboards in stock.

I will split for spares if needed, email.

Barrie at Keychange.

"James Alexander" <james-m-alexander@home.com> wrote in message
news:3B915CB6.FB9648D8@home.com...
> Hi Mike
>
> Mike LaRue wrote:
>
> > TT keyboard,
> > The printed mylar has a broker trace. I have tried a few different
> > things to bridge it. no luck. Any sugestions?

3223. Steinberg Atari Midi-3 Problems

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 21:48:35 UTC
From: DiscoFreq <discofreq@geejemix.net>
Message-ID: <TOxk7.33115$6x5.7044462@afrodite.telenet-ops.be>
Source record: 42292

Hi,

I bought a Steinberg Atari Midi-3 some years ago, but I just started using it now (bigger Atari). The problem is that I added the drivers on the right location as said in the manual, but I still only have the options "MROS" and "ATARI" in OUTPUT, no "STMI3 1", "SMTI3 2" and "SMTI3 3" as there should be...

some more info:
I use Cubase Score for Atari, v2.0, on an Atari TT030 (installed on harddisk, not from floppy)

I hope my newsserver gets the replies, because it's often incomplete :(
You can also contact me on my site (forum, mail, MSN, ICQ)

--
DiscoFreq
http://users.pandora.be/discofreq
More links than Kellogg's got flakes...

3224. WTB: Atari ST compatible 720k 3.5" floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 22:04:15 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <R1yk7.18572$TB2.962263@nnrp4.clara.net>
Source record: 42293
Cross-posted to: comp.sys.atari.st,uk.adverts.computer,midlands.adverts

Need the above to fix a duff ST I have - may consider complete ST, working
or non-working. Prefer local to Wolverhampton, UK.

Email hellraiser1@blueyonder.nospam.co.uk (less the nospam) if you have one!

Hellraiser..........>

3225. WTB: Atari ST compatible 720k 3.5" floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 22:04:15 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <o2yk7.18574$TB2.962946@nnrp4.clara.net>
Source record: 42294
Cross-posted to: comp.sys.atari.st,uk.adverts.computer,midlands.adverts

Need the above to fix a duff ST I have - may consider complete ST, working
or non-working. Prefer local to Wolverhampton, UK.

Email hellraiser1@blueyonder.nospam.co.uk (less the nospam) if you have one!

Hellraiser..........>

3226. Re: Atari ST compatible 720k 3.5" floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 22:16:15 UTC
From: Alex Quant <alex@BLOCKalexq.worldonline.co.uk>
Message-ID: <9mub3d$4676e$1@ID-103762.news.dfncis.de>
Source record: 42295
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

"Hellraiser" <hellraiser1@blueyonder.nospam.co.uk> wrote in message
news:o2yk7.18574$TB2.962946@nnrp4.clara.net...
> Need the above to fix a duff ST I have - may consider complete ST,
working
> or non-working. Prefer local to Wolverhampton, UK.

Have you tried a PC 3.5" drive? I remember, a very long time ago,
replacing a faulty 720K in an STe and was surprised and relieved it worked
OK :) .. I did have to modify the case ever so slightly for the eject
button and set the drive to device 0.

Directly quoted from an FAQ :

3.3 Floppy Drives?

3.3.1 Replacing a floppy drive

The disk drives used by Atari ST computers are industry standard 360K or
720K double-density floppy drives, exactly the same as those in PCs... at
least in those days.

PC drives can be used as replacement drives, only nowadays it is difficult
to find 720K drives. You can however use just about any 1.44Mb HD drive as
these will perform perfectly well in DD 720K mode.

Nevertheless, you have to be aware of the following :

You need to be able to change the ID number of the drive to 0 instead of
the default 1 for PCs. Usually there is a jumper to do this, but it tends
to disappear on modern drives, making this rather tricky. It now often
involves connecting a solderpad on the drive's PCB. You need to connect
the cable upside down on the drive. This can mean cutting a little plastic
part that is designed to make this impossible. You need to set the Media
Change Detect jumper, or else, under certain circumstances, your disks
might end up scrambled. This jumper no longer exists on most modern
drives, but you can work around the problem by using the Force Media
Change program.

Most modern HD drives can no longer read single sided 360K disks.

Hallvard Tangeraas' instructions on how to use a Sony drive in an Atari.
ftp://ftp.sol.no/user/hallvart/atari/info/sony_144.zip

Force Media Change
http://www.umich.edu/~archive/atari/Diskutils/fmc.arc

HTH,

AlexQ.

~ My virtual gallery @ http://www.alexq.worldonline.co.uk/gallery_a.htm ~
~ Remove BLOCK from alex@BLOCKalexq.worldonline.co.uk before emailling ~

3227. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 23:10:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0109021510.467e8f94@posting.google.com>
Source record: 42196

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<asrk7.95$aw3.93775@newsfeed.slurp.net>...
> You get the full German version from the ftp site Martin mentions. I use the
> German version and it is great. Not to hard to use either.
>
Twilight is rather nice, although I still can't get it to reliably
switch to screensaving mode automatically (I've gotten in the habit of
tossing the mouse pointer in the corner to force it into operation).
Anyone have an idea what I'm doing wrong? It's as if the timer is set
to infinite minutes.

Galen

3228. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 23:26:30 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0109021526.25192711@posting.google.com>
Source record: 42197

"Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:<Rdwd7.9103$5t1.17345@nntpserver.swip.net>...
> Ok - check out my website, the troubleshooting section - and you'll find the
> necessary modifications to get standard line levels in and out - instead of
> the original mic in and headphone out...
Hmmm, having a C-Lab Falcon, I appear to have the opposite problem in
that since I have line level input, I can't just plug in a microphone
and get going. Hence a pair of questions:

1) Is the microphone to Falcon setup a matter of buying a preamp to
go in between them, or is it more complicated?

2) With line level input, is there a danger to the Falcon when
connecting the output from a headphone jack? (I know the volume
should be turned way down on the sending device).

Galen

3229. Re: Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-09-02 23:36:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0109021536.65fbd557@posting.google.com>
Source record: 42198

James Alexander <james-m-alexander@home.com> wrote in message
news:<3B8FE53B.55469B98@home.com>...
> Here are a few things to check:
>
> cables & termination (I know this is Uwe Seimets favorit thing to check first).
> but since yoru old drive worked this might not be it.

Then again, it might be. When changing drives, cables that have not
been moved for years are flexed and physically moved. In certain
cases, this can cause problems. This rather looks like a cabling or
termination problem. What software driver are you using to access the
drive?

Galen

> > Now my problem: When accessing the new drive, the ST crashes
> > irregularly after approx. 15 minutes throwin three or four bombs.
> > Even when I want to see the info about C or D on the desktop
> > the machine crashes with three bombs. Sometimes it doesn't
> > boot from the hard disk. It doesn't recognize the DMA device
> > or it hangs during initialization (green LED is on constantly).
> > When I attach the 52 MB drive additionally it boots but still
> > crashes sometimes. What's wrong? Same happens with an
> > LPS 240.
> >
> > --
> > Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
> > Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709
> >
> > "If I hadn't seen such riches I could live with being poor." - James

3230. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 01:08:42 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <1JAk7.2057$S5.5796@nntpserver.swip.net>
Source record: 42201

"Galen" wrote:
> "Claes Holmerup" <newsgroups@holmerup.com> wrote in message
news:<Rdwd7.9103$5t1.17345@nntpserver.swip.net>...

> > Ok - check out my website, the troubleshooting section - and you'll find
the
> > necessary modifications to get standard line levels in and out - instead
of
> > the original mic in and headphone out...
> Hmmm, having a C-Lab Falcon, I appear to have the opposite problem in
> that since I have line level input, I can't just plug in a microphone
> and get going. Hence a pair of questions:
>
> 1) Is the microphone to Falcon setup a matter of buying a preamp to
> go in between them, or is it more complicated?

Since you have a line-level input, just use a normal microphone preamp as
you suggest - and then it's rock'n'roll... :)

> 2) With line level input, is there a danger to the Falcon when
> connecting the output from a headphone jack? (I know the volume
> should be turned way down on the sending device).

There's probably no immediate danger for the Falcon - other than for a
distorted signal. However, the headphone output is designed to drive
loudspeakers, so there's a power amp (small, but yet...). A power amp's
output can be damaged if it's loaded with too low impedances and I don't
remember the impedance of the Falcon's input... I wouldn't recommend you to
do this. Don't you have a line level output to use instead of the headphone
output?

Best regards,
Claes
website: http://www.holmerup.com - mirrored at http://mirror.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

3231. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 06:22:59 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9mv7tj$1diq$1@news.comnet.co.nz>
Source record: 42202

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote ...
> Hello.
>
> I have Mega STE and Mega ST keyboards in stock.

(slight topic drift)

Is there a difference between Mega ST and Mega STE keyboards?

(I used to use a Mega before buying the TT, so am familiar with Mega keyboards, but not Mega STE ones)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"This is the loudest quiet I've ever listened to"
(Kermit The Frog)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

3232. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 09:41:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999589716-343683AEicMi@08002go.com>
Source record: 42223

From: x@x.xx (Hallvard Tangeraas)
Date: Sun, 02 Sep 2001 22:07:43 GMT

>> Also check out "Bubbles" and "After Dawn" which you can get for free

>Apparently I had an older version which was only in German until I
>downloaded the latest version (from the above site) which has an English
>RSC file enabling English text in the configuration ACCessory as well as

DDP Translations prepared a translation of the Bubblegem help file for the
Bubbbles screen saver which I've just found. For the life of me, I can't
remember why I haven't uploaded it to my web site :-/

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3233. Atari Gear for sale Merseyside, UK

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 11:14:01 UTC
From: fletcher@liv.ac.uk
Message-ID: <9mvolp$34h$1@news.liv.ac.uk>
Source record: 42204

Had all this gear for last 10yrs since new and is all perfect with original
manuals, packaging, dust covers etc.

Hardware
Atari 1040STE (extra pack) unmodified.
Power External FDD
SM124 Monitor
Phillips CM8833 Mk 2 Colour monitor
Switch box
Atari mouse and 3 joysticks
Replay Pro sampling cartridge
Canon Bj10ex printer

Software
Steinberg Pro 24 v.III
EMC Roland u20 editor/librarian
Genpatch ST universal editor/librarian
Write On WP

Boxed Games
F1GP
F19
JW Snooker / Pool
Sensi Soccer
Graham Gooch Cricket
Rugby WC
Vroom
Various golf
Ko2

Magazines
ST Format 20-50 Approx all with coverdisks
ST User
ST Review
about 5 copies of each with coverdisks

Would accept ï¿½120 for the lot or mat split if price is right.

David Fletcher <fletcher@liv.ac.uk> UK Mobile 07811 236 762

...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...

3234. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 11:33:26 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3b936a55.15449925@news.rrds.co.uk>
Source record: 42205

On Fri, 31 Aug 2001 19:01:11 +0000 (UTC), xlator@cix.compulink.co.uk
wrote:

>There was a simple hardware mod which I had done by Evesham to my
>STFM which originally came with an SS drive: It consisted of
>swapping over the connections to pins 19 and 20 on the YM-2149
>sound chip. I had a DPDT change-over switch fitted so could boot
>from either - handy if you don't have B: with you if you take the
>machine elsewhere.

Yep... thats what I was after...

>The mod was also described and illustrated in the old /ST World/
>magazine in issue 35.

Anyone have a scan of this!?

Thanks

3235. Reminder Atari Swap Meet+More Sept 8

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 12:27:06 UTC
From: fmh@netzero.net
Message-ID: <uGKk7.416$B%3.66950@newsfeed.slurp.net>
Source record: 42206

Jaguar Corner at the Ohio Atari Swap Meet

September 1, 2001

Columbus, Ohio - Come join us for fun and games at the Atari Computer Enthusiasts of Columbus
annual Atari Swap Meet to be held on September 8, 2001. This annual event boasts a wide
selection of Atari games and systems for sale. Last year the event had many items available
for the Atari ST, 8 Bit computers, 5200, 7800, and 2600.

This year, the Jaguar Corner will be at the Swap Meet. The Jaguar Corner is your chance
to play the most popular and rare games available for the Atari Jaguar video game console.

Featured games available for view and play are:

- New games from Songbird Productions (http://songbird.atari.net/) including Skyhammer,
Protector, Hyper Force, and Soccer Kid for the Jaguar; and Lexis, Championship Rally,
PONX, Remnant, and more for the Lynx.

- Doom and Air Cars in 2 Player, 2 Console Network Play

- BattleSphere from Scatologic (www.scatologic.com) available for play and demo

- Jaguar CD with games such as Primal Rage, Vid Grid, Blue Lightning, Battlemorph, and
World Tour Racing

- Popular Jaguar games such as Towers II, Worms, Zero 5, Defender 2000, Atari Karts, and
Breakout 2000

- JUGS (www.buyjugs.com - The Jaguar Underground Game Server) which allows the downloading
of underground, homebrew games into the Jaguar. Underground games available for play
include Asteroids, Gorf demo, Jagmania, Jag Tetris, and Native.

The Jaguar corner is being promoted by Fred Horvat (fmh@netzero.net) and Brian Gentile (mail@addie.cjb.net) of Addie's Atari Page (www.addie.cjb.net).

The Atari Swap Meet is being run and promoted by the Atari Computer Enthusiasts of
Columbus (http://www.angelfire.com/oh4/acec/acec.html).

The Atari Swap Meet and the Jaguar Corner will be held from 9:00 am to 3:00 pm on
September 8, 2001 at:

Oakland Park Community Building
980 Lenore St.
Columbus, Ohio 43224-3351

Directions: From I-71, take the E. North Broadway Street exit east, turn left onto
Maize Road, and a quick right on Lenore Avenue.
Admission: The price of admission to the Atari Swap Meet is $4 per person and $6 per vendor
table (includes one admission). The Jaguar Corner costs nothing!

For the latest details on the Jaguar Corner, see Addie's Atari Page
(www.addie.cjb.net).

3236. Atari TT - TT RAM card problem...

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 14:05:06 UTC
From: MrSiwy <psion5@kk.net.pl>
Message-ID: <9n02lqqrd1@news.tpi.pl>
Source record: 42207

Yes I finally get-it - the CA401058-xxx expansion card for my Atari TT :-)
But there is one problem - it's not working :-(

I connected this card to the TT RAM connector on the TT main board.
I properly inserted the 4x1MB 30 pin sim's (8 chips on each sim) which I
remove from MEGA STE.
I change the switch position to use 4x1MB with NO BURST mode (6 switches
from W101 to W106)

....
and nothing happens.........

Should I also change some switches or DIP's on Atari TT main board ???
There are one block of DIP switches from 1 to 8 called J203
There are also 3 switches W601, W602, W603 close to main RAM
And also one switch close to main CPU called W101

Can anybody help me with this.

best regards
Slawek

3237. FREE Atari Mailing List!

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 15:30:53 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tp77kjnvdpr786@corp.supernews.com>
Source record: 42208

Hello,

Atari-Users.Net is now offering FREE Atari related mailing list!

The list email would be mailinglistname@atari-users.net
For a sample.. check out our Atari Talk list.. visit
http://www.atari-users.net/mailman/listinfo/ataritalk_atari-users.net

If you would like to set one up for your group, send an e-mail to
webmaster@atari-users.net

Rob
webmaster@atari-users.net
http://www.atari-users.net

3238. Hades & CD-R/W

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 17:12:19 UTC
From: swampfax@atlantic.net
Message-ID: <TROk7.42$%z1.23365@news1.atlantic.net>
Source record: 42209

Hi All,
Does anybody use an IDE CD-R/W on a Had�s ?
Setting up a Samsung CD/r/w 8 4 32
A config file is needed by a friend.
Please reply directly to him at:

yves.rogne@free.fr

Thanks,
John G.

3239. Test

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 18:29:28 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3b93cc08$0$4910@news.zetnet.co.uk>
Source record: 42210

Apo;ogies in taking up your time,just testing STIK2 (3) and
QDIALER 51. (latter does not seem to work correctly.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3240. Re: Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 19:03:19 UTC
From: nurmix@spam-free.com
Message-ID: <3b93d1e0.3020579@news-server.socal.rr.com>
Source record: 42211

On Tue, 28 Aug 2001 10:35:20 -0000, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

Hi Derryck,

>I assume that the clicks etc are due to CAF muting output whilst the disk
>drive finds the next sector for the file being read.

That would certainly make sense. I never thought about it before
because I always started with a fresh/empty partition when recording
with CAF. But it quickly becomes fragmented due to the way CAF
records to the drive.

>BTW, I know next to nothing about recording audio on our platform, but I'd
>probably want to make sure that I was using an AV-rated drive. These don't
>recalibrate themselves whilst you're recording.

I've got a 7200 RPM Seagate Barracuda drive that does not do the
recalibration while being used.

>Don't use Diamond Edge on LFN partitions.

Oh yes, I'm aware of that. Since I use MagiC on my Falcon most of the
time (except when running CAF or a couple other MIDI/audio related
apps), I've got a few empty partitions set aside for CAF without long
file names enabled.

Although, in my experience, Diamnod Edge will work ok on LFN
partitions, as long as there aren't actually any files with LONG
names. In other words, I've recorded audio to a partition with LONG
NAMES support _enabled_, but did it under TOS, using the standard 8+3
filename format, and was able to defragment the partition with Diamond
Edge without any trouble.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

3241. Re: Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 19:19:22 UTC
From: nurmix@spam-free.com
Message-ID: <3b93d3bf.3499239@news-server.socal.rr.com>
Source record: 42212

On Sat, 1 Sep 2001 01:06:35 +0200, "Claes Holmerup"
<newsgroups@holmerup.com> wrote:

>If you only had read and followed the hints on my web site - on the
>Troubleshooting page - you would have tried defragging earlier... ;)
>You should defrag the disk before each recording session, to make everything
>run as smoothly as possible. If you have a fragmented disk, you still have
>the risk of clicks remaining after defragmentation, but there won't be any
>clicks in the first place if the disk is defragmanted before the session.

Actually Claes, I have read your pages many times, and find them most
helpful! ;-)

My reason for NOT suspecting fragmentation as the cause of the clicks
and pops was because I __always__ start any session recording to a
completely EMPTY partition that is set aside specifically for audio.
There is nothing else on that partition at all - except for whatever
I'm recording in CAF.

And in the past, I would always do a defrag _after_ the recording
session was finished, but I never thought to try it mid-session, when
a noise would show up, until Wayne martz suggested that to me. As I
mentioned before, whenever I would get a pop or click, I'd simply
re-record the track.

So, after doing some testing, I noticed that it seems to take about 6
or 7 recorded tracks before the first noise will show up. And,
obviously at this point, fragmentation has begun - which is easily
seen under Diamond Edge.

>An AV-drive isn't necessary - there are normal drives which don't make
>thermal calibration while operating.
>During the years I used my Falcon for music, I never had an AV-drive - and I
>worked around the clock with the system now and then...

My drive is a 7200RPM Seagate Barracuda. It doesn't do the thermal
recalibration, but to the best of my knowledge, _isn't _ classified as
an "AV-drive", so I tend to agree with you here.

>CAF doesn't support anything but normal TOS-partitions, so I don't believe
>there's much risk there... ;)

Well, I have a few empty partitons, that have long file name support
enabled when used under MagiC 5. And I can safely record to these
partitions under TOS (with CAF). TOS sees them as normal partitions.
And as long as I don't actually use any LFNs, Diamond Edge can handle
them without any trouble too.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

3242. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 19:45:35 UTC
From: nurmix@spam-free.com
Message-ID: <3b93d9f3.5087444@news-server.socal.rr.com>
Source record: 42213

On Sat, 1 Sep 2001 05:11:39 -0500, Ken Kosut <kjcat@execpc.com> wrote:

>I think I should be able to connect line level outputs on mixer to
>mic input on Falcon.
>I am sorry that I am rather new at this, but I don't understand
>why all these internal modifications on the Falcon have to be made.
>Why can't you just eq off the board? What is the problem with the Falcon?

If you want to bypass all the Falcon audio modifications, as well as
get a much cleaner and better sound, I would suggest picking up a
Falcon Digital Interface (FDI). This device connects to the Falcon's
DSP port, and gives you digital IN and OUT (via coaxial or optical
connections). This way, you don't have to bother with the Falcon's
built-in inputs/outputs.

You will, of course, need a device such as a DAT machine, so you can
use it's converters (A/D to send to the FDI input, and D/A to receive
the signal from the FDI output). In other words, you record _through_
the DAT, which sends the digital signal to the FDI and into the
Falcon.

You can also get an external, multiple output expander (with it's own
D/A converters) to connect to the FDI output.

Check out the SoundPool web site for more informnation:

http://www.soundpool.de/home.html

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

3243. Re: Floppy troubles

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 21:04:29 UTC
From: vdjole@EUnet.yu
Message-ID: <9n0r8qdkp1@news.eunet.yu>
Source record: 42214

On 2 Sep 2001 18:33:18 G, Derek W W Hunt wrote:
> Recently the internal floppy has been playing up. The problem is:
>
> Double clicking on the internal drive will open up the disk to
> show its contents.Double clicking on a folder will open it
> up.Then the problem starts. Trying to start a .PRG brings up the
> info that the disk is faulty. .DOC.TXT files etc can be opened
> and read. This is the same whether the disk is HD or DD.

I have experienced very similar symptoms when power supply to floppy
was not within tolerance. Contact resistance on power supply connectors
may have increased because of age and oxydation so even if the computer's
power supply gives correct voltages they do not reach the floppy, or
even the motherboard.

So, use a digital voltmeter and check if voltage delivered to floppy
drive is 5V +/-0.1 V (theoretically, tolerance could be +/-0.25V but it
would be good to be on the safe side). Check 12V too (tolerance for this
is not so strict). Also, check if the computer motherboard gets 5V +/-0.1 V.

Eventually, it may turn out that the drive is faulty- maybe the head has
become misaligned, or it is not stepping proprerly. From what you say, it
seems that the first track is read correctly (i.e you get the directory)
but then the drive does not get to the correct track to read the file
itself (it may be accidental that you can read some files anyway,
depending on where they are located).

Oh, and what about your DD/HD switching circuit? Are you sure there is not
any fault there? Also, is the step-rate set correctly?

cu.

3244. Re: Floppy troubles

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 21:04:32 UTC
From: vdjole@EUnet.yu
Message-ID: <9n0r8udkp2@news.eunet.yu>
Source record: 42215

On 2 Sep 2001 19:45:50 +, "Lyndon Amsdon" wrote:

>Also, I've found that modern PC floppy drives just can't cut it for these
>oddly formatted disks, eg 80+ tracks and 11 odd sectors. My Falcon has a
>PC floppy drive and if I want to install Positive Image or Lattice C disk
>6 then I have to get out my old Falcon floppy drive. Damn annoying, this
>occurs on two out of two PC floppy drives I checked with.

When I installed a HD drive I found out that it could not read properly
disks which were formatted with 84 tracks. Upon inspection it turned
out that there were mechanical stops in the drive which limited head travel.
Careful shaving of these stops for a fraction of a millimetre with a scalpel
cured this problem (there is a little utility program out there which can
be used to check how many tracks a drive can handle).

cu.

3245. STiNG problem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 21:04:36 UTC
From: vdjole@EUnet.yu
Message-ID: <9n0r91dkp3@news.eunet.yu>
Source record: 42216

Hi;

Some time ago I noticed a problem which seems to appear more and more
often now, when I download a large file from the net (using Sting or Stik,
it doesn't matter). It goes like this: if average transfer speed drops
significantly from theoretical, download sometimes stops prematurely,
without any error messages, although only part of the file has been
transfered. This seems to happen with some sites more often than with others.
It happenes in the same way when using CAB and Newsie. For example, I use a
14400 modem and usually get transfer speeds of about 1600-1700cps. I had a
case where a file transfer invariably stopped prematurely after a while if
average transfer speed was about 1300cps or lower. I mention that it is not
the question of timeout values set in CAB (or Newsie), because a transfer
just stops in the middle of a receiving, i.e. it does not timeout.

Is there something I can do in configuring Sting in order to prevent this,
or is the problem "on the otther end"? I almost have a feeling that
there is some timer on the ftp server or on my ISP's machines which
estimates how much time it should take to transfer a file and aborts
a transfer if this time is exceeded.

Thanx in advance.

cu.

3246. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 22:05:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b93ff85$0$15661$272ea4a1@news.execpc.com>
Source record: 42217

Hello,
Thank you for your suggestions. I am still contemplating what I will do.

> >I think I should be able to connect line level outputs on mixer to
> >mic input on Falcon.

Right now, I am just trying a basic test. Which isn't working very well.

I found an attenuator that I guy made for me many years ago.
Line outs of mixer -> attenuator -> Falcon mic input.

I booted Logic Audio, used the outputs of a cassette deck just
for a test. It looked as if it were recording, (The transport window
was clocking) but I couldn't see any levels on the meter.

Do you have to have additional Direct to Disk hardware in order
to use Logic Audio?

thanks

ken

3247. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 22:13:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9n0v9r$322$1@thorium.cix.co.uk>
Source record: 42218

In message <3b936a55.15449925@news.rrds.co.uk>, baz.allen@removethisbit.uk.thalesgroup.com said:

>>There was a simple hardware mod which I had done by Evesham to my
>>STFM which originally came with an SS drive: It consisted of
>>swapping over the connections to pins 19 and 20 on the YM-2149
>>sound chip. I had a DPDT change-over switch fitted so could boot
>>from either - handy if you don't have B: with you if you take the
>>machine elsewhere.
>
>Yep... thats what I was after...
>
>>The mod was also described and illustrated in the old /ST World/
>>magazine in issue 35.
>
>Anyone have a scan of this!?

No sorry, but it's very simple: Cut or unsolder the legs of pin 19 and 20 on the Yamaha (or cut their traces, but that makes soldering more difficult) and connect four (differently coloured for preference) wires, two to the cut legs and two to the board where they used to go (if you cut correctly, the old stubs can be soldered to sometimes, and you don't need to remove the PCB). Then connect a small DPTD change-over switch to the four wires, with those from the chip going to the centre contacts and the other twop cross-connected diagonally and going to the board, so in one position the original connections are restored and in the other they are crossed over.

Rather crudely in ASCII art:

```
Pin 19
|
|
o****o /o-------Trace ex 20
\ /----/
/
/ \_____
o****o \o-------Trace ex 19
|
|
Pin 20
```

When the switch (****) is in the position shown, the original connctions will be restored and the internal drive will be A: and the external B: while if you slide it to the right tey willbe

swapped over. It doesn't matter whether you use a toggle switch
(which is easy to mount in a small hole drilled through the case
near the chip) or a sliding switch (much harder to find room for!)

Regards, /Peter/

3248. Re: Floppy troubles

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 22:49:25 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <4218ptcg3eai60kqb8ha4bdmuutdbndc4b@4ax.com>
Source record: 42219

On Sun, 02 Sep 2001 19:45:50 +0200 (MET DST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Also, I've found that modern PC floppy drives just can't cut it for these
>oddly formatted disks, eg 80+ tracks and 11 odd sectors. My Falcon has a
>PC floppy drive and if I want to install Positive Image or Lattice C disk
>6 then I have to get out my old Falcon floppy drive. Damn annoying, this
>occurs on two out of two PC floppy drives I checked with.
>--

It's damn annoying these drives work to their design specs, but not
beyond the design limits?

80 tracks is the way 3.5 inch drives were designed. If a particular
drive is out of spec enough to allow you to squeeze another 2 or 3
tracks, then it's a "bonus", but hardly to be expected.

And if they're built to rigid specs and tolerances and won't go beyond
their design limits, that's something annoying?

The fact that Atari used sloppy drives in their products doesn't sound
to me like a very good thing.

Sure, I pushed the tracks and sectors on my Atari drives, but never
with the expectations that they would do it. And never for anything
important, or that I wanted to exchange with anyone else.

Sounds to me like the manufacturers of PC drives are doing a lot
better job than the ones Atari bought for the lowest bid.

BobR

3249. Aerosmith tickets

Newsgroup: comp.sys.atari.st
Date: 2001-09-03 23:30:11 UTC
From: Robert Villeneuve <rvilleneuve@interbaun.com>
Message-ID: <tp846k1fft0d9a@corp.supernews.com>
Source record: 42220

```
4 - Aerosmith tickets for sale @ $108.50 ea. ($434.00 total). They're all
together in Section 219 Row 32.
E-mail me if your interested.
```

3250. [ebay] Atari Compendium CD

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 02:28:21 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3B943C45.4DC85223@jps.net>
Source record: 42221

Offering the Atari Compendium CD ROM on ebay:

Item number 1271868679

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1271868679&r=0&t=0&showTutorial=0&ed=1000174161&indexURL=0&rd=1

Thanks for looking.

John

3251. [ebay] Atari T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 02:30:28 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3B943CC4.A5978E6@jps.net>
Source record: 42222

Offering the official Atari T-shirt on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1271875955

Thanks for looking.

John

3252. Re: Cubase Audio Noise Problem - SOLVED!!!

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 10:13:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999677094-138726AEicMi@08002go.com>
Source record: 42245

From: nurmix@spam-free.com (Paul Nurminen)
Date: Mon, 03 Sep 2001 19:19:22 GMT

>So, after doing some testing, I noticed that it seems to take about 6
>or 7 recorded tracks before the first noise will show up. And,
>obviously at this point, fragmentation has begun - which is easily
>seen under Diamond Edge.

Of course fragmention will only occur if you've deleted some files before
writing some more or are somehow recording several files simultaneously.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3253. MfD III MintNet

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 10:51:20 UTC
From: nospam@zonnet.nl
Message-ID: <lm2l7.90308$Vs4.443599@zonnet-reader-1>
Source record: 42224

Everything that could go wrong did go wrong, but now I have finally installed MiNTNet on my Falcon based on the Mintnet for Dummies distribution MfD III.

Question. When I enter "pppd call zonnet" (zonnet is the file I use in my /etc/ppp/peers folder) in the bash, I first get these message

/pipe/log: No such file or directory
/pipe/log: No such file or directory
bash-2.03#

And then suddenly pppd starts to dial, giving me a succesful connection. Can anyone tell me what is happening here?

3254. Printer drivers

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 14:33:03 UTC
From: rickjnav@hotmail.com
Message-ID: <47f7c1af.0109040633.4ec28996@posting.google.com>
Source record: 42225

I have been happliy printing from Pagestream to an HP Laserjet printer using OutBurST for years, but recently ound a need to switch to my Epson 600 bubblejet. Unfortunately none of the print drivers I have seem to be compatible with this printer, and all I get is garbage output. Does anyone know where I could find print drivers for the Epson600 and Epson 880 printers?

3255. Where to get lpdev.xdd ?

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 16:44:47 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B9504FF.1D01532@boeing.com>
Source record: 42226

FreeMiNT documentation refers to parallel port driver lpdev.xdd, but I cannot find it on the FreeMiNT or SpareMiNT sites. Funet and UMich sites have lpdev.zoo, which contains an lpdev.ttp. When I install this TSR and try to print (from CAB with NVDI5), my Milan locks up! Can anyone help?

Milton Horst
Seattle, WA USA

3256. FS: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 18:27:40 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <w29l7.18462$JH4.3638645@news1.telusplanet.net>
Source record: 42227
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I have a large selection of classic computer and video game hardware, software and accessories for sale, many from private collections. Many of the items and game titles (for Intellivision, Colecovision and Atari) are still available in shrink-wrapped/brand new form, ideal for anyone just starting a classic computer or videogame collection.

Currently I have items for the following models/systems...please email me with the categories you are interested in, to receive a detailed listing.

- Atari 8bit Computers
- Atari ST Computers
- TI 99/4A
- Commodore 64
- Commodore Vic 20
- Commodore Amiga
- Mattel Intellivision (over 50 sealed titles available)
- ColecoVision (over a dozen sealed titles available)
- Atari 2600
- Atari 5200
- Atari 7800 (over a dozen sealed titles available)
- Atari Jaguar
- Mattel Handheld Games
- Coleco Handheld Games

If you are interested in any of these items, please respond by emailing me at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'. first). I am located in Edmonton, Alberta, Canada, but ship worldwide, dealer inquiries are welcomed. I am also willing to accept trades of certain classic computer, video games, and handheld items, please contact me for our want list.

3257. Re: Where to get lpdev.xdd ?

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 19:17:31 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b9536603516c40@pandora.be>
Source record: 42228

on Tue 04-09-2001 16:44 Milton Horst wrote:

>FreeMiNT documentation refers to parallel port driver lpdev.xdd,
>but I cannot find it on the FreeMiNT or SpareMiNT sites. Funet and
>UMich sites have lpdev.zoo, which contains an lpdev.ttp. When I
>install this TSR and try to print (from CAB with NVDI5), my Milan
>locks up! Can anyone help?

You don't need it at all. You can print from every GEM application
without lpdev.xdd.
The sources of lpd can be found on
http://www.funet.fi/pub/atari/mint/lpd-590-mint.tar.gz.
Send me a mail if you need a compiled version.

part of the man file of lpd
==========

LPD(8) System Manager's Manual LPD(8)

NAME
lpd - line printer spooler daemon

SYNOPSIS
lpd [-l] [port#]

DESCRIPTION
Lpd is the line printer daemon (spool area handler) and is normally in-
voked at boot time from the rc(8) file. It makes a single pass through
the printcap(5) file to find out about the existing printers and prints
any files left after a crash. It then uses the system calls listen(2) and
accept(2) to receive requests to print files in the queue, transfer files
to the spooling area, display the queue, or remove jobs from the queue.
In each case, it forks a child to handle the request so the parent can
continue to listen for more requests.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3258. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 19:59:24 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu5$ie3$1@news5.svr.pol.co.uk>
Source record: 42230
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Here's the reply you needed. Hope it gets through.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

3259. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 20:02:05 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu6$ie3$2@news5.svr.pol.co.uk>
Source record: 42229
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Hmm ... when I posted the reply I noticed that Freeserve did not recognise
two newsgroups in your header:

comp.sys.atari
comp.sys.atari.st.misc

... they are not available here.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

3260. Re: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 22:01:04 UTC
From: Sheila <Sheila.p@sympatico.ca>
Message-ID: <M3cl7.14264$836.2000465@news20.bellglobal.com>
Source record: 42231
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I am interested in the Intellivision list. Could you please 'mail it to me?

"Jim Lazarenko" <jim_l@NO.SPAM.telusplanet.net> wrote in message
news:w29l7.18462$JH4.3638645@news1.telusplanet.net...
> I have a large selection of classic computer and video game hardware,
> software and accessories for sale, many from private collections. Many of
> the items and game titles (for Intellivision, Colecovision and Atari) are
> still available in shrink-wrapped/brand new form, ideal for anyone just
> starting a classic computer or videogame collection.
>
> Currently I have items for the following models/systems...please email me
> with the categories you are interested in, to receive a detailed listing.
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> - TI 99/4A
> - Commodore 64
> - Commodore Vic 20
> - Commodore Amiga
> - Mattel Intellivision (over 50 sealed titles available)
> - ColecoVision (over a dozen sealed titles available)
> - Atari 2600
> - Atari 5200
> - Atari 7800 (over a dozen sealed titles available)
> - Atari Jaguar
> - Mattel Handheld Games
> - Coleco Handheld Games
>
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> at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'.
> first). I am located in Edmonton, Alberta, Canada, but ship worldwide,
> dealer inquiries are welcomed. I am also willing to accept trades of
> certain classic computer, video games, and handheld items, please contact
me
> for our want list.
>
>
>
>
>
>
>
>

3261. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 22:02:26 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <Lkcl7.25469$TB2.1463173@nnrp4.clara.net>
Source record: 42232
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hello honey, I'm home!. :-)

> > Has the traffic in here died off or has my feed died, again.
> >
> > What message flow do you see. My IP is in the midst of 'improvements'
and
> > that usually is a call for me to find another IP!!.
>
> Here's the reply you needed. Hope it gets through.

Well it took yet another new IP but I'm back for a while. How nice it is to
see news from this September. Now where's that tosser Dave??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3262. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 22:38:49 UTC
From: ebaiz@skyenet.net
Message-ID: <ZJcl7.416$g85.165534@newsfeed.slurp.net>
Source record: 42233

On 2 Sep 2001 16:10:08 -, Galen wrote:
>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<asrk7.95$aw3.93775@newsfeed.slurp.net>>...
>> You get the full German version from the ftp site Martin mentions. I use the
>> German version and it is great. Not to hard to use either.
>>
>Twilight is rather nice, although I still can't get it to reliably
>switch to screensaving mode automatically (I've gotten in the habit of
>tossing the mouse pointer in the corner to force it into operation).
>Anyone have an idea what I'm doing wrong? It's as if the timer is set
>to infinite minutes.

I have found that under Magic that is the only way to get it started.
To me that is better than nothing. Under Geneva it works perfectly.
Have not tried it under Mint as yet...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3263. Re: STiNG problem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-04 22:38:50 UTC
From: ebaiz@skyenet.net
Message-ID: <_Jcl7.417$g85.166175@newsfeed.slurp.net>
Source record: 42234

On 3 Sep 2001 21:04:36 +, Djordje Vukovic wrote:
>Hi;
>
>Some time ago I noticed a problem which seems to appear more and more
>often now, when I download a large file from the net (using Sting or Stik,
>it doesn't matter). It goes like this: if average transfer speed drops
>significantly from theoretical, download sometimes stops prematurely,
>without any error messages, although only part of the file has been
>transfered. This seems to happen with some sites more often than with others.
>It happenes in the same way when using CAB and Newsie

I know people were having the same problem with Cab and Dan Ackerman
put together a new Cab.ovl file that took care of that. Do you have the
latest version of the Cab.ovl?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3264. MagicMac Version

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 00:34:46 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.f8b65d12.98ae1400.doyene@zetnet.co.uk>
Source record: 42235

Hei All.
I have just recently bought a Apple Mac Laptop powerbook 1400cs. I would like to know what version of Magic Mac would be suitable. My OS is 7.5 32MB RAM 700MB HARD DRIVE ide.
processor 603e 6xcdrom Any help will do on converting.

regards

JNO

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

3265. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 00:42:20 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <qDvl7.20902$y_3.1615203@nnrp3.clara.net>
Source record: 42162

Hi Derryck

> DDP Translations prepared a translation of the Bubblegem help file for the
> Bubbbles screen saver which I've just found. For the life of me, I can't
> remember why I haven't uploaded it to my web site :-/

Hello honey!, I'm back..

Would some sarcasm be appropriate here??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3266. ATARI - 8 BIT AND ST SOFTWARE / HARDWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 01:11:59 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0109041711.79f0ee0d@posting.google.com>
Source record: 42236
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If anyone is looking for ATARI 8-bit or ST software / hardware, please take a look at my site as noted below. Please feel free to make an offer if you feel the price is too high (or heck! If its too low feel free to offer more!) SMILE! These are items that I used personally. I would especially be more likely to deal on volume purchases!

I have 3 INDUS GT PLASTIC DISK CASES that have a lot of 5 1/4 diskettes that would need to be erased before they could be used for scratch. MAke me an offer for these as they are not listed on the WEB SITE!

Robert Trowbridge
JCL MASTER

http://pages.zdnet.com/jclmaster/jclmasterswebsite/

3267. FS: Updated again and added more

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 01:14:06 UTC
From: "fmatzen@home.com" <sales@bedlamedia.com>
Message-ID: <y%el7.61969$c8.30356243@news1.denver1.co.home.com>
Source record: 42237

Revised 09-03-01

I am getting rid of all of it. It s taking up space and I'm not using it.

I want it to go to a good home not somewhere it might get dumped.

I will take offers for everything. You pay shipping.

Keep in mind that this is in the U.S. and that you're check or money order
must clear BEFORE I ship it. I can also take credit cards.

Email me at fmatzen@home.com

Apps:

Notator Logic Audio for FALCON (includes Sound Surfer)

Twist 2 - fantastic database

Timeworks Desktop Publisher 1 and 2

GFA Draft Plus

Genus - font editor

Calamus SL publishing with Oultine Art and Font editor

Image Copy 3

Cyber Studio CAD 3D, Cyber Texture and Cyber Sculpt

Maxi File 3

Multi Desk Deluxe

Ultimate Virus Killer

Warp 9

Fontverter- TYPE 1 Converter

Kobold File Copier

Hot Wire

Universal Item Selector

Edhak

Gem-View

OutburST 3

ExtenDOS

Programming:

The GP_EDIT Library - for GFA Basic

HiSoft Basic 1

Hisoft C Interpreter

STOS Basic and Compiler

GFA Basic 3.5

Personal Pascal

Games:

Sleepwalker - (GREAT GAME) requires 1 meg or more

Clown-O-Mania

No Second Prize - motorcycle racing

Lotus III

Fantastic Worlds - includes Populace, Mega-Lo-Mania, Piratez, Realms and Wonderland

Sim City

Falcon Flight Sim

Battle Chess

Falcon

Hardware

4-1 meg SIMMS

Syquest 170 removable HD with 3 disks - EXTERNAL

Pyramid monochrome hand scanner

MultiSync/RGB monitor switch

Atari SC1435 - 14 inch color monitor

Atari SM124 - 12 inch monochrome monitor

Atari SC1224 - 12 inch color monitor

Quantum 250 meg internal HD for Falcon

2 Joysticks

Books

Software Development with GFA Basic 3

Modern Atari System Software

GEM Programmer's Reference Guide

The Atari Compendium

ST Basic to C

Atari ST Tips and Tricks

GFA Basic Programmer's Reference Guide Volume 1

ST Assembly Language Workshop (with Disk)

Your ST Comes Alive

St Applications Guide - Programming in C

Concepts in Programming with GFA Basic

68000 Assembly Language Programming - Second Edition

GEM Programmers reference Guide

CD-Rom

Moving Pixels Collection

Suzy B's Atari Software Treasury - 2 CD set

All Things Falcon

ESG - Public Domain Clipart

Magazines:

ST FORMAT: issues 22-82 with disks

ST REVIEW: May 92-Nov 94

ST USER: 1-34

ST ACTION: 26, 34, 35, 37, 40

Also I will give way disks of shareware to the first bunch of sales. It will be a grab bag of goodies along the lines of the items you bought. The more you buy, the more you get free!

3268. New Location for Tims Atari MIDI World

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 01:47:16 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109041747.1ca312f0@posting.google.com>
Source record: 42238

Hello fellow Atarians

Rob at Atari-Users.net has graciously offered me webspace on his server as I was having major problems with Netscape.net

I am happy to announce the new location of TAMW (Tims Atari Midi World)

http://tamw.atari-users.net

Hows THAT for an Atari-related address! A little bit easier to remember as well. Just got thru editing all the htm's and taking out the netscape.net banners and then ftp-ing the whole thing to the new address.

Please check out the new location and let me know of any problems and UPDATE YOUR BOOKMARKS!

Also, any tips to make it better! I am only a novice when it comes to HTML work, but any suggestions would be most helpful.

The netscape .net location will still be there, that is when you can get into it!:-)

Tim Conrardy
Tims Atari Midi World: http://tamw.atari-users.net

3269. FS: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 02:24:01 UTC
From: googi_tone@hotmail.com
Message-ID: <2a70cc1f.0109041824.25c11b17@posting.google.com>
Source record: 42239

Hello,
I have a Mega STe for sale. I'm not sure of the specs, or if it even works. It powers up, floppy light, HD light come on. don't have monitor to test it. It has 2 keyboards and a mouse. Case is in good shape. Best offer + shipping...

thanks,
Mike
googi_tone@hotmail.com

3270. Re: MagicMac Version

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 04:41:23 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3B95ACF3.70209@wanadoo.be>
Source record: 42240

JOHN NICHOLAS OAKES wrote:

>Hei All.
> I have just recently bought a Apple Mac Laptop powerbook 1400cs. I would like to
>know what version of Magic Mac would be suitable. My OS is 7.5 32MB RAM 700MB HARD DRIVE
ide.
>processor 603e 6xcdrom Any help will do on converting.
>
>regards
>
>JNO
>
Any version is good and surely the latest 6.20 !

Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

3271. Re: STiNG problem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 05:52:58 UTC
From: BMaedicke@t-online.de
Message-ID: <1ez941c.1qdwwza1vamrygN%BMaedicke@t-online.de>
Source record: 42241

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> I know people were having the same problem with Cab and Dan Ackerman
> put together a new Cab.ovl file that took care of that. Do you have the
> latest version of the Cab.ovl?

Btw: What is with the further development of STinG?

--
Url: http://home.t-online.de/home/BMaedicke/

3272. problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in)

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 05:59:10 UTC
From: DiscoFreq <discofreq@geejemix.net>
Message-ID: <Oajl7.36286$6x5.7902780@afrodite.telenet-ops.be>
Source record: 42242

Hi,

I bought a Steinberg Atari Midi-3 some years ago, but I just started using it now (bigger Atari). The problem is that I added the drivers on the right location as said in the manual, but I still only have the options "MROS" and "ATARI" in OUTPUT, no "STMI3 1", "SMTI3 2" and "SMTI3 3" as there should be...

some more info:
I use Cubase Score for Atari, v2.0, on an Atari TT030 (installed on harddisk, not from floppy)

I hope my newsserver gets the replies, because it's often incomplete :(
You can also contact me on my site (forum, mail, MSN, ICQ)

--
DiscoFreq
http://users.pandora.be/discofreq
More links than Kellogg's got flakes...

3273. Re: MfD III MintNet

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 07:48:38 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0109050947410.77-100000@freemint>
Source record: 42243

Hello!

> /pipe/log: No such file or directory
> /pipe/log: No such file or directory
> bash-2.03#

The syslogd daemon is not running. So you get no logfiles.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3274. Re: MagicMac Version

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 07:58:38 UTC
From: Ratko Jovicic <ratko@torkul.hr>
Message-ID: <9n4ll5$fart$1@as201.hinet.hr>
Source record: 42244

"JOHN NICHOLAS OAKES" <doyene@zetnet.co.uk> wrote in message
news:WS3.f8b65d12.98ae1400.doyene@zetnet.co.uk...
> Hei All.
> I have just recently bought a Apple Mac Laptop powerbook 1400cs.
I would like to
> know what version of Magic Mac would be suitable. My OS is 7.5 32MB RAM
700MB HARD DRIVE ide.
> processor 603e 6xcdrom Any help will do on converting.

I have same Powerbook :) Use MagiC Mac 6.xx! Install NVDI and TURN OFF
virtual memory on Mac OS when you use MagiC Mac!!! It is extremely slow if
you use virtual memory!!

3275. Re: MfD III MintNet

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 09:25:21 UTC
From: mt@telebyte.nl
Message-ID: <9n4r22idu1@rubens.telebyte.nl>
Source record: 42147

```
On 5 Sep 2001 09:48:38 +, Frank Naumann wrote:
>Hello!
>
>> /pipe/log: No such file or directory
>> /pipe/log: No such file or directory
>> bash-2.03#
>
>The syslogd daemon is not running. So you get no logfiles.
>
>
>Tschuess
> ...Frank
Hmmm. And what should I do now to get this syslogd daemon (whatever it
is) running?
```

3276. Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 09:26:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999678418-403810AEicMi@08002go.com>
Source record: 42146

Hi all,

Right, I've uploaded the translated bubblegem help file for the Bubbles
screensaver to my web site, DDP section. URL in sig.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3277. Re: problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in)

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 10:52:41 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0109050252.7ae66a82@posting.google.com>
Source record: 42148

"DiscoFreq" <discofreq@geejemix.net> wrote in message
news:<Oajl7.36286$6x5.7902780@afrodite.telenet-ops.be>...
> Hi,
>
> I bought a Steinberg Atari Midi-3 some years ago, but I just started using
> it now (bigger Atari). The problem is that I added the drivers on the right
> location as said in the manual, but I still only have the options "MROS" and
> "ATARI" in OUTPUT, no "STMI3 1", "SMTI3 2" and "SMTI3 3" as there should
> be...

Make sure that the driver for the unit in the MROS folder is enables
(ie is a .DRV not a .DR)

chrisc

3278. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 11:05:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9616c44236b0@madasafish.com>
Source record: 42154

Hi Edward!

>On 2 Sep 2001 16:10:08 -, Galen wrote:
>>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<asrk7.95$aw3.93775@newsfeed.slurp.net>>...
>>> You get the full German version from the ftp site Martin mentions. I use the
>>> German version and it is great. Not to hard to use either.
>>>
>>Twilight is rather nice, although I still can't get it to reliably
>>switch to screensaving mode automatically (I've gotten in the habit of
>>tossing the mouse pointer in the corner to force it into operation).
>>Anyone have an idea what I'm doing wrong? It's as if the timer is set
>>to infinite minutes.
>
>I have found that under Magic that is the only way to get it started.
>To me that is better than nothing. Under Geneva it works perfectly.
>Have not tried it under Mint as yet...

Hmm, I used it with no problems at all. Do you have the TSR in the auto
folder and maybe you need to change the order there?
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3279. CT60 !

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 11:32:55 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <H3ol7.3071$MI3.3479649@nnrp4.proxad.net>
Source record: 42149

```
Hello,

The drawn of the schematics is finished...
The 2 sheets are on the site !
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3280. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 11:59:15 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <9n542j$f68$1@news.panix.com>
Source record: 42150

James Alexander <james-m-alexander@home.com> writes:

: Hi Mike

: Mike LaRue wrote:

: > TT keyboard,
: > The printed mylar has a broker trace. I have tried a few different
: > things to bridge it. no luck. Any sugestions?
: >

Yes. One bottle of Nickel Print, or car rear window heater element silver patch, one toothpick and a lot of time is what is involved. Put a small drop of some metal-containing liquid on the break, which is not in an etched copper trace, and cannot be soldered to, and wait a few days. The stuff dries slowly. Where the break happens is at a sharp edge in the base, so smooth that edge off, and cover it with any handy tape.

At the end of those few days, re-assemble and use. Rush the job and you will do it twice.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3281. Re: Hello

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 12:04:17 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n54cqdav1@newsg4.svr.pol.co.uk>
Source record: 42151
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:Lkcl7.25469$TB2.1463173@nnrp4.clara.net...

> Well it took yet another new IP but I'm back for a while. How nice it is
to
> see news from this September. Now where's that tosser Dave??.

Now, now,stoppit :-O

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

3282. FS:Atari cpu's,accesories in canada

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 13:56:54 UTC
From: sam ford <sanford@ns.sympatico.ca>
Message-ID: <3B96D819.14FD580@ns.sympatico.ca>
Source record: 42152

2 atari 520's one with a 1 meg upgrade,power supplies,a migraph hand scanner (never been used)2 single sided drives and 2 double sided drives,box of cable and stuff,atari B&W monitor,may find some mor cause i'm moving.
http://www3.ns.sympatico.ca/sanford/atari/
now sitting packed in 3 boxes it's your place or the landfill,make me an offer i can't refuse.shipping from halifax,nova scotia,canada,B4A 3Z2
thanks
dick

3283. Re: Atari Mega Ste

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 15:18:04 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Korl7.21816$cW4.78909@NewsReader>
Source record: 42153

Hello.

"Mike caffey" <googi_tone@hotmail.com> wrote in message
news:2a70cc1f.0109041824.25c11b17@posting.google.com...
> Hello,
> I have a Mega STe for sale. I'm not sure of the specs, or if it even
> works. It powers up, floppy light, HD light come on. don't have
> monitor to test it. It has 2 keyboards and a mouse. Case is in good
> shape. Best offer + shipping...

As has been said before, Location, Location, Location,

Where the hell are you?

And anyone else with items for sale!!!

Give us a clue as to the continent.......

Barrie at Keychange.

barrie@keychange.co.uk

3284. Re: problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in)

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 17:22:46 UTC
From: DiscoFreq <discofreq@geejemix.net>
Message-ID: <Gbtl7.37155$6x5.8151234@afrodite.telenet-ops.be>
Source record: 42155

"chrisc1966" <chris.crosskey@vicon.com> wrote in message
news:97a8a4d8.0109050252.7ae66a82@posting.google.com...
> "DiscoFreq" <discofreq@geejemix.net> wrote in message
news:<Oajl7.36286$6x5.7902780@afrodite.telenet-ops.be>...
> > Hi,
> >
> > I bought a Steinberg Atari Midi-3 some years ago, but I just started
using
> > it now (bigger Atari). The problem is that I added the drivers on the
right
> > location as said in the manual, but I still only have the options "MROS"
and
> > "ATARI" in OUTPUT, no "STMI3 1", "SMTI3 2" and "SMTI3 3" as there should
> > be...
>
> Make sure that the driver for the unit in the MROS folder is enables
> (ie is a .DRV not a .DR)
>

Ah, ok, thx a lot!
I think it's indeed a .dr file at the moment :)

--
DiscoFreq
http://users.pandora.be/discofreq
More links than Kellogg's got flakes...

3285. Re: problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in) ==> new question: how to rename a file on atari? :(

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 17:30:58 UTC
From: DiscoFreq <discofreq@geejemix.net>
Message-ID: <mjtl7.37166$6x5.8154167@afrodite.telenet-ops.be>
Source record: 42156

```
> > Make sure that the driver for the unit in the MROS folder is enables
> > (ie is a .DRV not a .DR)
> >

Ok, this question will make me sound stupid, but I can't find how to rename
a file on Atari :((((

Thx,

DiscoFreq
http://users.pandora.be/discofreq
```

3286. FS Atari STE

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 18:02:00 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9n5p2s$oo7$2@newsg2.svr.pol.co.uk>
Source record: 42157

Complete Atari STE setup auction ends tonight just
click on the link

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1269910627
--
Regards
Russ Green

3287. FS Atari paddle controllers

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 18:06:50 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9n5pbn$p11$1@newsg2.svr.pol.co.uk>
Source record: 42158

For sale a pair of origonal Atari paddle controlers
mint and in their box just click on the link below.
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1271707834

--
Regards
Russ Green

--
Regards
Russ Green

3288. Re: problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in) ==> new question

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 18:47:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9685da55aa20@madasafish.com>
Source record: 42163

Hi DiscoFreq!

>> > Make sure that the driver for the unit in the MROS folder is enables
>> > (ie is a .DRV not a .DR)
>> >
>
>Ok, this question will make me sound stupid, but I can't find how to rename
>a file on Atari :((((

OK :) Single click on the file you wish to rename and then go to 'File'
and go to show info I think it is. Then put the cursor on the filename
and type the new name and hit enter. I haven't used TOS is a while but
that's the basic way.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3289. Re: Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 19:17:24 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <1927350.omING923Gb@knusperkopf.de>
Source record: 42160

On Montag, 3. September 2001 01:36, Galen wrote:

>> cables & termination (I know this is Uwe Seimets favorit thing to check
>> first). but since yoru old drive worked this might not be it.
>
> Then again, it might be. When changing drives, cables that have not
> been moved for years are flexed and physically moved. In certain
> cases, this can cause problems. This rather looks like a cabling or
> termination problem. What software driver are you using to access the
> drive?

Hi,
I tried the Micro Disk driver and AHDI 5.

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709

"If I hadn't seen such riches I could live with being poor." - James

3290. Re: Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 19:19:02 UTC
From: Oliver Graf <oliver@knusperkopf.de>
Message-ID: <166620689.ifERbkFSEj@knusperkopf.de>
Source record: 42161

Is it possible that the host adapter doesn't work with 240 MB or
higher drives? The Atari doesn't boot when I connect only the
540 MB drive (the terminated one). After adding the 52 MB
drive (not terminated) it works.

--
Oliver Graf, Oberhofstr. 11, 44575 Castrop-Rauxel, Germany
Phone: +49 2305 14230 - http://www.knusperkopf.de - ABBUC #709

"If I hadn't seen such riches I could live with being poor." - James

3291. FS: Atari 1040 STEand stuff...

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 19:48:54 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <9n5vj3$3gus$1@as201.hinet.hr>
Source record: 42159

FS:

- Atari 1040 STE, 4 Mb RAM, TOS 2.06 (UK) (also with 1.06 GER chips),
- IDE controller,
- 250 Mb 2.5" HDD (inside the case),
- 48x ATAPI CD rom in external case with PS,
- ICD Link SCSI adapter,
- SM 146 monitor,
- Genius Amiga/Atari mouse,
- original Atari joystick,
- VGA adapter for ST high,
- software
- dust cover.

make an offer, currently in Croatia.

3292. Re: Where to get lpdev.xdd ?

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 20:36:58 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3B968CEA.D318DE35@boeing.com>
Source record: 42165

I'm looking for an installable device driver for MiNT, not a print spooler daemon. I realize that printing is possible without it, but I'd like to find it and give it a try. I'm still looking for a solution to the problem I'm having printing web pages from CAB with NVDI5. When printing to the parallel port, the output is corrupted part way through the second page if more than one page is required. So far, this only works when I redirect the output to a file and then use the Unix "cp" command to copy it to /dev/centr.

Milton Horst

Martin \"Nightowl\" Byttebier wrote:
>
> on Tue 04-09-2001 16:44 Milton Horst wrote:
>
> >FreeMiNT documentation refers to parallel port driver lpdev.xdd,
> >but I cannot find it on the FreeMiNT or SpareMiNT sites. Funet and
> >UMich sites have lpdev.zoo, which contains an lpdev.ttp. When I
> >install this TSR and try to print (from CAB with NVDI5), my Milan
> >locks up! Can anyone help?
>
> You don't need it at all. You can print from every GEM application
> without lpdev.xdd.
> The sources of lpd can be found on
> http://www.funet.fi/pub/atari/mint/lpd-590-mint.tar.gz.
> Send me a mail if you need a compiled version.
>
> CU
> Martin

3293. Re: problems with Atari TT & Steinberg Atari Midi-3 (3out, 1in) ==> new question

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 20:40:15 UTC
From: DiscoFreq <discofreq@geejemix.net>
Message-ID: <P4wl7.37906$6x5.8220404@afrodite.telenet-ops.be>
Source record: 42164

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b9685da55aa20@madasafish.com...
> Hi DiscoFreq!
>
> >> > Make sure that the driver for the unit in the MROS folder is enables
> >> > (ie is a .DRV not a .DR)
> >> >
> >
> >Ok, this question will make me sound stupid, but I can't find how to
rename
> >a file on Atari :((((
>
> OK :) Single click on the file you wish to rename and then go to 'File'
> and go to show info I think it is. Then put the cursor on the filename
> and type the new name and hit enter. I haven't used TOS is a while but
> that's the basic way.
> --

Thanks a lot, I had been looking in that window, but I was trying to change
it in the line above (with the full path)...
And yes, changing the extension from .dr to .drv solved my initial problem

Thanks to both helpers,

--
DiscoFreq
http://users.pandora.be/discofreq
More links than Kellogg's got flakes...

3294. Re: re: The vulnerable rough LAN types over

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 21:15:57 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <fhxl7.21074$y_3.1640434@nnrp3.clara.net>
Source record: 42166

Hi James

> >As superbly as Corey learns, you can obscure the iteration much more
> >badly. Well, screens kick in back of bright infernos, unless they're
>
>
> Sorry, but what has that got to do with ATARI? This is an ATARI Newsgroup
> and any other subject SHOULD NOT be discussed here.
>
> If you've crossposted your message over one or more other newgroups then
> this SHOULD ALSO NOT be done, because THIS WASTES BANDWIDTH for everyone
> else.

> Sorry but it's about time that someone took a stand on this.

Good for you Jimmmmmmzzz!, now tell him what you told me about his mother!!

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3295. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 21:32:05 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <ghxl7.21075$y_3.1640396@nnrp3.clara.net>
Source record: 42167

Hi Sinclap

> You have some EXPLAINING to do. Whats the difficulty in releasing new
> dated hardware? Sounds like the Tramiel syndrome has infected Europe.

Ive had IP troubles lately and ive missed the chance to discuss what a clap
infected arsehole bandit i think you are.

Would anyone else like to suggest any diseases that Sinclap has contracted
via his Anus.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3296. Re: Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-05 21:37:21 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <ihxl7.21076$y_3.1640230@nnrp3.clara.net>
Source record: 42168

Hi there Mr. Dude

> Right, I've uploaded the translated bubblegem help file for the Bubbles
> screensaver to my web site, DDP section. URL in sig.

There's mention of an Atari Club on your site, would you be so kind as to
post some details kind sir.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3297. Re: Atari TT - TT RAM card problem...

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 00:00:09 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b96bb0c.44020033@news.ntlworld.com>
Source record: 42169

Okay, I did something very similar recently, installed a board in my
TT and upgraded it to 16 meg ram. You simply install the TT card
inside the TT. No need to alter anything inside the TT itself, it's
all on the card.

You have the right type of memory. My problem was using 3 chip memory
SIMMS. The machine kept locking up. Upgraded to 9 chips, and it
worked.

You need to set those switches. Attempt:

W101 link pins 2-3
W102 link pins 2-3
W103 link pins 2-3
W104 2-3
W105 2-3
W106 2-3

I think the pins are 1, 2, 3 going UP the board, but can't remember,
and not about to open my TT up! If nothing works, assume the pins are
actually 3, 2, 1.

If this is what you've actually done, you very likely have a broken
board. Remove it, and check all the pins are alright. Then attempt to
put it back on, pressing down.

On Mon, 3 Sep 2001 16:05:06 +0200, "MrSiwy" <psion5@kk.net.pl> wrote:

>Yes I finally get-it - the CA401058-xxx expansion card for my Atari TT :-)
>But there is one problem - it's not working :-(
>
>I connected this card to the TT RAM connector on the TT main board.
>I properly inserted the 4x1MB 30 pin sim's (8 chips on each sim) which I
>remove from MEGA STE.
>I change the switch position to use 4x1MB with NO BURST mode (6 switches
>from W101 to W106)
>
>.......
>and nothing happens.........
>
>Should I also change some switches or DIP's on Atari TT main board ???
>There are one block of DIP switches from 1 to 8 called J203
>There are also 3 switches W601, W602, W603 close to main RAM
>And also one switch close to main CPU called W101
>
>Can anybody help me with this.

>
>best regards
>Slawek
>
>
>

3298. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 02:20:52 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B96DD43.15AECA3B@home.com>
Source record: 42170

G Swaine wrote:

>
> Is there a difference between Mega ST and Mega STE keyboards?
>

From what I've seen the mega STe keyboard is a grey version of the TT
keyboard. Since I've never looked in my mega 4 keyboard I haven't
compared them although I have had my TT keyboard open once for a repair

>
> (I used to use a Mega before buying the TT, so am familiar with Mega
> keyboards, but not Mega STE ones)
>

3299. Re: Printer drivers

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 02:38:21 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B96E15C.1E55064A@home.com>
Source record: 42171

Hi Rick,
Does your bubblejet emulate any other printer types besides the normal
epson 600 and 880 models?

Rick Johnson wrote:

> I have been happliy printing from Pagestream to an HP Laserjet printer
> using OutBurST for years, but recently ound a need to switch to my
> Epson 600 bubblejet. Unfortunately none of the print drivers I have
> seem to be compatible with this printer, and all I get is garbage
> output. Does anyone know where I could find print drivers for the
> Epson600 and Epson 880 printers?

3300. I need a hard drive cable for the Megafile 30

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 03:37:57 UTC
From: Krunch <keithgoldsmith@rcn.com>
Message-ID: <9n6r24$743$1@bob.news.rcn.net>
Source record: 42172

To connect the Megafile 30 to a 1040ST or 520ST you need a special cable.
Got one for sale? email goldsmith@mindspring.com

thanks

3301. Atari ST Moebius wanted

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 05:42:21 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9n72hp$l2o$1@nntp9.atl.mindspring.net>
Source record: 42173
Cross-posted to: alt.games.ultima.dragons,alt.games.video.classic,comp.sys.atari.st,rec.games.computer.ultima.dragons,rec.games.computer.ultima.series,rec.games.video.classic

If anyone has a boxed Moebius for Atari ST complete I will offer $40 for it.
E-mail me if you have one to sell. Thanks. -Satcom2

3302. Re: Hard disk troube

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 05:56:13 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B970FFD.52763F8E@seimet.de>
Source record: 42174

Oliver Graf wrote:
>
> Is it possible that the host adapter doesn't work with 240 MB or
> higher drives? The Atari doesn't boot when I connect only the
> 540 MB drive (the terminated one). After adding the 52 MB
> drive (not terminated) it works.

No. The drive's capacity is not relevant here.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3303. Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 07:00:31 UTC
From: swampfax@atlantic.net
Message-ID: <jaFI7.40$Cj7.22061@news1.atlantic.net>
Source record: 42175

Hi All,
Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
with Magic 6 & NVDI 5. So I was wondering if anything can be done
to get it to load faster! It loads super fast with Warp9 installed
instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
is set for fastload. Any thoughts?

John G.

3304. Re: Connecting Falcon to LAN

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 07:21:15 UTC
From: swampfax@atlantic.net
Message-ID: <LtFI7.41$Cj7.22514@news1.atlantic.net>
Source record: 42176

Hi Toram,
2 cents:
Can't help with LAN but I believe Drivn, SCC then Sting (in that
order) should be the last to load in the Auto folder.
John G.

On 10 Aug 2001 16:50:01 , toram wrote:
>madmax@bfree.on.ca (madmax) wrote in message
news:<7b81f281.0108082011.1227aa64@posting.google.com>>...
>
>>
>> Are you using the correct port on the falcon?
>>
>> Are you using HSMODEM?
>>
>> I know these are basics, but lets start with the easy questions first.
>>
>> Later Brian.
>
>I'm using Modem 2 I think the Falcon030 only has 1 serial port, but I
>don't know why its called Modem 2. I don't have HSMODEM in my auto
>folder, but I have SCC.PRG and DRVIN.PRG here is the order of my auto
>folder:
>
>MAGXBO32.PRG
>NVDI.PRG
>DRVIN.PRG
>SCC.PRG
>STING.PRG
>STING.INF
>RASNAUTO.PRG
>DAWNAUTO.PRG
>ALICE.PRG
>WDIALOG.PRG
>
>This is from AUTOSORT.PRG
>
>TIA Toram
>.

3305. Re: Atari TT - TT RAM card problem...

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 07:46:41 UTC
From: MrSiwy <psion5@kk.net.pl>
Message-ID: <9n79jvoar1@news.tpi.pl>
Source record: 42177

Thanks Peter :-)

It seems that the board is broken :-(((((((
I go follow your instruction and comments from other guys, but suddenly with
no success.
Anyway thanks for response.

cheers
Slawek

>
> Okay, I did something very similar recently, installed a board in my
> TT and upgraded it to 16 meg ram. You simply install the TT card
> inside the TT. No need to alter anything inside the TT itself, it's
> all on the card.
>
> You have the right type of memory. My problem was using 3 chip memory
> SIMMS. The machine kept locking up. Upgraded to 9 chips, and it
> worked.
>
> You need to set those switches. Attempt:
>
> W101 link pins 2-3
> W102 link pins 2-3
> W103 link pins 2-3
> W104 2-3
> W105 2-3
> W106 2-3
>
> I think the pins are 1, 2, 3 going UP the board, but can't remember,
> and not about to open my TT up! If nothing works, assume the pins are
> actually 3, 2, 1.
>
> If this is what you've actually done, you very likely have a broken
> board. Remove it, and check all the pins are alright. Then attempt to
> put it back on, pressing down.
>
>
>

3306. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 10:29:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999769602-228788AEicMi@08002go.com>
Source record: 42178

From: "news.freeuk.net" <stevesweet@freeuk.com>
Date: Wed, 5 Sep 2001 01:42:20 +0100

>Would some sarcasm be appropriate here??.

I couldn't possibly comment ;-)

This your permanent email address now?
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3307. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 10:32:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999769606-229288AEicMi@08002go.com>
Source record: 42179

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Wed, 05 Sep 2001 13:05:10 +0200 (MET DST)

>>>Twilight is rather nice, although I still can't get it to reliably
>>>switch to screensaving mode automatically (I've gotten in the habit of
>>>tossing the mouse pointer in the corner to force it into operation)

>Hmm, I used it with no problems at all. Do you have the TSR in the auto
>folder and maybe you need to change the order there?

Twilight doesn't like Appline IME, every time that the saver cuts in, it's
promptly ejected again. Pity really.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3308. Re: Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 10:39:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999769608-229768AEicMi@08002go.com>
Source record: 42180

From: "news.freeuk.net" <stevesweet@freeuk.com>
Date: Wed, 5 Sep 2001 22:37:21 +0100

>> Right, I've uploaded the translated bubblegem help file for the Bubbles
>> screensaver to my web site, DDP section. URL in sig.
>
>There's mention of an Atari Club on your site, would you be so kind as to
>post some details kind sir.

I'd be interested to read your view of the club actually :-)

But anyway, the Cheshunt Computer Club is here to support Atari users at its monthly meetings - the next one is on the 26th September at the Wolsey Hall, Cheshunt, Herts (UK). Not far from the M25 J25.

Other meeting dates and a map are all to be found on my web site (CCC section), URL in sig.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3309. Re: Question on keyboard repair. 3 part

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 12:34:34 UTC
From: vdjole@EUnet.yu
Message-ID: <9n7qgo$52m$1@news.eunet.yu>
Source record: 42181

On 6 Sep 2001 02:20:52 G, James Alexander wrote:
>
>
>G Swaine wrote:
>> Is there a difference between Mega ST and Mega STE keyboards?
>>
>From what I've seen the mega STe keyboard is a grey version of the TT
>keyboard.

MegaST keyboards can be recognized by slanted function keys. Inside, they
are Cherry keyboards and they are excellent- in fact, among the best
keybopard I have worked on.

MegaSTE keyboards can be recognized by smaller, rectangular function keys.
AFAIK they are much worse than MegaST ones, in fact, they are not any
better than ST-series keyboards, which were of the same type.

Both shapes of keyboards are supposed to be functionally identical.

cu.

3310. Re: STiNG problem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 12:34:37 UTC
From: vdjole@EUnet.yu
Message-ID: <9n7qgr$52m$2@news.eunet.yu>
Source record: 42182

On 4 Sep 2001 22:38:50 G, Edward S. Baiz Jr. wrote:
>On 3 Sep 2001 21:04:36 +, Djordje Vukovic wrote:
>>Hi;
>>
>>Some time ago I noticed a problem which seems to appear more and more
>>often now, when I download a large file from the net (using Sting or Stik,
>>it doesn't matter). It goes like this: if average transfer speed drops
>>significantly from theoretical, download sometimes stops prematurely,
>>without any error messages, although only part of the file has been
>>transfered. This seems to happen with some sites more often than with others.
>>It happenes in the same way when using CAB and Newsie
>
>I know people were having the same problem with Cab and Dan Ackerman
>put together a new Cab.ovl file that took care of that. Do you have the
>latest version of the Cab.ovl?

In fact, for a long time I have been using Booklage's ovl. When I
installed it, it appeared to work significantly faster than Dan's.
But I will download the latest Ackerman's ovl and see what happens.

cu;

3311. Re: CD Recorder

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 13:37:52 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3B977C30.1CBE06FF@uci.agh.edu.pl>
Source record: 42183

> On 31 Aug 2001 16:03:02 , Robert Schaffner wrote:
> >Piotr Mientiowski <mietniow@uci.agh.edu.pl> wrote:
> >
> >> I know that only CD RW I can buy in shop. Is it good work with falcon ?
> >> I want to record only CDR. This is a SCSI recorder
> >
> >I use an Yamaha 4260 CDRW on my falcon. The newer 2100S on Mac.
> >4260 work perfectly with ExtenDOS for Audio, Data and BackUp on CD-R and
> >CDRW. 2100S not testet. Ask Roger Burrow (Anodyne) first.
>
> Hi Piotr
>
> I have a Yamaha CRW2100S with my Falcon CT2B it works perfectly well with
> it. Upto 4 times writing and very fast reading, better than my old NEC
> 52x CDROM drive!
>
> Yamaha or Plextor seem to be the makes to go for.
>
> Neil

Is this Cd writer 16/10/40? Very strange, because in shop told me that the
newest
Yamaha writer will not work with falcon. My falcon is without CT2B, and
you think it will be works ?

best regards

Piotr

3312. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 14:10:51 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3b97830d.283921978@news.rrds.co.uk>
Source record: 42184

On Mon, 3 Sep 2001 22:13:15 +0000 (UTC), xlator@cix.compulink.co.uk
wrote:

>In message <3b936a55.15449925@news.rrds.co.uk>,
baz.allen@removethisbit.uk.thalesgroup.com said:
>
>>>There was a simple hardware mod which I had done by Evesham to my
>>>STFM which originally came with an SS drive: It consisted of
>>>swapping over the connections to pins 19 and 20 on the YM-2149
>>>sound chip. I had a DPDT change-over switch fitted so could boot
>>>from either - handy if you don't have B: with you if you take the
>>>machine elsewhere.
>>
>>Yep... thats what I was after...
>>
>>>The mod was also described and illustrated in the old /ST World/
>>>magazine in issue 35.
>>
>>Anyone have a scan of this!?
>
>No sorry, but it's very simple: Cut or unsolder the legs of pin 19
>and 20 on the Yamaha (or cut their traces, but that makes
>soldering more difficult) and connect four (differently coloured
>for preference) wires, two to the cut legs and two to the board
>where they used to go (if you cut correctly, the old stubs can be
>soldered to sometimes, and you don't need to remove the PCB). Then
>connect a small DPTD change-over switch to the four wires, with
>those from the chip going to the centre contacts and the other
>twop cross-connected diagonally and going to the board, so in one
>position the original connections are restored and in the other
>they are crossed over.
>
>Rather crudely in ASCII art:
>
> Pin 19
> |
> |
> o****o /o-------Trace ex 20
> \ /----/
> /
> / _____
> o****o \o-------Trace ex 19
> |
> |

> Pin 20
>
>When the switch (****) is in the position shown, the original
>connctions will be restored and the internal drive will be A: and
>the external B: while if you slide it to the right tey willbe
>swapped over. It doesn't matter whether you use a toggle switch
>(which is easy to mount in a small hole drilled through the case
>near the chip) or a sliding switch (much harder to find room for!)
>
>Regards, /Peter/

Thanks,

I'll have a look in to that, however, I've just seen some posts
regarding the replacing the SS drive with a PC HD drive which
sounds like an even better idea...

Is this Yamaha chip easy to find/identify?

thanks again!

baz

3313. Re: 520STFM Drive B: switch

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 16:00:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97b77cab1e00@madasafish.com>
Source record: 42188

Hi baz!

>>When the switch (****) is in the position shown, the original
>>connctions will be restored and the internal drive will be A: and
>>the external B: while if you slide it to the right tey willbe
>>swapped over. It doesn't matter whether you use a toggle switch
>>(which is easy to mount in a small hole drilled through the case
>>near the chip) or a sliding switch (much harder to find room for!)
>>
>Thanks,
>
>I'll have a look in to that, however, I've just seen some posts
>regarding the replacing the SS drive with a PC HD drive which
>sounds like an even better idea...
>
>Is this Yamaha chip easy to find/identify?

Yes, it should be just under the floppy drive and labbled 'Yamaha YM2149F'.

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3314. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 16:36:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97b77cab1e01@madasafish.com>
Source record: 42187

Hi Derryck!

>From: "Lyndon Amsdon" <bindon@madasafish.com>
>Date: Wed, 05 Sep 2001 13:05:10 +0200 (MET DST)
>
>>>>Twilight is rather nice, although I still can't get it to reliably
>>>>switch to screensaving mode automatically (I've gotten in the habit of
>>>>tossing the mouse pointer in the corner to force it into operation)
>
>>Hmm, I used it with no problems at all. Do you have the TSR in the auto
>>folder and maybe you need to change the order there?
>
>Twilight doesn't like Appline IME, every time that the saver cuts in, it's
>promptly ejected again. Pity really.

How about putting it into one of the not to be displayed list in
appline.inf? It may be that Twilight becomes topped or something and so
appline does something and then twilight sees and interuption.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3315. sensible soccer

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 18:33:04 UTC
From: marc@nofunatall.com
Message-ID: <9n8fh2ish1@news1.sunrise.ch>
Source record: 42185

i'm looking for that game for a long time... anyone wants to sell it (copy or original)... thanks!

3316. FS: Large collection of Classic Computers and Video Games

Newsgroup: comp.sys.atari.st
Date: 2001-09-06 18:44:25 UTC
From: Jim Lazarenko <jim_l@NO.SPAM.telusplanet.net>
Message-ID: <duPl7.4704$Gi6.753280@news0.telusplanet.net>
Source record: 42186
Cross-posted to: alt.atari-jaguar,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.colecovision,rec.games.video.intellivision

I have a large selection of classic computer and video game hardware, software and accessories for sale, many from private collections. Many of the items and game titles (for Intellivision, Colecovision and Atari) are still available in shrink-wrapped/brand new form, ideal for anyone just starting a classic computer or videogame collection.

Currently I have items for the following models/systems...please email me with the categories you are interested in, to receive a detailed listing.

- Atari 8bit Computers
- Atari ST Computers
- TI 99/4A
- Commodore 64
- Commodore Vic 20
- Commodore Amiga
- Mattel Intellivision (over 50 sealed titles available)
- ColecoVision (over a dozen sealed titles available)
- Atari 2600
- Atari 5200
- Atari 7800 (over a dozen sealed titles available)
- Atari Jaguar
- Vectrex
- Mattel Handheld Games
- Coleco Handheld Games
- Classic Computer Magazines (PC Magazine, Compute, Antic, PC World)

If you are interested in any of these items, please respond by emailing me at jim_l@NO.SPAM.telusplanet.net?subject=Classics (removing the 'NO.SPAM'. first). I am located in Edmonton, Alberta, Canada, but ship worldwide, dealer inquiries are welcomed. I am also willing to accept trades of certain classic computer, video games, and handheld items, please contact me for our want list.

3317. Re: Question on keyboard repair. 3 part Questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 01:04:14 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B981D0E.10DE395F@greeleynet.com>
Source record: 42189

G Swaine wrote:

> Is there a difference between Mega ST and Mega STE keyboards?

IIRC, from the days when I used nothing but Ataris:

The only difference between the Mega ST, TT, and Mega STE keyboards are their construction. My Atari dealer was always interchanging TT and STE keyboards between the different computers as he needed. And I was always swapping between my TT and Mega ST.

The Mega ST keyboard uses real switches, the other two are membrane construction, and those two are identical internally. Externally, the last two are different, the STE having a different color. I can't remember what the function keys looked like on the STE, tho', as the STE models are the one Atari model I've never owned.

The original Mega ST keyboards had a design problem lots of typists disliked. The keycaps themselves are slightly larger than "standard", and a lot of people made typing mistakes because their fingertips would hit one of the surround keys when you were typing. From center to center of the keys was standard, the gap between them was not.

The TT keyboards, and presumably the STE keyboards also, are susceptible to having a chip destroyed by static electricity. Been there, done that, more than once. <G> I have a spare Mega ST keyboard, and I just plug that one in whenever I blow up the TT keyboard. Then I would order a new chip, swap it out, and go on. I moved in 1998, and since then have not had that misfortune.

The membranes were indeed made by Mitsumi, and I believe Best Electronics has a supply of them. I know I've replaced my TT membrane one time due to the broken trace. At the time it was $30, and that was less than the hassle of repairing one.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3318. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 02:53:25 UTC
From: ebaiz@skyenet.net
Message-ID: <FEWl7.94$Ls.38431@newsfeed.slurp.net>
Source record: 42190

On 5 Sep 2001 13:05:10 +, "Lyndon Amsdon" wrote:
>Hi Edward!
>>
>>I have found that under Magic that is the only way to get it started.
>>To me that is better than nothing. Under Geneva it works perfectly.
>>Have not tried it under Mint as yet...
>
>Hmm, I used it with no problems at all. Do you have the TSR in the auto
>folder and maybe you need to change the order there?
>--
>Lyndon Amsdon

I think it may have something to do with how I have the sensitivity
set. Still, it works fine for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3319. Re: STiNG problem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 02:53:27 UTC
From: ebaiz@skyenet.net
Message-ID: <HEWI7.95$Ls.39230@newsfeed.slurp.net>
Source record: 42191

```
On 6 Sep 2001 12:34:37 +, Djordje Vukovic wrote:
>On 4 Sep 2001 22:38:50 G, Edward S. Baiz Jr. wrote:
>>On 3 Sep 2001 21:04:36 +, Djordje Vukovic wrote:
>>>Hi;
>>>
>>>Some time ago I noticed a problem which seems to appear more and more
>>>often now, when I download a large file from the net (using Sting or Stik,
>>>it doesn't matter). It goes like this: if average transfer speed drops
>>>significantly from theoretical, download sometimes stops prematurely,
>>>without any error messages, although only part of the file has been
>>>transfered. This seems to happen with some sites more often than with others.
>>>It happenes in the same way when using CAB and Newsie
>>
>>I know people were having the same problem with Cab and Dan Ackerman
>>put together a new Cab.ovl file that took care of that. Do you have the
>>latest version of the Cab.ovl?
>
>In fact, for a long time I have been using Booklage's ovl. When I
>installed it, it appeared to work significantly faster than Dan's.
>But I will download the latest Ackerman's ovl and see what happens.

I have found the same thing happened when I used Booklage's ovl file. I
also did not like the fact that I was not shown how large of a file I
was downloading.

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

3320. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 04:14:23 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B98495E.8916AC14@home.com>
Source record: 42192

I've had a similar experience on a 16mhz STe, but on my 48Mhz TT it runs much quicker. btw the fastload bit as I remember controlls whether or not the memory used by the program is cleared or not boefore running.

John Garone wrote:

> Hi All,
> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
> with Magic 6 & NVDI 5. So I was wondering if anything can be done
> to get it to load faster! It loads super fast with Warp9 installed
> instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
> is set for fastload. Any thoughts?
>
> John G.

3321. Re: internal scsi harddisk on mega ST2??????

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 04:17:57 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B984A33.F7EE5F0A@home.com>
Source record: 42193

PuffPuffin wrote:

> Correction. You should look for an ICD MicroAdSCSI host adapter. This will
> plug easily into the internal DMA port in the MegaST. Trying to find these is
> a pain though.
>

The link 96 and 97 have far better scsi support including cd-r drives which don't always work as well with the original micro adscsi and is also much easier to find. the micro adscsis is a last resort no more.

>
> Also don't buy anything from ICD directly from their web site.
>
> Good luck.

3322. Atari Times Update 9-7-2001

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 05:16:03 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B985858.92357044@att.net>
Source record: 42194
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

New this week at TAT!

* NEW! ST Asteroids Deluxe review.
* NEW! Wolfenstein 3D review.
* NEW! Lost Game of the Week.
* NEW! All About Asteroids covering the history and clones of this great game.

* Revisit the "Why Jaguar?" article if you need to know what Jaguar games are worthwhile.
* Revisit the Super Burnout review if you've forgotten what speed is all about.

Vote in the Poll! The outcome will determine how often the site will be updated!

I'm looking to do an every few days/weekly reminder hybrid. So, visit the site frequently! You may see something new before it is officially announced here.

Come on down to The Atari Times!

--
Greg

=-=-=-

3323. [ebay] Atari Compendium

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 06:46:12 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3B986D34.42058721@jps.net>
Source record: 42195

Offering the Atari Compendium CD ROM on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1271868679

Thanks for looking.

John

3324. [ebay] Atari T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 06:48:04 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3B986DA4.B2EC7213@jps.net>
Source record: 42046

Offering the Atari Computers: Serious Business T-shirt on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1271875955

Thanks for looking.

John

3325. Looking for chip.... to Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 08:02:17 UTC
From: MrSiwy <psion5@kk.net.pl>
Message-ID: <9n9ut8$f7u$1@news.tpi.pl>
Source record: 42047

Hello,

like in subject, looking for spare chip for TT-RAM card made in Atari.
Chip has this label on it:

9025FCD
C300869-001A
(C) ATARI 1990
-31 I60605-01

Any information are welcome.

in case of any information please contact me on priva.

with best regards
Slawek

3326. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 08:08:36 UTC
From: swampfax@atlantic.net
Message-ID: <8g%l7.72$Cj7.44197@news1.atlantic.net>
Source record: 42048

Hi James,
16 vs. 48 does make sense it should load faster. Here, it's the same
machine but different Auto folder programs. It's really no biggie to
switch Auto folders (one for PGS, one for CAB, etc.) so it's just a matter
of convenience if I can get PGS to load with Magic & NVDI as fast as
with Warp9 (from the good ol' ST days!).
John G.

On 7 Sep 2001 04:14:23 G, James Alexander wrote:
>I've had a similar experience on a 16mhz STe, but on my 48Mhz TT it runs
>much quicker. btw the fastload bit as I remember controlls whether or not
>the memory used by the program is cleared or not boefore running.
>
>John Garone wrote:
>
>> Hi All,
>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>> with Magic 6 & NVDI 5. So I was wondering if anything can be done
>> to get it to load faster! It loads super fast with Warp9 installed
>> instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
>> is set for fastload. Any thoughts?
>>
>> John G.
>
>.

3327. Re: Question on keyboard repair. 3 part

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 08:45:04 UTC
From: joska@online.no
Message-ID: <f41c77a0.0109070045.67362f2b@posting.google.com>
Source record: 42049

vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<9n7qgo$52m$1@news.eunet.yu>...

> MegaST keyboards can be recognized by slanted function keys. Inside, they
> are Cherry keyboards and they are excellent- in fact, among the best
> keybopard I have worked on.

I strongly disagree. OK, they're better than ST-keyboards, but not
much. The keys are large and flat, they have very poor feedback and a
"spungy" feeling. It feels almost exactly like the original Falcon
keyboard, just a bit noisier. They're built like a brick house though,
you'll probably wear out your fingers before the keyboard.

> MegaSTE keyboards can be recognized by smaller, rectangular function keys.
> AFAIK they are much worse than MegaST ones, in fact, they are not any
> better than ST-series keyboards, which were of the same type.

I disagree with you on this too ;-) The TT keyboard is the best
keyboard Atari ever made. The keys are well designed and the feedback
is good. The Stacy also has a very good keyboard (best feedback of
them all), although a bit smallish.

Jo Even Skarstein

3328. STFM Games & Bubble Bobble

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 10:58:33 UTC
From: Den Riches <Denr@btinternet.com>
Message-ID: <9na99fnri1@plutonium.btinternet.com>
Source record: 42050

Dear All

I have mislaid my copy of Bubble Bobble, could anyone send me the software?

I would also appreciate instructions for the following games:

STFM TITLE SOFTWARE HOUSE

3D Galaxy Gremlin Graphics
Apache Flight Atlantis
Arkanoid Imagine
Battle Probe Crysys
Bomb Fusion Mastertronics
Chopper X Mastertronic
Chubby Gristle Grandslam Entertainments
Defender Of The Crown Master Designer
Dizzy Code Masters
Dizzy - Prince of the Yolkfolk Code Masters
Eagle's Nest Pandora
Enduro Racer Activision
Falcon Action Sixteen
Fantasy World Dizzy Code Masters
Harrier Strike Force Mirrorsoft
Hyperbowl Mastertronic
International Karati System 3
Kid Gloves Millenium
Leviathan English
Liberator Tynesoft
Magician Software on Demand
Magician ?????
Magicland Code Masters
Marble Madness Atari
Mission Genocide Drinksoft
Mousetrap Tynesoft
Phantasm Exocet
Pick'n Pile Ubi-Soft
Plutos Rynesoft
Q Ball English
Rampage Activision
Ranarama Graftgold
Roadwars Melbourne house
Shadowgate Mindscape
Silverbird Drinksoft
Slapfight Imagine
Street Fighter Kixx

Supersprint Electronic Dreams
Tetris Andromeda & Mirrorsoft
Thrust Silver Bird
TrailBlazer Gremlin Graphics
Warhawk Proteus/Paragon
Warlock Softek
Warlock's Quest Smash 16
Winter Olympiad 88 Tynesoft

3329. Re: Question on keyboard repair. 3 part

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 12:01:22 UTC
From: vdjole@EUnet.yu
Message-ID: <9nacuf$5g2$1@news.eunet.yu>
Source record: 42051

On 7 Sep 2001 01:45:04 -, Jo Even Skarstein wrote:
>vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<9n7qgo$52m$1@news.eunet.yu>...
>
>> MegaST keyboards can be recognized by slanted function keys. Inside, they
>> are Cherry keyboards and they are excellent- in fact, among the best
>> keybopard I have worked on.
>
>I strongly disagree.

Well, I suppose that the element of personal taste enters the equation too :)

>The keys are large and flat, they have very poor feedback and a
>"spungy" feeling.

I did not get that impression- to the contrary! Maybe the keyboard suits
me particularily because it feels similar to DEC's VT keyboards which I
use at work.

>They're built like a brick house though,
>you'll probably wear out your fingers before the keyboard.

I agree with -that- ! It is rare to see a keyboard built so rigidly
and as massive as MegaST one (I think it has more than 1.5kg).

>> MegaSTE keyboards can be recognized by smaller, rectangular function keys.
>> AFAIK they are much worse than MegaST ones, in fact, they are not any
>> better than ST-series keyboards, which were of the same type.
>
>I disagree with you on this too ;-) The TT keyboard is the best
>keyboard Atari ever made. The keys are well designed

You -are- talking here about the TT/MSTE keyboard- the one with rectangular
function keys and membrane keys contacts inside, aren't you? Then each
to his own taste- let's agree to disagree :)

As for the matter of visual appearance I have no great love for the shape
of function keys on MegaST board (although they look nice visually),
so the MSTE layout may be better in this detail- but I would have preffered
standard key shapes here.

cu.

3330. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 19:51:49 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109071246380.19099-100000@shell.pacifier.com>
Source record: 42052
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3331. Re: Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 20:08:41 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <x7om7.33233$TB2.2357880@nnrp4.clara.net>
Source record: 42063

Hi Derryck

> >> Right, I've uploaded the translated bubblegem help file for the Bubbles
> >> screensaver to my web site, DDP section. URL in sig.
> >
> >There's mention of an Atari Club on your site, would you be so kind as to
> >post some details kind sir.
>
> I'd be interested to read your view of the club actually :-)

Well personaly i never miss it actually. There's always plenty of advise flowing, people turn up with problems and find that there's always help and usually its of a practical nature. There's alway a good show of Atari machines running various permutations of operating system and desktops. There's also a mild spatering of hardware surgery from time to time. Its a good place to try and locate that bit of software youve been after for ages, there's quiet often a small personal table sale going on where you can find a piece of used commercial software and there's also a few 100 megabyte of PD available to peruse.

And if you find nothing else of interest there's always the free hot drink and bickie, you only start to pay for entrance after a couple of visists so there's no reason not to come and try it out.

> But anyway, the Cheshunt Computer Club is here to support Atari users at
its
> monthly meetings - the next one is on the 26th September at the Wolsey
Hall,
> Cheshunt, Herts (UK). Not far from the M25 J25.

The next meting is the 26th of September i believe.

> Other meeting dates and a map are all to be found on my web site (CCC
section), URL in sig.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3332. Re: Twilight screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 20:20:59 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <A7om7.33234$TB2.2357649@nnrp4.clara.net>
Source record: 42064

Yo!, Dezza

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:999769602-228788AEicMi@08002go.com...
> From: "news.freeuk.net" <stevesweet@freeuk.com>
> Date: Wed, 5 Sep 2001 01:42:20 +0100
>
> >Would some sarcasm be appropriate here??.
>
> I couldn't possibly comment ;-)
>
> This your permanent email address now?

Its as permanent as all the others I've had, its the one I intend using on a
full time basis!!.

Its a pity that the AbelGratis account I signed for is poxed out of the box
as I got some real great email address' from there, they had clubatari,
sheeplovers, sweetie-lovers. But the news server was dormant out of the box.
I'll plug the details back into outlook later and cop a squiz.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3333. Apex Media and GenLocks

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 22:01:36 UTC
From: phantomm@bellsouth.net
Message-ID: <4tbm7.39030$ZJ.826370@e3500-atl2.usenetserver.com>
Source record: 42053

Apex Media has a option for a Genlock. The Apex Manual doesn't go into which Genlocks work with this option. Or what benefit this option gives when using a Genlock.

Anyone know which Genlocks work with the Apex Genlock option?

Also, What is the purpose of the Apex Media Genlock option?

I have 2 Genlocks (different models).

phantomm@bellsouth.net

3334. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 22:07:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b994fa45efa841@pandora.be>
Source record: 42054
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**disk_magazine**
ftp://chapelie.rma.ac.be/atari/disk_magazine/hitdisk03_90.zip (338.095 bytes)
(old disk -03/90- mag for the ST. German language)

**docs**
ftp://chapelie.rma.ac.be/atari/docs/hypertext/gemscript120.lzh (56.374 bytes)
(description of Gemscript protocols. German language)

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/smtext_konv.zip (12.356 bytes)
(Convert SM-text document {very first Atari editor} to
1st Word plus docs)

ftp://chapelie.rma.ac.be/atari/editors/ez_edit.zip (407.574 bytes)
(very nice multi-document editor with colored syntax support. French only)

**game**
ftp://chapelie.rma.ac.be/atari/game/azarin.zip (35.233 bytes)
(is an arcade-style action game running in ST-low)
ftp://chapelie.rma.ac.be/atari/game/hotprice.zip (36.600 bytes)
(a TV quiz in German language, mono only)
ftp://chapelie.rma.ac.be/atari/game/madtris.zip (105.988 bytes)
ftp://chapelie.rma.ac.be/atari/game/pacballs.zip (49.232 bytes)
(pacman clone, mono only)
ftp://chapelie.rma.ac.be/atari/game/quizmaster.zip (18.812 bytes)
(Quiz prg. German language)
ftp://chapelie.rma.ac.be/atari/game/renaissance.zip (11.635 bytes)
(plays a game of checkers)
ftp://chapelie.rma.ac.be/atari/game/starkiller.zip (65.789 bytes)
(text adventure game. German language)
```

ftp://chapelie.rma.ac.be/atari/game/zauberer.zip (197.642 bytes)
(a role playing game. German only)
ftp://chapelie.rma.ac.be/atari/game/zaubertrank.zip (47.422 bytes)
(an adventure game. German only)

graph-tools
ftp://chapelie.rma.ac.be/atari/graph-tools/avantvektor_demo.zip (149.848 bytes)
(Very powerfull vectorizer)

hades-utils
ftp://chapelie.rma.ac.be/atari/hades-utils/hadesfaq.zip (35.931 bytes)
(Everything about the Hades.)

internet
ftp://chapelie.rma.ac.be/atari/internet/mjme0163.zip (108.949 bytes)
(little, easy to use mail client for STik/STing/Gluestik.
Works on 1 MB Ataris. English version)

programming
ftp://chapelie.rma.ac.be/atari/programming/gfamanual3e.zip (587.046 bytes)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/talttome.zip (117.162 bytes)
(Talk-to-me enables the computer to talk to you in German)

ftp://chapelie.rma.ac.be/atari/utilities/diskindx.zip (960.531 bytes)
(very powerfull disk indexer. German only)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3335. Help please .. is there an easy way to get stuff from my Atari to my Pc ???

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 22:15:37 UTC
From: cadebusy@hotmail.com
Message-ID: <3b9c46bd.1489046@news.blueyonder.co.uk>
Source record: 42055

I have about 250Mb of cubase songs on a Syquest drive..formatted for atari. I need to get all of them on to my PC. is there and easy way.??

3336. Re: Question on keyboard repair. 3 part

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 23:35:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9nblja$4qj$2@dos.canit.se>
Source record: 42056

Djordje Vukovic <vdjole@eunet.yu> skrev:
: On 7 Sep 2001 01:45:04 -, Jo Even Skarstein wrote:

:>The keys are large and flat, they have very poor feedback and a
:>"spungy" feeling.

: I did not get that impression- to the contrary! Maybe the keyboard suits
: me particularily because it feels similar to DEC's VT keyboards which I
: use at work.

Eek! I'm no great fan of DEC's LK keyboards, and now that you mention it,
they've got much the same dead meat/PCB-pounding feeling of the ST
keyboards.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3337. WTB: MicroLeague Baseball Manager's Disk

Newsgroup: comp.sys.atari.st
Date: 2001-09-07 23:53:32 UTC
From: bdh61@yahoo.com
Message-ID: <694686f4.0109071553.116fd374@posting.google.com>
Source record: 42057

If anyone has the MicroLeague Baseball Manager's Disk for the Atari ST, I would be interested in purchasing it.

Or please let me know if you know where I could find a copy.

--Dan

3338. FS...BOXED 1040 ST w/ ALL ((NEW))

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 05:03:06 UTC
From: djhh212@aol.com
Message-ID: <20010908010306.20585.00000454@mb-cc.aol.com>
Source record: 42058

$100...BOXED LIKE NEW...IM IN NEW YORK CITY....DJHH212@AOL.COM

3339. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 06:43:37 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B99BDD7.1D2C0C08@home.com>
Source record: 42059

Yeah it makes sense to me, I understand your need cause I still do use it on my regular STe quite often. Not everyone has a TT or Falcon but still need to speed up pagestream. I was surprised that when you use nvdi it doesn't speed it up as much. I have heard nvdi was quite good in improving performance at least as far as vdi stuff and some of the gdos functionality it provides.

John Garone wrote:

> Hi James,
> 16 vs. 48 does make sense it should load faster. Here, it's the same
> machine but different Auto folder programs. It's really no biggie to
> switch Auto folders (one for PGS, one for CAB, etc.) so it's just a matter
> of convenience if I can get PGS to load with Magic & NVDI as fast as
> with Warp9 (from the good ol' ST days!).
> John G.

3340. a minimal mint question

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 06:49:28 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B99BF36.828D83EE@home.com>
Source record: 42060

Hi everyone,

I haven't fiddled around with mint for quite a while. I am wondering about something. I've been told that hddrive can access a partition up to 1 gig on a TT if mint is running on the system. My question is if I can install a minimal mint package so I can use a 1 gig partition without needing a full mint install with its own minixfs partition and a full linux / unix type of setup that I don't really need.

thanks,
James

3341. Re: a minimal mint question

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 09:54:11 UTC
From: joska@online.no
Message-ID: <f41c77a0.0109080154.568d6e1@posting.google.com>
Source record: 42061

James Alexander <james-m-alexander@home.com> wrote in message
news:<3B99BF36.828D83EE@home.com>...

> I haven't fiddled around with mint for quite a while. I am wondering
> about something. I've been told that hddrive can access a partition up
> to 1 gig on a TT if mint is running on the system. My question is if I
> can install a minimal mint package so I can use a 1 gig partition
> without needing a full mint install with its own minixfs partition and a
> full linux / unix type of setup that I don't really need.

You don't need to install anything else but mint.prg and a recent
version of HD-Driver if you want to use huge partitions. If you want
to use TOS-compatible partitions you're stuck with FAT16, I'm not sure
what the limit here is but 1Gb sounds reasonable. If you want you can
also use FAT32. I don't know the limit here either, but it's in the
Terabyte-range IIRC. Recent versions of MagiC also supports FAT32.

Jo Even Skarstein

3342. Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 10:44:49 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b99f259$0$4907@news.zetnet.co.uk>
Source record: 42062

Hi everyone,

Recently my Falcon floppy disk drive packed up (after I attempted to insert a disk
in it that was not in the best of health). Even after cleaning the heads the old disk drive will read but not write. As the old drive was a bit wobbly at the best of times I decided to splash out on a new PC high density disk drive thinking
that it would work. Er no, two different makes of drive later and no joy. The Falcon doesn't detect the drives there at all.

My machines a CLab Mk 1, with fourteen megs.

Any Ideas?

Thanks in advance!

regards,

Thomas Wellicome

3343. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 12:55:03 UTC
From: sandrija@pravo.hr
Message-ID: <9nd4f3$e9rs$1@as201.hinet.hr>
Source record: 42065

On 8 Sep 2001 11:44:49 +, "Thomas" wrote:
>Hi everyone,
>
>Recently my Falcon floppy disk drive packed up (after I attempted to insert
>a disk
>in it that was not in the best of health). Even after cleaning the heads the
>old disk drive will read but not write. As the old drive was a bit wobbly at
>the best of times I decided to splash out on a new PC high density disk
>drive thinking
>that it would work. Er no, two different makes of drive later and no joy.
>The Falcon doesn't detect the drives there at all.
>
>My machines a CLab Mk 1, with fourteen megs.
>
>Any Ideas?

erm, you HAVE TO buy Falcon/TT/MSTE HD floppy drive, PC drives won't work
due to unknown hardware patch which has to be made on them...

sasa

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

3344. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 13:08:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9a5978d30a0@madasafish.com>
Source record: 42068

Hi Sasa!

>On 8 Sep 2001 11:44:49 +, "Thomas" wrote:
>>Hi everyone,
>>
>>Recently my Falcon floppy disk drive packed up (after I attempted to insert
>>a disk
>>in it that was not in the best of health). Even after cleaning the heads the
>>old disk drive will read but not write. As the old drive was a bit wobbly at
>>the best of times I decided to splash out on a new PC high density disk
>>drive thinking
>>that it would work. Er no, two different makes of drive later and no joy.
>>The Falcon doesn't detect the drives there at all.
>>
>>My machines a CLab Mk 1, with fourteen megs.
>>
>>Any Ideas?
>
>erm, you HAVE TO buy Falcon/TT/MSTE HD floppy drive, PC drives won't work
>due to unknown hardware patch which has to be made on them...

Unknown hardware patch? Well do a search at http://groups.google.com and
you'll probably find dozens of posts on how to fix a floppy drive for use
on an Atari. I've said it hundreds of times so I won't do it again!
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

3345. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 16:15:58 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9a3ff6$0$4909@news.zetnet.co.uk>
Source record: 42066

Hi,

Thanks Sasa,

Blast, and let me guess, the Falcon disk drives cost about five times as
much as the PC ones. There are times when I hate being an Atari owner.

regards

Thomas

"Sasa Andrijasevic" <sandrija@pravo.hr> wrote in message
news:9nd4f3$e9rs$1@as201.hinet.hr...
> On 8 Sep 2001 11:44:49 +, "Thomas" wrote:
> >Hi everyone,
> >
> >Recently my Falcon floppy disk drive packed up (after I attempted to
insert
> >a disk
> >in it that was not in the best of health). Even after cleaning the heads
the
> >old disk drive will read but not write. As the old drive was a bit wobbly
at
> >the best of times I decided to splash out on a new PC high density disk
> >drive thinking
> >that it would work. Er no, two different makes of drive later and no joy.
> >The Falcon doesn't detect the drives there at all.
> >
> >My machines a CLab Mk 1, with fourteen megs.
> >
> >Any Ideas?
>
> erm, you HAVE TO buy Falcon/TT/MSTE HD floppy drive, PC drives won't work
> due to unknown hardware patch which has to be made on them...
>
> sasa
>
>
> --
> Sasa Andrijasevic
> E-mail: sasha@atari.org
> proud owner of: Atari 1040 STe & Falcon 030/CT2
> --

3346. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 17:03:51 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3b9a4f66.17343707@news.free.fr>
Source record: 42067

Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
crit:

>Hi All,
> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>with Magic 6 & NVDI 5. So I was wondering if anything can be done
>to get it to load faster! It loads super fast with Warp9 installed
>instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
>is set for fastload. Any thoughts?

fastload bit must be set also on printers and filters drivers.
Do a backup before!

Thierry

-

J'ai quelques jeux jaguar (neufs) changer:
Wolfenstein 3d, Bubsy, Iron soldier, Tempest, Dragon
Europe seulement cause des frais d'envoi

3347. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 19:17:17 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <3bmkptot7vmvp51pndgcoj2abg5qj01lml@4ax.com>
Source record: 42069

On Sat, 8 Sep 2001 11:44:49 +0100, "Thomas" <tjw@zhell.co.uk> wrote:

>Hi everyone,
>
>Recently my Falcon floppy disk drive packed up (after I attempted to insert
>a disk
>in it that was not in the best of health). Even after cleaning the heads the
>old disk drive will read but not write. As the old drive was a bit wobbly at
>the best of times I decided to splash out on a new PC high density disk
>drive thinking
>that it would work. Er no, two different makes of drive later and no joy.
>The Falcon doesn't detect the drives there at all.
>
>My machines a CLab Mk 1, with fourteen megs.
>
>Any Ideas?
>
>Thanks in advance!
>
>regards,
>
>Thomas Wellicome
>

There is essentially NO fundamental difference between the floppy
drives Atari or the clone makers used, and the "standard PC" floppy
drives available today.

One thing that must be checked however-

Atari systems are configured to address floppy drive A: as Device 0

ALL of the PC drives available in the world come pre-addressed as
Drive 1 (for reasons lost in the misty dawn of computing).

You MUST change the drive addressing jumpers on the PC floppy to make
the drive Device 0 for the Atari to be able to see it.

There USED to be tiny jumpers on the floppy drive PC board that let
you change the DRIVE SELECT line, but since practically no one (except
possibly Atari owners) ever changed them, most manufacturers have
eliminated the physical jumpers from newer drives.

Now, most drives have solder pads on the PC board which may have a
"zero ohm" resistor (essentially a wire jumper) soldered between the
DS 1 pads, or just a solder blob shorting the pads together.

You must examine the PC board with a magnifying glass to find the Drive Select jumper pads and change the jumper, whatever it is, so it shorts the DS 0 pads.

(This is all experience from the ST world, but if Atari held true in its design of the Falcon, it probably holds for the Falcon and its clones.)

Try it and see if it helps.

BobR

3348. STFM Games Instructions & Bubble Bobble

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 21:13:58 UTC
From: Den Riches <Denr@btinternet.com>
Message-ID: <9ne1of$n5i$2@plutonium.btinternet.com>
Source record: 42070

Dear All

I have mislaid my copy of Bubble Bobble, could anyone send me the software?

I would also appreciate instructions for the following games:

STFM TITLE SOFTWARE HOUSE

3D Galaxy Gremlin Graphics
Apache Flight Atlantis
Arkanoid Imagine
Battle Probe Crysys
Bomb Fusion Mastertronics
Chopper X Mastertronic
Chubby Gristle Grandslam Entertainments
Defender Of The Crown Master Designer
Dizzy Code Masters
Dizzy - Prince of the Yolkfolk Code Masters
Eagle's Nest Pandora
Enduro Racer Activision
Falcon Action Sixteen
Fantasy World Dizzy Code Masters
Harrier Strike Force Mirrorsoft
Hyperbowl Mastertronic
International Karati System 3
Kid Gloves Millenium
Leviathan English
Liberator Tynesoft
Magician Software on Demand
Magician ?????
Magicland Code Masters
Marble Madness Atari
Mission Genocide Drinksoft
Mousetrap Tynesoft
Phantasm Exocet
Pick'n Pile Ubi-Soft
Plutos Rynesoft
Q Ball English
Rampage Activision
Ranarama Graftgold
Roadwars Melbourne house
Shadowgate Mindscape
Silverbird Drinksoft
Slapfight Imagine
Street Fighter Kixx

Supersprint Electronic Dreams
Tetris Andromeda & Mirrorsoft
Thrust Silver Bird
TrailBlazer Gremlin Graphics
Warhawk Proteus/Paragon
Warlock Softek
Warlock's Quest Smash 16
Winter Olympiad 88 Tynesoft

3349. Re: Help please .. is there an easy way to

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 22:50:06 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3b9aa09e$0$4910@news.zetnet.co.uk>
Source record: 42071

On 7 Sep 2001 22:15:37 G, Promuse News wrote:
>I have about 250Mb of cubase songs on a Syquest drive..formatted for
>atari. I need to get all of them on to my PC. is there and easy way.??

You should be able to connect your Syquest drive to the SCSI port on your PC. If you can put the files on a TOS/DOS compatible partition on your Syquest cartridge (possible using HDDRIVER) then there should be no problems as long as Cubase PC is happy with the Atari .ARR or .ALL formats. If it isn't then converting to General Midi files is the other possible route.

I assume you have a hard drive on your Atari you can transfer the files to while you create a suitable partition on the cartridge. IIRC correctly you will have to devote a complete cartridge to this, I don't think you can have mixed types of partitions on the same cartridge. (Uwe will hopefully correct me if I'm wrong.)

Cheers

Paul

3350. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 22:54:43 UTC
From: swampfax@atlantic.net
Message-ID: <Tkxm7.129$Cj7.74558@news1.atlantic.net>
Source record: 42074

On 8 Sep 2001 17:15:58 +, "Thomas" wrote:
>Hi,
>
>Thanks Sasa,
>
>Blast, and let me guess, the Falcon disk drives cost about five times as
>much as the PC ones. There are times when I hate being an Atari owner.
>
>regards
>
>Thomas
>
>

Hi Thomas,
Off topic 2 cents: I would be glad to even find a good Falcon floppy
since my MKI is dated 1993 ! I hope you do better than 5 times the price
of a PC floppy though.....
John G.

3351. Floppy problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 22:56:58 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <fkxm7.35220$y_3.2350290@nnrp3.clara.net>
Source record: 42072

I have an ST with a duff floppy drive. "No problem" , I thought, "I have an old Amstrad PPC with a pair of 720k drives, that'll do". Checked the jumpers on the drive, set them to ID0, great. Hooked it up to the ST, and it does the weirdest thing - if I boot from the disk, it'll go to the desktop, I can get a directory, but if I try to access anything, the drive head clicks twice (as if it's trying to move backwards), then moves forwards; the ST then reports a problem with the drive. If I select "retry" it continues until the head is banging against the endstops.

The weird thing? Both drives do the same. Both drives work fine on an Amiga I have. And no, it's not a floppy controller problem, cos if I use my external drive in place of the Amstrad one, it works fine too.

Ideas anyone? The drives are Panasonic JU253A11 720k ones.

Cheers

Hellraiser.............>

3352. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 22:57:55 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <5lxm7.35221$y_3.2350911@nnrp3.clara.net>
Source record: 42073

I should state, in case it's significant, I'm using an upgraded 520STE with
4mb.

Cheers

"Hellraiser" <hellraiser1@blueyonder.nospam.co.uk> wrote in message
news:fkxm7.35220$y_3.2350290@nnrp3.clara.net...
> I have an ST with a duff floppy drive. "No problem" , I thought, "I have
an
> old Amstrad PPC with a pair of 720k drives, that'll do". Checked the
jumpers
> on the drive, set them to ID0, great. Hooked it up to the ST, and it does
> the weirdest thing - if I boot from the disk, it'll go to the desktop, I
can
> get a directory, but if I try to access anything, the drive head clicks
> twice (as if it's trying to move backwards), then moves forwards; the ST
> then reports a problem with the drive. If I select "retry" it continues
> until the head is banging against the endstops.
>
> The weird thing? Both drives do the same. Both drives work fine on an
Amiga
> I have. And no, it's not a floppy controller problem, cos if I use my
> external drive in place of the Amstrad one, it works fine too.
>
> Ideas anyone? The drives are Panasonic JU253A11 720k ones.
>
> Cheers
>
> Hellraiser.............>
>
>
>

3353. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 23:05:47 UTC
From: swampfax@atlantic.net
Message-ID: <fvxm7.130$Cj7.74693@news1.atlantic.net>
Source record: 42075

On 8 Sep 2001 06:43:37 G, James Alexander wrote:
>Yeah it makes sense to me, I understand your need cause I still do use it on
>my regular STe quite often. Not everyone has a TT or Falcon but still need to
>speed up pagestream. I was surprised that when you use nvdi it doesn't speed
>it up as much. I have heard nvdi was quite good in improving performance at
>least as far as vdi stuff and some of the gdos functionality it provides.
>
Hi James,
I believe NVDI speeds up grahocs but I don't see ie it speeding up
program loading (no where near antique Warp9). With Warp9, PGS loads in 2
seconds! With NVDI I wait 30 seconds and re-boot with Warp9!!!
John G.

3354. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-08 23:07:27 UTC
From: swampfax@atlantic.net
Message-ID: <Pwxm7.131$Cj7.74562@news1.atlantic.net>
Source record: 42076

On 8 Sep 2001 17:03:51 G, Thierry A.C wrote:
>Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
>�crit:
>
>>Hi All,
>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>>with Magic 6 & NVDI 5. So I was wondering if anything can be done
>>to get it to load faster! It loads super fast with Warp9 installed
>>instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
>>is set for fastload. Any thoughts?
>
>fastload bit must be set also on printers and filters drivers.
>Do a backup before!
>
>Thierry
>
Hi Thierry,
Thanks for the tip. I'll check it out.
John G.

3355. Re: "@" missing in Calamus character se

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 00:56:54 UTC
From: Keith Brooks <brooksie1@home.com>
Message-ID: <B7C01A76.167E8%brooksie1@home.com>
Source record: 42077

I use FontMonger on the Mac to convert all kinds of Mac & PC True Type & PS fonts and then use Fonty to convert those to Calamus format. Works great!

Keith

> From: sidcelery@cix.co.uk (Harry Sideras)
> Organization: The Celery Patch
> Newsgroups: comp.sys.atari.st
> Date: Fri, 31 Aug 2001 00:32:16 +0000 (UTC)
> Subject: Re: "@" missing in Calamus character se
>
> On 24 Aug 2001 00:38:42 , xlator@cix.compulink.co.uk wrote:
>> sidcelery@cix.co.uk said:
>>>> "Ric Easton" wrote:
>>>>> Does anyone know how to produce the character "@" using Calamus
>>>>> 1.09N?
>>>>>
>>>>> Ric Easton
>>>>> biodistributors@microtech.com.au
>>> Hi Ric,
>>> I'm well behind in my messaging, but I couldn't see a reply to
>>> this message. Fonty by Matthew Carey could edit fonts for Calamus
>>> v1.09N. It was commercial from the FaST Club but pretty cheap. I'm
>>> sure someone more local to you can up with a second hand copy for
>>> you...
>> True Harry, but he should note that only the unprotected fonts
>> (those not assigned a Calamus number) can be edited. The
>> 'serialised' fonts can't be.
>
> Yup, thanks for the correction, Peter.
> However, there was one font editor for Calamus, wasn't there? Quite
> pricey at the time IIRC, but someone may have it spare.
>
> rgds
> H

3356. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 01:42:08 UTC
From: Trellheim <rtwestergaard@rail.net>
Message-ID: <C8iaO79nFgQp7w=2gAjR24CXxmCf@4ax.com>
Source record: 42078

On Fri, 10 Aug 2001 15:25:40 GMT, "Roagie" <roagie@N_O_SP_AMhome.com>
wrote:

The Atari ST does not use a write back cache in the manner of a
W95/98/ME/NT machine. The shutdown routine on these machines allows
for a "cleanup" procedure that closes "temp" files and writes residual
unsaved data to the drive. Feel confident in simply powering off your
ST with no ill effects. Something I miss since selling my Mega2 so
many years ago....

>Can anyone tell me how to power down a ST computer? I have a STacy and want
>to know if I have to issue a command like "Shut Down" before I flick the
>power switch to off... or can I just hit the switch with no formalities?
>
>Does anyone know?
>
>Thanks
>

3357. Re: a minimal mint question

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 03:16:53 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B9ADEE1.4E7946@home.com>
Source record: 42079

Thanks Jo,

I'll be trying that first. I already have hddriver working (the latest version) getting it running
with my perticular combination of drives was an adventure in itself. Getting my TT up to some new
tricks is a new thing from my STe (which I still use as well)

Jo Even Skarstein wrote:

> You don't need to install anything else but mint.prg and a recent
> version of HD-Driver if you want to use huge partitions. If you want
> to use TOS-compatible partitions you're stuck with FAT16, I'm not sure
> what the limit here is but 1Gb sounds reasonable. If you want you can
> also use FAT32. I don't know the limit here either, but it's in the
> Terabyte-range IIRC. Recent versions of MagiC also supports FAT32.
>
> Jo Even Skarstein

3358. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 03:48:02 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b9ae80f$0$18898$272ea4a1@news.execpc.com>
Source record: 42080

On Mon, 3 Sep 2001, Paul Nurminen wrote:

> If you want to bypass all the Falcon audio modifications, as well as
> get a much cleaner and better sound, I would suggest picking up a
> Falcon Digital Interface (FDI). This device connects to the Falcon's
> DSP port, and gives you digital IN and OUT (via coaxial or optical
> connections). This way, you don't have to bother with the Falcon's
> built-in inputs/outputs.

Hello,
I browsed soundpools website today.
Do you mean an SPDIF Interface? I didn't see FDI.
Only SPDIF, Adat and one other (8 outputs)

>
> You will, of course, need a device such as a DAT machine, so you can
> use it's converters (A/D to send to the FDI input, and D/A to receive
> the signal from the FDI output). In other words, you record _through_
> the DAT, which sends the digital signal to the FDI and into the
> Falcon.
>

I couldn't see the jacks to clearly on the picture. (SPDIF Interface)
Does it have to be a DAT machine?
Would a Tascam cassette deck work?

I tried sending a test signal with an attenuator through Logic Audio.
So far unsucessful. Logic Audio won't record. But I will try something
tomorrow.
I did try the test with Falcon D2D
It recorded, but it was just as Claes said.
Too much line noise.

thanks for your email
ken

> http://www.soundpool.de/home.html
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s

>
> E-mail: nurmix[at]yahoo[dot]com
>

3359. Atari-Midi programs now work on PC

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 05:22:28 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109082122.7db42ec3@posting.google.com>
Source record: 42081

Hello All

For those that do not know, those wonderful Atari-Midi programs of yesteryear (and present year)can now be run under Emulation on a PC using STEEM. Its Free as well.

The official Steem Site:

http://www.blimey.strayduck.com

Then you can go to my site and download some of the best Atari-midi software which includes ALL the caged artist series of Synth editors, as well as Dr T's KCS Omega, Master Tracks Pro, RealTime, M, Tunesmith, MidiAxe,Camus,Ludwig, Edit Track, and LOTS more. There are more coming in as well. Never knew that there were so many Atari-Midi programs. Be sure to read my Download Faq if you are using a real Atari. Other wise, just unzip the programs into the folder that is Steems virtual HD on your PC.

I am also the moderator of the Atari-Midi Mailing list at Yahoo groups. We are over 265 members strong. This month we are exploring Dr T's KCS sequencer, and the Doctor even joined us! (Emile Tobenfeld)Learning a lot of stuff.

Details on my site about the above:

Tims Atari Midi World

http://tamw.atari-users.net

Would invite comments. Atari has not died. Looks like it is given a new life through the Internet and its users. Now that Atari programs work on a PC, there is an opportunity to try out some very unique programs that have finally seen the light of day. Of course those that have REAL ataris' can benifit even more, giving new life to to a beloved platform.

Tim Conrardy

3360. Hard Drive Accesses

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 06:13:57 UTC
From: swampfax@atlantic.net
Message-ID: <FMDm7.1$mA3.388@news1.atlantic.net>
Source record: 42082

Hi All,

I seem to be getting high amounts of hard drive accessing during a download (NG or Web) and downloading is interrupted each time. Could I be mis-configured somewhere? I'm using Magic6.01, HSMODEM7, HDdriver8, Stik2 on a Falcon MKI awith a 1gig Seagate. Opinions welcomed!

John G.

3361. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 09:25:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b9b4376c4d410@tripnet.se>
Source record: 42083

On Sat 08-09-2001 18:42 (-0700) Trellheim wrote:

>On Fri, 10 Aug 2001 15:25:40 GMT, "Roagie" <roagie@N_O_SP_AMhome.com>
>wrote:
>
>The Atari ST does not use a write back cache in the manner of a
>W95/98/ME/NT machine. The shutdown routine on these machines allows

>>Can anyone tell me how to power down a ST computer? I have a STacy and want
>>to know if I have to issue a command like "Shut Down" before I flick the
>>power switch to off... or can I just hit the switch with no formalities?

What about the old Conner 20/40 MB SCSI hard disks that came with the
Stacy? Do they autopark?

I still have a link to SHIP.PRG on my Stacy desktop.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3362. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 13:48:48 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9b6ef9$0$4909@news.zetnet.co.uk>
Source record: 42084

Hi,

Yeh I have read some stuff on the Atari disk drive i.d. being set to 0 as opposed to the PC's 1. However I'm totally lacking in electronic skills, I can't really tell a jumper from my elbow. Perhaps now is the time to invest in an evening class :-). It does seem likely that this is the problem.

thanks for your help.

Thomas

"Bob Retelle" <bobr1@provide.net> wrote in message news:3bmkptot7vmvp51pndgcoj2abg5qj01lml@4ax.com...
> On Sat, 8 Sep 2001 11:44:49 +0100, "Thomas" <tjw@zhell.co.uk> wrote:
> There is essentially NO fundamental difference between the floppy
> drives Atari or the clone makers used, and the "standard PC" floppy
> drives available today.
>
> One thing that must be checked however-
>
> Atari systems are configured to address floppy drive A: as Device 0
>
> ALL of the PC drives available in the world come pre-addressed as
> Drive 1 (for reasons lost in the misty dawn of computing).
>
> You MUST change the drive addressing jumpers on the PC floppy to make
> the drive Device 0 for the Atari to be able to see it.
>
> There USED to be tiny jumpers on the floppy drive PC board that let
> you change the DRIVE SELECT line, but since practically no one (except
> possibly Atari owners) ever changed them, most manufacturers have
> eliminated the physical jumpers from newer drives.
>
> Now, most drives have solder pads on the PC board which may have a
> "zero ohm" resistor (essentially a wire jumper) soldered between the
> DS 1 pads, or just a solder blob shorting the pads together.
>
> You must examine the PC board with a magnifying glass to find the
> Drive Select jumper pads and change the jumper, whatever it is, so it
> shorts the DS 0 pads.
>
> (This is all experience from the ST world, but if Atari held true in
> its design of the Falcon, it probably holds for the Falcon and its
> clones.)
>

> Try it and see if it helps.
>
>
> BobR
>

3363. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 13:49:31 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9b6f1f$0$4909@news.zetnet.co.uk>
Source record: 42085

Hi,

Thanks I'll have a look :-)

regards,

Thomas

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b9a5978d30a0@madasafish.com...
> Hi Sasa!
>
> >On 8 Sep 2001 11:44:49 +, "Thomas" wrote:
> >>Hi everyone,
> >>
> >>Recently my Falcon floppy disk drive packed up (after I attempted to
insert
> >>a disk
> >>in it that was not in the best of health). Even after cleaning the heads
the
> >>old disk drive will read but not write. As the old drive was a bit
wobbly at
> >>the best of times I decided to splash out on a new PC high density disk
> >>drive thinking
> >>that it would work. Er no, two different makes of drive later and no
joy.
> >>The Falcon doesn't detect the drives there at all.
> >>
> >>My machines a CLab Mk 1, with fourteen megs.
> >>
> >>Any Ideas?
> >
> >erm, you HAVE TO buy Falcon/TT/MSTE HD floppy drive, PC drives won't work
> >due to unknown hardware patch which has to be made on them...
>
> Unknown hardware patch? Well do a search at http://groups.google.com and
> you'll probably find dozens of posts on how to fix a floppy drive for use
> on an Atari. I've said it hundreds of times so I won't do it again!
> --
> Lyndon Amsdon
> --
> http://www.lyndonamsdon.co.uk

3364. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 13:53:19 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9b7004$0$4909@news.zetnet.co.uk>
Source record: 42086

Hi,

Atari Workshop in the U.K. has some originals for £70. But thats a tad more than the fourteen quid I got a PC HD floppy disk drive for in (cough) PC world...

regards,

Thomas

"John Garone" <swampfax@atlantic.net> wrote in message
news:Tkxm7.129$Cj7.74558@news1.atlantic.net...
> On 8 Sep 2001 17:15:58 +, "Thomas" wrote:
> >Hi,
> >
> >Thanks Sasa,
> >
> >Blast, and let me guess, the Falcon disk drives cost about five times as
> >much as the PC ones. There are times when I hate being an Atari owner.
> >
> >regards
> >
> >Thomas
> >
> >
>
> Hi Thomas,
> Off topic 2 cents: I would be glad to even find a good Falcon floppy
> since my MKI is dated 1993 ! I hope you do better than 5 times the price
> of a PC floppy though.....
> John G.

3365. Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 15:24:02 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3B9B8992.BCE6AC0@greeleynet.com>
Source record: 42087

I need to translate some German into English.

Anyone have a good recommendation for a translation program?

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3366. PowerST MIDI emulation

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 15:53:15 UTC
From: Matt Sauer <msauerSPAMME@NOTmindspring.com>
Message-ID: <9ng398$le4$1@nntp9.atl.mindspring.net>
Source record: 42088

I've heard much about STEEM's emulation of Atari MIDI apps on the PC, but does anyone run MIDI stuff on PowerST using PowerMacs? I'm interested mainly in Realtime and MasterTracksPro. I'd like to put my Powerbook to use for sequencing.

Thanks,
Matt

3367. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 16:05:38 UTC
From: phantomm@bellsouth.net
Message-ID: <mrMm7.24295$VX3.1228293@e3500-atl1.usenetserver.com>
Source record: 42089

I missed the original posting...

On a real 1040STE in my opinion TOS 1.62 is the best if you need compatibility with all Atari software. TOS 2.06 will not work with all software, but it is probably 90% compatible with all.

If one needs the features of TOS 2.06, then just use NEODESK 3 or 4 and you'll have all the features of TOS 2.06 and more.

Even better if you can get a switchable TOS 1.62/TOS 2.06 board to install. I'd like to find one or two of these my self.

BTW, can the IDE interface board for the 1040STE still be found? I am looking for one of these in the US/Canada.
phantomm@bellsouth.net

On 2 Sep 2001 16:46:24 G, "Gregory D. George" wrote:
>TonyG wrote:
>
>> >couldn't get it to work. I was also using TOS 2.06...
>>
>> Any special reason for tos 2.06 ? IIRC even pacifist docs say 1.02 or
>> 1.62 is the most stable
>
>Eh, just because it was the newest version. I could never stand 1.62 on
>my real STe and have gotten used to 2.06 on the emulators. :-)
>

3368. Re: Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 16:17:43 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b9ba42a1cae260@pandora.be>
Source record: 42090

on Sun 09-09-2001 09:24 Ken Springer wrote:

>I need to translate some German into English.
>
>Anyone have a good recommendation for a translation program?
>
You can try Gemtrade. But be aware that the translation will look funny.

You can find it on:
ftp://chapelie.rma.ac.be/atari/utilities/gemtrade-203.lzh (407.762 bytes)

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3369. Re: Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 17:51:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9bacc42f2250@madasafish.com>
Source record: 42091

Hi Martin!

>on Sun 09-09-2001 09:24 Ken Springer wrote:
>
>>I need to translate some German into English.
>>
>>Anyone have a good recommendation for a translation program?
>>
>You can try Gemtrade. But be aware that the translation will look funny.
>
>You can find it on:
>ftp://chapelie.rma.ac.be/atari/utilities/gemtrade-203.lzh (407.762 bytes)

Or as I sometimes do is use Altavista to translate stuff, I have to split
text up in to smaller pieces as there is a limit of 150 words IIRC.
--
Lyndon Amsdon

3370. XaAES v0.930

Newsgroup: comp.sys.atari.st
Date: 2001-09-09 19:37:29 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B9BC409.2B8AD99A@chello.nl>
Source record: 42092

LS

I have uploaded a new version on my homepage (in sig)
If xaaes.atari.org doesnt work, my real home addresss is good enough.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3371. Atari Online News, Etc. #03-36

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 01:10:48 UTC
From: danap8@aol.com
Message-ID: <20010909211048.03936.00000773@mb-cr.aol.com>
Source record: 42093

A-ONE #0336 09/07/01

~ New Vision Is Out! ~ People Are Talking! ~ Texto! Upgraded!
~ HP To Buy Compaq! ~ MiNT '98 Released! ~ Joe HTML Editor!
~ Atari Program Exchange ~ How To Win Spam War! ~ GEM X-Server Update!
~ No Microsoft Breakup! ~ Atari-User.net Polls! ~ Animator New Release!

-* Ohio Atari Swap Meet Saturday *-
-* Experts Reject "Cleanup Worm" Plan! *-
-* U.S. and France Tangle Over Web Censorship *-

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___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3372. Logic Audio question

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 03:08:37 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b9c2fb6$0$12829$272ea4a1@news.execpc.com>
Source record: 42094

Hello,

I have been trying to record an Audio Track with Logic Audio.

I get the signal from tape deck --> mixer --> Falcon.
Line level readings are showing up on the meter within the program.
I hear it quite well through headphones out of the Falcon.
(and Falcon monitor speaker)

It seems to be recording, but it doesn't save the track.

Setting an Audio path is strange.
It calls for a path.
I type in for example, K1.AUD
It creates K1.AUD and K2.AUD
Then it says: Can't prepare next record file on disk "L"
(Error: -1048)
Set New Record/Path?

I also get the (Error: -34)

Is anybody using this program that might know what this means?

Midi tracks work fine. Records and saves.

thanks

ken

3373. Re: Good News!

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 04:44:39 UTC
From: Don <dons@qnet.com>
Message-ID: <3B9C4537.D4BFF9DA@qnet.com>
Source record: 42095

The IDE interface for the STE still can be found I bought mine from Ken Macdonald in Canada. I have a little review I wrote about the interface on my website here is the link.
http://www.qnet.com/~dons/ideinterface

Don
Phantomm wrote:

>
>
> BTW, can the IDE interface board for the 1040STE still be found? I am looking
> for one of these in the US/Canada.
> phantomm@bellsouth.net
>
> On 2 Sep 2001 16:46:24 G, "Gregory D. George" wrote:
> >TonyG wrote:
> >
> >> >couldn't get it to work. I was also using TOS 2.06...
> >>
> >> Any special reason for tos 2.06 ? IIRC even pacifist docs say 1.02 or
> >> 1.62 is the most stable
> >
> >Eh, just because it was the newest version. I could never stand 1.62 on
> >my real STe and have gotten used to 2.06 on the emulators. :-)
> >

3374. Re: PowerST MIDI emulation

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 06:01:32 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109092201.44bcef7c@posting.google.com>
Source record: 42096

"Matt Sauer" <msauerSPAMME@NOTmindspring.com> wrote in message
news:<9ng398$le4$1@nntp9.atl.mindspring.net>...
> I've heard much about STEEM's emulation of Atari MIDI apps on the PC, but
> does anyone run MIDI stuff on PowerST using PowerMacs? I'm interested
> mainly in Realtime and MasterTracksPro. I'd like to put my Powerbook to use
> for sequencing.
>
> Thanks,
> Matt

Hi Matt

You are tak'in MAC right? There is an emulator called NoSTalgia which
(after much configuring) works with Atari-Midi programs. Just do a
google search and the site should come up. I do not use Mac, but I
have had reports that it works.
Harry Koopman (programmer of MidiJoy) got it to work with his program.

RealTime, however ironically does not work in Steem (nor does M)so I
wonder if it would work on a Mac using NoStalgia. If you get them to
work, please let us know!!

Tim Conrardy
Tims Atari MIDI world: http://tamw.atari-users.net

3375. Re: Logic Audio question

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 09:10:23 UTC
From: claytone@foxinternet.com
Message-ID: <3b9c837f_1@news.foxinternet.com>
Source record: 42097

On 9 Sep 2001 22:08:37 -, Ken Kosut wrote:
>
>Hello,
>
>I have been trying to record an Audio Track with Logic Audio.
>
>It seems to be recording, but it doesn't save the track.
>
>Setting an Audio path is strange.
>It calls for a path.
>I type in for example, K1.AUD
>It creates K1.AUD and K2.AUD
>Then it says: Can't prepare next record file on disk "L"
>(Error: -1048)
>Set New Record/Path?
>
>I also get the (Error: -34)
>
>Is anybody using this program that might know what this means?
>
>Midi tracks work fine. Records and saves.
>
>thanks

Hi Ken-

I KNOW I've had that problem before... if only I could rememeber what the simple solution was. I think it was something in the Set Audio Path procedure. Maybe try NOT putting the file extension in there. Let Logic do that. It will also assign an ascending number to numerous takes. Make sure the partition, or folder DOES exist. And of course, make sure to defrag your hard drive before starting any project. If my memory ever kicks in, I'll make other suggestions. If you DO find the solution, let us know.

As no surprise, your TOS error number means: "path not found".

Clayton Murray
Seattle, WA USA

Here is the TOS error number list

TOS error messages
----
message no. meaning of message
---------- ------------------

```
1 general error
2 disk drive not ready
3 unknown command
4 CRC error- disk checksum wrong
5 bad request
6 seek error- track not found
7 unknown media- bootsector wrong
8 sector not found
9 out of paper
10 write fault
11 read fault
12 general error
13 disk write protected
14 media change detected
15 unknown device
16 bad sector (verify)
17 insert other disk (request)
18 insert disk
19 device not responding

32 invalid function number
33 file not found
34 path not found
35 too many open files
36 access denied
37 invalid handle
39 out of memory
40 invalid memory block address

46 invalid drive specification
48 cross device rename (not the same drive)
49 no more files

58 record is locked - (file locking and network)
59 no such lock (unlock an unlocked record)

64 GEMDOS range error- seek wrong?
65 GEMDOS internal error
66 invalid executable file format
67 memory block growth failure

80 too many symbolic links
200 mount point crossed (indicator)

BOMBS and what they mean
------------------------
no. of bombs explanation
------------ -----------
1 not applicable
2 bus error (user does something the ST doesn't permit)
3 address error (usually error in program)
4 illegal instruction (two prgs using same memory space)
```

5 division with zero
6 CHK instructional error
7 TRAPV instructional error (usually ROM error)
8 conflict with a privileged command
9 trace vector error
10 line 1010 instruction- line 'a' error
11 line 1111 instruction- line 'f' error
12 not applicable, reserved
13 FPU protocol violation (TT/Falcon)
14 format error
15 unitialized interrupt vector
16-23 not applicable, reserved
24 vector 24 error (might be MC68901 and/or GLUE chip)
25-31 auto-vector interrupts
32-47 TRAP exception Vectors
48-55 MC68881 FPU exception vectors
56-63 MC68851 MMU exception vectors
64-79 MC68901 MFP vectors
80-95 MC68901 MFP vectors (TT only)
96-111 Zilog 86C30 SCC vectors (MegaSTE/TT/Falcon only)
112-255 undefined

** A large number of bombs might be the total of several errors.

Part of this information has been taken from the book
"The Atari A-Z" (1995, Linnhe computing) with kind permission
from the author; Mark S. Baines (msbaines@cix.compulink.co.uk).

Compiled by Hallvard Tangeraas (hall@post1.com) 24-June-1996

3376. Re: Logic Audio question

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 09:14:54 UTC
From: claytone@foxinternet.com
Message-ID: <3b9c848e_1@news.foxinternet.com>
Source record: 42098

On 9 Sep 2001 22:08:37 -, Ken Kosut wrote:

>It seems to be recording, but it doesn't save the track.
>
>Setting an Audio path is strange.
>ken

Hi again Ken,

Another thing, did you "Set Record Size"? It's possible you have to set a size for the recording BEFORE setting the path. Are you sure there is enough space on the hard drive to accomodate the size you set? As you can probably see, it's been awhile since I did any audio stuff with Logic.

Clayton Murray
Seattle, WA USA

3377. Dum Newbie SCSI questions...

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 09:21:35 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0109100121.6ae1937@posting.google.com>
Source record: 42099

I have an ICD link adaptor and a 40 meg harddrive.

I replaced the 40 meg Harddrive with a 2.1 GIG one, and I am now
trying to get it to work.

I am using the proprietary ICD software that came with the link
adaptor, I have TOS 1.62 (I think)

My questions:

Is the drive too big for the atari to be able to access it all?
What size should the partitions be?

Can I expect to just be able to plug it in and get it to work? at the
moment it appears to have one big partition on it, but if I try and
install a drive pointing to "c" it tells me no suitable partitions
were found..

Any help/URLS/ Driver software reccomendations gratefully accepted..

/Tom

3378. Re: Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 10:41:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000121146-653461AEicMi@08002go.com>
Source record: 42101

From: "news.freeuk.net" <stevesweet@freeuk.com>
Date: Fri, 7 Sep 2001 21:08:41 +0100

>> I'd be interested to read your view of the club actually :-)
>
>Well personaly i never miss it actually. There's always plenty of advise
>flowing, people turn up with problems and find that there's always help and

I couldn't have put it any better Steve.

Come on, anyone in reach of Cheshunt. Don't be a stranger!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3379. Re: Dum Newbie SCSI questions...

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 10:46:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B9C99F6.A4795819@seimet.de>
Source record: 42100

Tom wrote:

> Is the drive too big for the atari to be able to access it all?
> What size should the partitions be?

The drive is not too big (you can connect drives of any size to the
Atari), but the maximum partition size for TOS 1.62 is 512 MB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3380. Re: Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 10:47:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000121150-654009AEicMi@08002go.com>
Source record: 42102

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Sun, 09 Sep 2001 18:51:20 +0100 (BST)

>Or as I sometimes do is use Altavista to translate stuff, I have to split
>text up in to smaller pieces as there is a limit of 150 words IIRC.

Better by far is to html-ise the text and stick it on your web site, and point
Altavista at that instead. I find I get better results that way.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3381. Atari Disk Drive Seek Rate

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 15:04:25 UTC
From: phantomm@bellsouth.net
Message-ID: <ZD4n7.130444$ZJ.1259722@e3500-atl2.usenetserver.com>
Source record: 42103

I've ask about this before, but either missed the replys or didn't get any answers on this subject.

I've read conflicting information about the Atari Disk Drive seek rate.

When using NeoDesk 4, the Control Panel States the following....

6ms: For 5.25 or 1.44mb drives.
3ms: For 3.5 drives.

Now on the Atari Falcon should the internal 1.44 disk drive seek rate be set to 6ms?

What about the MegaSTE with internal 1.44 and Atari TT with internal 1.44?

And should other Atari internal/external 720K DS/DD disk drives be set to 3ms?

I've always used 3ms on Atari internal/external 720K DS/DD drives without any problems on Atari 1040STE.

But on the Falcon, I've also only used 3ms on the internal 1.44 drive when using Geneva/NeoDesk. I am not sure about normal TOS 4.04 though, Does TOS 4.04 set the internal 1.44 disk drive to 6ms or 3ms?

I have read else where that 3ms should be used on Atari 1.44 and 720k DS/DD drives. This seems to conflict with the NeoDesk 4 Control Panel Floppy Disk Configuration option as stated above.

Is there a CPX or program that will show what the Disk Drive Seek Rate is currently set for on any Atari ST-Falcon in TOS and with other OS/DeskTop?

Someone who really knows enlighten me on this. :)

phantomm@bellsouth.net

3382. UK: Atari stuff FS

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 16:37:34 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <D%5n7.8262$iD.1287817@news6-win.server.ntlworld.com>
Source record: 42104

UK: Atari stuff FS

Atari ST Supradrive 20 meg autobooting HD. Plugs straight into HD port. Includes utility disk and manual (should be able to find them). £18 plus P&P

Early Atari ST - badged 'ST' (not M/F/FM/E). External DS Atari HD, external power bricks but internal TV modulator. Upgraded to 4 meg with marpet extraram. £17 plus P&P

r.franklin1@ntlworld.com

3383. Re: Atari stuff FS

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 17:21:26 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <LE6n7.8603$iD.1329122@news6-win.server.ntlworld.com>
Source record: 42105

Forgot to include:

Atari badged ST Hi Res mono monitor. Very slight screen burn on menu bar,
not noticeable when turned on.
£14 plus P&P

Keith <r.franklin1@ntlworld.com> wrote in message
news:D%5n7.8262$iD.1287817@news6-win.server.ntlworld.com...
> UK: Atari stuff FS
>
> Atari ST Supradrive 20 meg autobooting HD. Plugs straight into HD port.
> Includes utility disk and manual (should be able to find them). £18 plus
P&P
>
> Early Atari ST - badged 'ST' (not M/F/FM/E). External DS Atari HD,
external
> power bricks but internal TV modulator. Upgraded to 4 meg with marpet
> extraram. £17 plus P&P
>
> r.franklin1@ntlworld.com
>
>
>
>

3384. Re: Bubblegem help file for Bubbles screensaver

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 20:25:16 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <Wktn7.41227$y_3.3036024@nnrp3.clara.net>
Source record: 42121

Yo!, Dezza

> >> I'd be interested to read your view of the club actually :-)
> >
> >Well personaly i never miss it actually. There's always plenty of advise
> >flowing, people turn up with problems and find that there's always help
and
>
> I couldn't have put it any better Steve.
>
> Come on, anyone in reach of Cheshunt. Don't be a stranger!

And if you're millions of miles away you still don't have an excuse.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3385. Re: Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 21:52:08 UTC
From: ebaiz@skyenet.net
Message-ID: <cCan7.169$UI2.133031@newsfeed.slurp.net>
Source record: 42106

```
On 9 Sep 2001 09:24:02 -, Ken Springer wrote:
>I need to translate some German into English.
>
>Anyone have a good recommendation for a translation program?
>
>
>--
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw

I would reccomend Gemtrade. Try the site below:

http://www.gemtrade3.co.uk/

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

3386. Atari software

Newsgroup: comp.sys.atari.st
Date: 2001-09-10 22:34:03 UTC
From: coriolis <coriolis@tesco.net>
Message-ID: <9njer8iei1@epos.tesco.net>
Source record: 42107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Sadly, after many years I have finally got to the point of clearing out my old Atari ST/Falcon stuff. I was originally just going to give it away because I dont think it has any real value now, but the thought of how much I've paid for it all makes it soooo difficult. Everything in original boxes c/w manuals, all perfect condition. Someone make me an offer... :)

Inshape 3D modeller
Hisoft Devpac DSP
1st Word+
CAB
Hisoft Devpac 3
Personal Finance Manager, MasterCAD, 3D Calc - Michtron
Prospero C Development Toolkit
Technobox Drafter
Twist 2
AtariWorks
Family Roots
LDW Power
Hisoft Basic 2
Calligrapher Gold
Interface 2
FaceValue

Books

Atari ST Machine Language - Abacus
ST BAsic to C - Abacus
Introduction Atari ST Machine Code
The Atari Compendium
Modern Atari System software
Programmers ref manual 68000 - Motorola
DSP56000/56001 Users Manual - Motorola
Atari ST Review 1-12 bound
Loads of ST mags - ST Format, etc c/w cover disks

Regards

Robert Casey, Manchester UK

3387. Can someone please send me the SH204 utilities disk.

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 00:35:34 UTC
From: sqwirl@atarist.com
Message-ID: <c80bdea3.0109101635.6a972a5@posting.google.com>
Source record: 42108

2 people have promised to send me this and no one has came through.

3388. Re: Logic Audio question

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 03:15:29 UTC
From: Ken Kosut <kjcat@execpc.com>
Message-ID: <3b9d8372$0$18897$272ea4a1@news.execpc.com>
Source record: 42109

On 10 Sep 2001, Clayton Murray wrote:

> >It seems to be recording, but it doesn't save the track.

> >Setting an Audio path is strange.

>
> Another thing, did you "Set Record Size"? It's possible you have
> to set a size for the recording BEFORE setting the path. Are you
> sure there is enough space on the hard drive to accomodate the
> size you set? As you can probably see, it's been awhile since I
> did any audio stuff with Logic.

Hi Clayton,

Thanks for your response.
Yes, I set the record size for a simple test of 1 minute.
I copied the whole program over to the partition that I wanted to
record on.
It seemed like it bombed less, than when I had it in another location
and specified a path for the .AUD files.

BTW, I did not type in the extension .AUD
I armed the record button(s) in the "VU meter"
It called for a path. I typed A1
It created A1.AUD and A2.AUD
When I cancel out of the file selector, I get the error messages.
Sometimes I don't get them if I select A2 again. (replacing the file)

Also, I do not think I would even need an attenuator between
the mixer and Falcon. There were plenty of places to adjust the volume
within the program. This means I could set my mixer to higher levels,
meaning less line noise.
Too bad I can't record an Audio Track!

ken

3389. 1040's for sale

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 03:30:52 UTC
From: "VonG, King of all uards" <puppycock@mac.com>
Message-ID: <100920012030521786%puppycock@mac.com>
Source record: 42110

Howdy all. My own first computer was a 520ST, so you can understand my excitement at coming across over 100 1040 ST's in our warehouse.

http://www.aftermathtechnologies.com

$50 each, in their original box. They're refurbished from Atari.

3390. Re: 1040's for sale

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 05:17:21 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3B9D9EA5.DA89464B@att.net>
Source record: 42111

"VonG, King of all uards" wrote:
>
> Howdy all. My own first computer was a 520ST, so you can understand my
> excitement at coming across over 100 1040 ST's in our warehouse.
>
> http://www.aftermathtechnologies.com
>
> $50 each, in their original box. They're refurbished from Atari.

The link doesn't appear to work... ?

Are they original ST's or STe's? Where are you based? I'd love another
ST for only $50!

--
Greg

=-=-=-

3391. Re: Can someone please send me the SH204 utilities disk.

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 05:52:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B9DA642.9D4E4D6B@home.com>
Source record: 42112

Is it the ahdi disk you need? I think I've got that around somewhere,
(or it could be with my mothers ST). if you email me I could arrange
some way to get it to you.

Erik Closson wrote:

> 2 people have promised to send me this and no one has came through.

3392. FS (Merseyside, UK) Games & Mags

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 08:23:19 UTC
From: fletcher@liv.ac.uk
Message-ID: <9nkhln$av0$4@news.liv.ac.uk>
Source record: 42114

Selection of boxed games circa early 90's (mainly sport sims) and large
collection of ST Format & coverdisks (iss 20-50)

need the space, ï¿½10 the lot, buyer collects

David Fletcher <fletcher@liv.ac.uk>

...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...

3393. FS (Meseseyside, UK) Phillips 8833 Mk2 RGB Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 08:24:34 UTC
From: fletcher@liv.ac.uk
Message-ID: <9nkho2$av0$5@news.liv.ac.uk>
Source record: 42113

as new, ï¿½25, buyer collects
--
David Fletcher <fletcher@liv.ac.uk>

...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...

3394. MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 10:04:25 UTC
From: markat@zetnet.co.uk
Message-ID: <3b9de1a9$0$4911@news.zetnet.co.uk>
Source record: 42115

I'm using a Falcon 030 with MagiC5/Thing. At some point a few keyboard characters have been re-mapped and I can't find a way back to re-set it. eg the '@' key is obtained by pressing '"' (shift 2) and vice versa. This is driving me nuts!!!

If I disable MagiC only, then the problem dissappears. I cant see any Auto/Start prgs that are interfering. Anyone got any ideas??

Martin

3395. 2nd Falcon Fan

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 10:08:36 UTC
From: swampfax@atlantic.net
Message-ID: <Eoln7.107$mA3.41624@news1.atlantic.net>
Source record: 42116

Hi All,
I've finally got around to installing the PhantomSE and now need a
fan for the CPU. The qustion is: can the Falcon MKI power supply handle
the extra current draw of a second fan. I'd like to get one that sits on
the CPU but a more powerful and hopefully quieter fan that fits in the
same place as the original may suffice.
I would also rather buy it from an Atari dealer that is still actively
supporting Atari rather that a PC store or Radio Shack!!!

Thoughts welcomed,
John G.

3396. Re: Falcon and PC Floppy drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 10:20:59 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <gCln7.11904$4j4.59692@NewsReader>
Source record: 42117

Hello.

"Thomas" <tjw@zhell.co.uk> wrote in message
news:3b9b7004$0$4909@news.zetnet.co.uk...
> Hi,
>
> Atari Workshop in the U.K. has some originals for 70. But thats a tad
more
> than the fourteen quid I got a PC HD floppy disk drive for in (cough) PC
> world...

I have new ST and Falcon compatible floppy drives for sale at 25 plus post,
all
tested and guaranteed.

Barrie at Keychange.

barrie@keychange.co.uk

3397. XaAES v0.931

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 11:22:53 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B9DF31B.3BA36561@chello.nl>
Source record: 42118

LS

There is a quick fix of XaAES.TOS available on my homepage.

Should solve some of the start up problems.

I forgot to put a call in its place after reorganizing Launch.
Missing the whole purpose of the reorganization. ;-)

The result was that ACC's with a resource file didnt find the file.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

3398. Re: 2nd Falcon Fan

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 12:59:53 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <wVnn7.59$0K2.84320@newsfeed.slurp.net>
Source record: 42119

The Falcon PSU should have enough juice to run the fan. I had a 3.5" HD
running from it for quite some time without any problems.

Joshua.

"John Garone" <swampfax@atlantic.net> wrote in message
news:Eoln7.107$mA3.41624@news1.atlantic.net...
>
> Hi All,
> I've finally got around to installing the PhantomSE and now need a
> fan for the CPU. The qustion is: can the Falcon MKI power supply handle
> the extra current draw of a second fan. I'd like to get one that sits on
> the CPU but a more powerful and hopefully quieter fan that fits in the
> same place as the original may suffice.
> I would also rather buy it from an Atari dealer that is still actively
> supporting Atari rather that a PC store or Radio Shack!!!
>
> Thoughts welcomed,
> John G.

3399. Loos of virginity -pictures and video 4209

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 16:57:38 UTC
From: commersant@usa.net
Message-ID: <9nlfq2$9m9$198@namru.matavnet.hu>
Source record: 42120
Cross-posted to: comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

I was in yahoo.com and very simple found one site about the real defloration (defloration pictures, video, pictures of the HYMEN). If you know similar shocking places please inform me to: chommersant11@usa.net
fdpporkbcvrvwzvzvbfnuwodh

3400. Re: 2nd Falcon Fan

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 17:13:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9e4ff6ce7200@madasafish.com>
Source record: 42122

Hi John!

>Hi All,
>I've finally got around to installing the PhantomSE and now need a
>fan for the CPU. The qustion is: can the Falcon MKI power supply handle
>the extra current draw of a second fan. I'd like to get one that sits on
>the CPU but a more powerful and hopefully quieter fan that fits in the
>same place as the original may suffice.
>I would also rather buy it from an Atari dealer that is still actively
>supporting Atari rather that a PC store or Radio Shack!!!

Small CPU fans take very little power, I really wouldn't worry about it.
You might as well buy from Radio Shack unless you can be bothered to order
a fan from abroad or if you're lucky to have an Atari stockist near you.

--
Lyndon Amsdon

3401. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 17:17:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9e4ff6ce7201@madasafish.com>
Source record: 42123

Hi Martin!

>I'm using a Falcon 030 with MagiC5/Thing. At some point a few keyboard
>characters have been re-mapped and I can't find a way back to re-set
>it. eg the '@' key is obtained by pressing '"' (shift 2) and vice
>versa. This is driving me nuts!!!
>
>If I disable MagiC only, then the problem dissappears. I cant see any
>Auto/Start prgs that are interfering. Anyone got any ideas??

I remember having this problem. There is a keytabls.sys in the xtension
folder. You need a small program to re-write this file to your language
IIRC. I don't have that program but I guess it would have been supplied
on your Magic installation disks.
--
Lyndon Amsdon

3402. Re: Can someone please send me the SH204 utilities disk.

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 20:00:10 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <y2vn7.45238$TB2.3260148@nnrp4.clara.net>
Source record: 42127

Hi Erik

> 2 people have promised to send me this and no one has came through.

I'm guessing that its AHDI that you're after, this is freely available from
a lot of online sites, try a web search with "AHDI" as a parameter.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3403. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 20:42:25 UTC
From: markat@zetnet.co.uk
Message-ID: <3b9e7731$0$4911@news.zetnet.co.uk>
Source record: 42124

On 11 Sep 2001 18:17:20 , "Lyndon Amsdon" wrote:
>Hi Martin!
>
>>I'm using a Falcon 030 with MagiC5/Thing. At some point a few keyboard
>>characters have been re-mapped and I can't find a way back to re-set
>>it. eg the '@' key is obtained by pressing '"' (shift 2) and vice
>>versa. This is driving me nuts!!!
>>
>>If I disable MagiC only, then the problem dissappears. I cant see any
>>Auto/Start prgs that are interfering. Anyone got any ideas??
>
>I remember having this problem. There is a keytabls.sys in the xtension
>folder. You need a small program to re-write this file to your language
>IIRC. I don't have that program but I guess it would have been supplied
>on your Magic installation disks.
>--
>Lyndon Amsdon
>.

3404. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 20:47:09 UTC
From: markat@zetnet.co.uk
Message-ID: <3b9e784d$0$4911@news.zetnet.co.uk>
Source record: 42125

On 11 Sep 2001 20:42:25 , Martin Holmes wrote:
>On 11 Sep 2001 18:17:20 , "Lyndon Amsdon" wrote:
>>Hi Martin!
>>
>>>I'm using a Falcon 030 with MagiC5/Thing. At some point a few keyboard
>>>characters have been re-mapped and I can't find a way back to re-set
>>>it. eg the '@' key is obtained by pressing '"' (shift 2) and vice
>>>versa. This is driving me nuts!!!
>>>
>>>If I disable MagiC only, then the problem dissappears. I cant see any
>>>Auto/Start prgs that are interfering. Anyone got any ideas??
>>
>>I remember having this problem. There is a keytabls.sys in the xtension
>>folder. You need a small program to re-write this file to your language
>>IIRC. I don't have that program but I guess it would have been supplied
>>on your Magic installation disks.
>>--

Can't find this file anywhere including installation disks V4/5.
My xtension folder is empty! Any more ideas??

Tks
Martin

3405. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 20:52:40 UTC
From: markat@zetnet.co.uk
Message-ID: <3b9e7998$0$4911@news.zetnet.co.uk>
Source record: 42126

On 11 Sep 2001 18:17:20 , "Lyndon Amsdon" wrote:
>Hi Martin!
>
>>I'm using a Falcon 030 with MagiC5/Thing. At some point a few keyboard
>>characters have been re-mapped and I can't find a way back to re-set
>>it. eg the '@' key is obtained by pressing '"' (shift 2) and vice
>>versa. This is driving me nuts!!!
>>
>>If I disable MagiC only, then the problem dissappears. I cant see any
>>Auto/Start prgs that are interfering. Anyone got any ideas??
>
>I remember having this problem. There is a keytabls.sys in the xtension
>folder. You need a small program to re-write this file to your language
>IIRC. I don't have that program but I guess it would have been supplied
>on your Magic installation disks.
>--

Can't find this file anywhere including installation disk V4/5.
My xtension folder is empty. Any more ideas??

Tks
Martin

3406. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 21:12:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9e7e4a1368430@madasafish.com>
Source record: 42128

Hi Martin!

>>I remember having this problem. There is a keytabls.sys in the xtension
>>folder. You need a small program to re-write this file to your language
>>IIRC. I don't have that program but I guess it would have been supplied
>>on your Magic installation disks.
>>--
>
>Can't find this file anywhere including installation disk V4/5.
>My xtension folder is empty. Any more ideas??

OK, I got it sent to me by some kind sole from here so hopefully someone
will pop it over to you. I don't have it anymore as I run the English
release by Atari Workshop which has that file made for you. There is a
program that can create these small files. If no one sends you the
program I'll send you my keytabls.sys if you email me.

--
Lyndon Amsdon

3407. Re: Question on keyboard repair. 3 part

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 21:44:12 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b9e85ac$0$4908@news.zetnet.co.uk>
Source record: 42129

On 7 Sep 2001 01:45:04 -, Jo Even Skarstein wrote:
>vdjole@EUnet.yu (Djordje Vukovic) wrote in message news:<9n7qgo$52m$1@news.eunet.yu>...
>
>> MegaST keyboards can be recognized by slanted function keys. Inside, they
>> are Cherry keyboards and they are excellent- in fact, among the best
>> keybopard I have worked on.
>
>I strongly disagree. OK, they're better than ST-keyboards, but not
>much. The keys are large and flat, they have very poor feedback and a
>"spungy" feeling. It feels almost exactly like the original Falcon
>keyboard, just a bit noisier. They're built like a brick house though,
>you'll probably wear out your fingers before the keyboard.
>
>> MegaSTE keyboards can be recognized by smaller, rectangular function keys.
>> AFAIK they are much worse than MegaST ones, in fact, they are not any
>> better than ST-series keyboards, which were of the same type.
>
>I disagree with you on this too ;-) The TT keyboard is the best
>keyboard Atari ever made. The keys are well designed and the feedback
>is good. The Stacy also has a very good keyboard (best feedback of
>them all), although a bit smallish.

There's no douobt that the TT keyboard is subject to broken traces on the mylar. Mine broke the Control circuit a couple of years ago, which I repaired with a soldered wire link. Subsequently I had it replaced. I do not know who made it (Made in Malaysia, it says, nothing else).

My Hades came with a Unikey keyboard, which is lovely, beyond compare :)

Charles.

3408. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 21:44:14 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b9e85ae$0$4908@news.zetnet.co.uk>
Source record: 42130

On 8 Sep 2001 23:07:27 G, John Garone wrote:
>On 8 Sep 2001 17:03:51 G, Thierry A.C wrote:
>>Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
>>>crit:
>>
>>>Hi All,
>>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>>>with Magic 6 & NVDI 5. So I was wondering if anything can be done
>>>to get it to load faster! It loads super fast with Warp9 installed
>>>instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
>>>is set for fastload. Any thoughts?
>>
>>fastload bit must be set also on printers and filters drivers.
>>Do a backup before!

On my TT with Magic6 Pagestream (2.2uk) loads in less than one second:
I've often wondered why.

Charles.

3409. Magicmac 6.1

Newsgroup: comp.sys.atari.st
Date: 2001-09-11 23:24:36 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.a77202d6.96242ee0.doyene@zetnet.co.uk>
Source record: 42131

Hei All.
Is magicmac 6 available in UK or do anyone want to sell the old edition Magicmac5.
I have tried a demo version on my powerpc laptop and was impressed. Mainly from people who have Magicmac 6 and have no use for Magicmac 5.

regards

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

3410. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 02:02:35 UTC
From: sinclap@nospam.net
Message-ID: <1109200012100519430%sinclap@nospam.net>
Source record: 42132

In article <ghxl7.21075$y_3.1640396@nnrp3.clara.net>, news.freeuk.net
<stevesweet@freeuk.com> wrote:

Hi Steveeee...

> Hi Sinclap
>
>
> > You have some EXPLAINING to do. Whats the difficulty in releasing new
> > dated hardware? Sounds like the Tramiel syndrome has infected Europe.
>
> Ive had IP troubles lately and ive missed the chance to discuss what a clap
> infected arsehole bandit i think you are.

Must be the worn out infrastructure on your end.

> Would anyone else like to suggest any diseases that Sinclap has contracted
> via his Anus.

Sounds like you have had practise with your foul mouth. Must be a
veteran of the religious faith clashes or a soccer punk that is part of
the mele at games.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sinclap!
somewere in closed down mn

3411. Re: 1040's for sale

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 03:27:51 UTC
From: Don <dons@qnet.com>
Message-ID: <3B9ED637.E3C75E67@qnet.com>
Source record: 42133

Greg,

I dont think you will get a reply from this guy so I will tell you the company is based out of Oakland,California. They appear to be all original ST's. Ill also point out the website says $40 for each ST but, he posted $50 per ST.

Don

"Gregory D. George" wrote:

> "VonG, King of all uards" wrote:
> >
> > Howdy all. My own first computer was a 520ST, so you can understand my
> > excitement at coming across over 100 1040 ST's in our warehouse.
> >
> > http://www.aftermathtechnologies.com
> >
> > $50 each, in their original box. They're refurbished from Atari.
>
> The link doesn't appear to work... ?
>
> Are they original ST's or STe's? Where are you based? I'd love another
> ST for only $50!
>
> --
> Greg
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE Lynx Book Coming Soon! HYPAT? -
> = MATH =
> -=-

3412. Re: 2nd Falcon Fan

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 08:45:39 UTC
From: swampfax@atlantic.net
Message-ID: <TgFn7.161$mA3.59706@news1.atlantic.net>
Source record: 42134

Thanks for the feedback.
John G.

3413. FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 09:58:48 UTC
From: Optik@btinternet.com
Message-ID: <3b9f31d6.9028227@news.btinternet.com>
Source record: 42135
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

FOR SALE

Supercharger - Hardware PC Emulator for the Atari ST

Complete with PSU, Manuals + Disks etc

£25.00 inc p&p

3414. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 10:14:58 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b9f38d811c8390@free.fr>
Source record: 42136

Hello,

in article <3b9de1a9$0$4911@news.zetnet.co.uk> (comp.sys.atari.st)
Martin Holmes wrote on Tue 11-09-2001 10:04 (GMT):

> If I disable MagiC only, then the problem dissappears. I cant see any
> Auto/Start prgs that are interfering. Anyone got any ideas??

Maybe /xtension/keytabl.sys ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3415. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 14:35:54 UTC
From: Marcus Topm&#65533;ller <520099488306-0001@t-online.de>
Message-ID: <9nnrv4$4uq$01$1@news.t-online.com>
Source record: 42137

i think it would be intelligent to park the hard disc before shutting off
the machine. ii¿½m used to do so with my megafile 60. but thereï¿½s nothing else
you have to concern about. the st is totally different from
Windows/Macintosh computers.

C u

Marcus
"Kenneth Medin" <kennethm@tripnet.se> schrieb im Newsbeitrag
news:3b9b4376c4d410@tripnet.se...
> On Sat 08-09-2001 18:42 (-0700) Trellheim wrote:
>
> >On Fri, 10 Aug 2001 15:25:40 GMT, "Roagie" <roagie@N_O_SP_AMhome.com>
> >wrote:
> >
> >The Atari ST does not use a write back cache in the manner of a
> >W95/98/ME/NT machine. The shutdown routine on these machines allows
>
> >>Can anyone tell me how to power down a ST computer? I have a STacy and
want
> >>to know if I have to issue a command like "Shut Down" before I flick the
> >>power switch to off... or can I just hit the switch with no formalities?
>
> What about the old Conner 20/40 MB SCSI hard disks that came with the
> Stacy? Do they autopark?
>
> I still have a link to SHIP.PRG on my Stacy desktop.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

3416. Re: How to Power Off ST Computer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 15:53:19 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B9F84EF.E82B829E@seimet.de>
Source record: 42138

"Marcus Topmï¿½ller" wrote:
>
> i think it would be intelligent to park the hard disc before shutting off
> the machine. iï¿½m used to do so with my megafile 60. but thereï¿½s nothing else
> you have to concern about. the st is totally different from
> Windows/Macintosh computers.

The Megafile 60 parks automatically.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3417. new forum

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 18:36:06 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <9noa4s$95g$1@news1.xs4all.nl>
Source record: 42139

Hi,

I just put up an forum board for Atari check it out...

http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi

It's running on my pc with ADSL 24hr/7days...

TXG

http://atari.xs4all.nl

3418. Falcon RAM/PhantomSE OK!

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 20:43:26 UTC
From: swampfax@atlantic.net
Message-ID: <ONPn7.1$uP4.1799@news1.atlantic.net>
Source record: 42141

Hi All,

Thought I'd post some good news for a change :)

I opted for Wizztronics' RAM card for my Falcon MKI (mainly 'cause they are in the US in case there's a need for phone calls and also because they advertised the board as layered for insulation against interference). The PhantomSE excellerator works perfectly with no video distortion or crashing now! Although a bit rough to install the Phantom, I'm now enjoying a 50% increase in overall speed (CPU fan to be installed next).

John G.

3419. Re: FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 20:58:56 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29404_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 42140

In uno strano messaggio del 12 Sep 01 Optik@btinternet.com (2:333/608.1)
scrisse al povero All :
O> Supercharger - Hardware PC Emulator for the Atari ST
O> Complete with PSU, Manuals + Disks etc
O> ¤25.00 inc p&p

Me too, mine is fully expanded to 1MB, 8087 coprocessor and last version of
the software + programming documentation. I am in Italy.

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
AMIGA - A Merely Insignificant Game Addiction

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3420. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-12 22:21:32 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B9FDFA3.DF7B9046@home.com>
Source record: 42142

sinclap@nospam.net wrote:

>
> Must be the worn out infrastructure on your end.
>

no we know its your "end" thats worn out after the toilet papering you recieved
from your last load of crap

> Sounds like you have had practise with your foul mouth. Must be a
> veteran of the religious faith clashes or a soccer punk that is part of
> the mele at games.

No again. he had practise reading the output of your foul mind. Since he along
with the rest of us know the only punk here is you. Btw, why haven't you been
posting in comp.sys.mac.advocacy? I mean besides the fact that they long since
kicked you out for spewing more garbage than the wintrolls.

3421. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 00:30:18 UTC
From: markat@zetnet.co.uk
Message-ID: <3b9ffe1a$0$4910@news.zetnet.co.uk>
Source record: 42143

On 11 Sep 2001 22:12:34 , "Lyndon Amsdon" wrote:
>Hi Martin!
>
>>>I remember having this problem. There is a keytabls.sys in the xtension
>>>folder. You need a small program to re-write this file to your language
>>>IIRC. I don't have that program but I guess it would have been supplied
>>>on your Magic installation disks.
>>>--
>>
>>Can't find this file anywhere including installation disk V4/5.
>>My xtension folder is empty. Any more ideas??
>
>OK, I got it sent to me by some kind sole from here so hopefully someone
>will pop it over to you. I don't have it anymore as I run the English
>release by Atari Workshop which has that file made for you. There is a
>program that can create these small files. If no one sends you the
>program I'll send you my keytabls.sys if you email me.
>
>--
>Lyndon Amsdon
>.

Thanks Lyndon & Edward...

I've now got the files to change the keyboard back to UK (Keybd105).
Unfortunately I cant get Magic5 to take it without giving
68000 Exception, Error #69, but what I can't fathom out is why my
keyboard mapping got changed in the first place!
I'm rapidly loosing faith in Magic5 as it seems fussy with a few prg's.
Does any one know if Magic6 is likely to be better?

Martin

3422. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 11:34:34 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ba099df@dnews.tpgi.com.au>
Source record: 42144

Charles Stanley <cstanley@zetnet.co.uk> wrote in message
news:3b9e85ae$0$4908@news.zetnet.co.uk...
> On 8 Sep 2001 23:07:27 G, John Garone wrote:
> >On 8 Sep 2001 17:03:51 G, Thierry A.C wrote:
> >>Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
> >>crit:
> >>
> >>>Hi All,
> >>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
> >>>with Magic 6 & NVDI 5. So I was wondering if anything can be done
> >>>to get it to load faster! It loads super fast with Warp9 installed
> >>>instead of Magic and NVDI. Acoording to PRGFLAGS.PRG, the loading bit
> >>>is set for fastload. Any thoughts?
> >>
> >>fastload bit must be set also on printers and filters drivers.
> >>Do a backup before!
> >
> On my TT with Magic6 Pagestream (2.2uk) loads in less than one second:
> I've often wondered why.

I'd Like to see that, My CT2 falcon takes around 30 Seconds. I had culled the fonts folder a little as there were around 50 Fonts. This helped Naff all. I will have a crak a the Fast load bits tho. Knew about the PRG but not drivers etc

Mark

3423. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 16:41:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ba0eace87cea0@madasafish.com>
Source record: 41996

Hi Martin!

>Thanks Lyndon & Edward...
>
>I've now got the files to change the keyboard back to UK (Keybd105).
>Unfortunately I cant get Magic5 to take it without giving
>68000 Exception, Error #69, but what I can't fathom out is why my
>keyboard mapping got changed in the first place!

Hmm, I never got this problem. Maybe I should send you my UK keytabl.sys?

>I'm rapidly loosing faith in Magic5 as it seems fussy with a few prg's.
>Does any one know if Magic6 is likely to be better?

Well, you could run Mint which can be more compatible to TOS. I found v6
of Magic better. What programs are fussy for you? Things like Cubase
should be run from TOS. Old programs are usually fussy.
I can't remember if v5 of Magic supported the xtension folder, or
keytabl.sys, so the magic.ram may need to be edited. Don't know about
that, sorry.

--
Lyndon Amsdon

3424. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 18:59:27 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109131155190.9100-100000@shell.pacifier.com>
Source record: 42145
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Catalog Link.
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3425. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 19:44:03 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3ba10c11.9435158@news.free.fr>
Source record: 41997

Le Thu, 13 Sep 2001 21:34:34 +1000, "Mark Bedingfield"
<atari@tpg.com.au> &#65533;crit:
>...
>I'd Like to see that, My CT2 falcon takes around 30 Seconds. I had culled
>the fonts folder a little as there were around 50 Fonts. This helped Naff
>all. I will have a crak a the Fast load bits tho. Knew about the PRG but not
>drivers etc

```
Drivers(printer, import/export filters,...) are little .prg.
So Fastload Bit works for them.
You can also try with 4Mo instead of 16Mo and you will see a small
difference too(without fastload bit)..
```

-

J'ai quelques jeux jaguar (neufs) &#65533; &#65533;changer:
Wolfenstein 3d, Bubsy, Iron soldier, Tempest, Dragon
Europe seulement &#65533; cause des frais d'envoi

3426. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 20:20:42 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9nr4eq$8aa$1@thorium.cix.co.uk>
Source record: 41998

In message <3b9f38d811c8390@free.fr>, paricard@free.fr said:

>> If I disable MagiC only, then the problem dissappears. I cant see any
>> Auto/Start prgs that are interfering. Anyone got any ideas??
>
>Maybe /xtension/keytabl.sys ?

Should be the one, I believe. I also have KETAB06.PRG in my
GENSYS\MAGIC\START\ folder, but have no idea what that does.

Just one thought: Perhaps the NVRAM has somehow got changed from
British to American keyboard? Check with NVCONFIG.CPX.

Regards, /Peter/

3427. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 21:00:34 UTC
From: swampfax@atlantic.net
Message-ID: <S79o7.55$uP4.20373@news1.atlantic.net>
Source record: 41999

On 13 Sep 2001 21:34:34 , "Mark Bedingfield" wrote:

>> >>fastload bit must be set also on printers and filters drivers.
>> >>Do a backup before!
>>
>> On my TT with Magic6 Pagestream (2.2uk) loads in less than one second:
>> I've often wondered why.
>
>I'd Like to see that, My CT2 falcon takes around 30 Seconds. I had culled
>the fonts folder a little as there were around 50 Fonts. This helped Naff
>all. I will have a crak a the Fast load bits tho. Knew about the PRG but not
>drivers etc
>
>Mark
>

So which is the best program to set the fastload bit in a program and
a driver?
John G.

3428. Re: MagiC & keyboard problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-13 22:14:45 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ba13dbc953570@free.fr>
Source record: 42000

Hello,

in article <9nr4eq$8aa$1@thorium.cix.co.uk> (comp.sys.atari.st)
xlator@cix.compulink.co.uk wrote on Thu 13-09-2001 20:20 (GMT):

> Should be the one, I believe. I also have KETAB06.PRG in my
> GENSYS\MAGIC\START\ folder, but have no idea what that does.

It's an extension used by some programmes to select various charsets
(not the system charset), Chatter is an example.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3429. [news] Icon Extract 1.2

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 06:11:32 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3BA19F94.4040407@club-internet.fr>
Source record: 42001

Hello,
Excuse me for my english.

Here is the new version of Icon Extract 1.2. This one supports icons 32 bits of XP windows. The interfacing in fashion 2 and 16 colors have been improven and the display is correct in monochrome fashion.
Small recall, this program permits to recover icons windows to the ICO format, CUR, ANI as well as librerians of icons to the ICL format and DLL. All icons in 2, 16, 256 and True Color (24 and 32 bits) are saved in a RSC file (as the DESKICON.RSC). A RSC file is created for every size of icon (16, 32, 48, 64, 72, 96 and 128 pixels).
The installation is achieved with GEM Setup 2.01.
It is recommended to have a fast machine (68030 + 68881/2) or to work with Magic PC or Magic Mac.
Good downloading and see you later for the version 1.3 (suuport of the XPM files of the Linux world). Bests regards,

F.LAFABRIE
http://www.club-internet.fr/perso/lafabrie/

3430. USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 07:59:23 UTC
From: Marek Dankowski <marek-sh@profit.pl>
Message-ID: <9nsdbtdbj1@news.tpi.pl>
Source record: 42002

Our hearts go out to the victims and their families.

Polish Atari Users Group

--
Marek Dankowski
portfolio@atari.org

3431. ***IGOOR - Die Community die wirklich Spass macht! *** www.igoor.net 8870

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 11:38:35 UTC
From: info@igoor.net
Message-ID: <9nsq7r$i41$12@news1.sunrise.ch>
Source record: 42003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hallo,
Folgende Fragen haben wir an dich, wenn du eine mit JA! beantwortest, solltest du unsere Fotocommunity auf alle F�lle mal besuchen, wir haben einige interessante Neuigkeiten, um neue Leute kennen zu lernen.

- Bist Du sexy?
- Bist du sch�n ?
- Bist du Attraktiv ?
- Willst du mit der einfachsten und schnellsten Art neue Leute kennen zu lernen ?
- M�chtest du die sch�rfsten Kontaktanzeigen sehen, oder selber eins aufgeben ?
- Interessieren dich Kleinanzeigen f�r jedermann ?

Alles nat�rlich v�llig kostenlos!
Dann klicke auf folgenden Link, und DU BIST DABEI :

```
http://www.igoor.net
```

```
Mal anschauen lohnt sich, da z.b. unser Cheez!-Kontakt eine NEUHEIT ist !
Dort kannst du auf DIE einfachste und schnellste Art neue Leute kennenlernen...
```

Die Seite bietet Dir noch viele zus�tzliche Funktionen (Foto hochladen, anonyme Kontaktaufnahme, Bewertungen, etc.), am besten schaust Du`s Dir selber mal an.

Viele Gr�sse und vielen dank
Dein IGOOR-Team

```
---------------------------------------------------------------------
IGOOR Networks GmbH - http://www.igoor.de
*** Die Community die wirklich Spass macht! ***
```

PS: Gefrustet von grob gestreuter Werbung? Von ausgebliebenen Reaktionen?
Mit IGOOR Networks wird Zielgruppenorientiertes Marketing zum Kinder- spiel!
Bei uns k�nnen Sie Ihr Publikum nach Alter, Geschlecht, Interessen
und geographisch genau definieren. Weitere Informationen dazu
finden Sie unter http://www.igoor.net/marketing

```
cbmhxuwnkcwce
```

3432. FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 13:31:33 UTC
From: Optik@btinternet.com
Message-ID: <3ba206b4.10922873@news.btinternet.com>
Source record: 42004
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

FOR SALE

Supercharger - Hardware PC Emulator for the Atari ST

Complete with PSU, Manuals + Disks etc

£25.00 inc p&p

3433. USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 14:39:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0031d578@fmlynet.org>
Source record: 42030

FamilyNet Newsgate

> From: "Marek Dankowski" <marek-sh@profit.pl>
> Our hearts go out to the victims and their families.
> Polish Atari Users Group
> --
> Marek Dankowski
> portfolio@atari.org

Thank you! We here in the states are in a bit of shock from it all as you can well imagine, but I have never seen United States citizens so united, or the world for that matter.

While I'm happy to see so many people biting their upper lip and showing courage I never knew possible... I really hope the people of the world find those responsible in the most reasonable way possible.

I know we have Atari users in all parts of the world. ALL.

I don't want to see some of my fellow users in another country get knocked out just because of the actions of relatively few. That's my thinking on it. Hope we can work together, call those that did it out, and work together to keep it from happening again. (And learn from this)

I hope... I hope...

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3434. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 17:31:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109141931.a51624@su2.maus.de>
Source record: 42021

Hi Marek,

MD>Our hearts go out to the victims and their families.
I'd like to join you!

It was and is so hard!

Und TTschï¿½
ps

3435. HDDRiver & Zip drives

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 18:10:30 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba24816$0$4911@news.zetnet.co.uk>
Source record: 42005

Does anyone have any experience of HD Driver v7.51 (or below) and Zip drives? Does it work, basically?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3436. SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 18:12:49 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba248a1$0$4911@news.zetnet.co.uk>
Source record: 42006

I've seen SCSI to USB adaptors "to connect a SCI device to the USB port on your PC", but not the other way around. Are there indeed any USB to SCSI adaptors, so that I can attach a USB device to my Falcon, or do these SCSI to USB adaptors work in reverse too? How would the SCSI ID be set? Do USB devices have a similar concept and the ID would simply be passed through as a SCSI ID?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3437. Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 18:15:21 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba24939$0$4911@news.zetnet.co.uk>
Source record: 42007

I'm looking for a digital camera to work with my Falcon. The Sony Mavica range store images on a floppy, but they seem to be a lot more expensive that other cameras. Is there anything else that's Atari-compatible, e.g. is there any software available to download from a digital camera, or is there an external device that will take images from a camera and put them onto Atari-compatible media such as a floppy?

A friend has a 'floppy disk emulator' with his camera, but it requires PC driver software. I tried putting it into my Falcon, but I couldn't see any files on it.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3438. FA: LOTS of Atari goodies in one big bundle

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 18:45:17 UTC
From: "fmatzen@home.com" <sales@bedlamedia.com>
Message-ID: <1fso7.4172$w62.3044599@news1.denver1.co.home.com>
Source record: 42008

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275060202&r=0&t=0&showTutorial=0&ed=1001045484&indexURL=0&rd=1

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1274924442&r=0&t=0&showTutorial=0&ed=1001019943&indexURL=0&rd=1

3439. Somber Atari Times Update 9-14-2001

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 19:41:26 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BA25DB4.F1CB7329@att.net>
Source record: 42009
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

We cannot allow terrorists to change our way of life. We will endure.

The Atari Times will continue to update on a regular basis and will
honor those brave persons who died in the attack.

New Material this week include:

NEW - Raiden Redux review by Brian Rittmeyer.
Updated - Dear Fruitman on Politics in Video Games.
Reminder - Change Your Bookmarks to www.ataritimes.com. Geocities may
not always be the web provider...

Someone to lift your spirits - If this doesn't make you feel patriotic,
nothing will.
Talk about this Unbelievable Day at The Atari Times Boredroom. Talking
about it always helps.

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7,
1941

```
=-=-=-
```

3440. Re: HDDRiver & Zip drives

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 22:05:04 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ba28d1c4c28c10@pandora.be>
Source record: 42011

on Fri 14-09-2001 18:10 Chris Simon wrote:

>Does anyone have any experience of HD Driver v7.51 (or below) and Zip
>drives? Does it work, basically?

It surely works.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3441. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 22:05:05 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ba28d1c4c28c11@pandora.be>
Source record: 42010

on Fri 14-09-2001 18:15 Chris Simon wrote:

>I'm looking for a digital camera to work with my Falcon. The Sony
>Mavica range store images on a floppy, but they seem to be a lot more
>expensive that other cameras. Is there anything else that's
>Atari-compatible, e.g. is there any software available to download
>from a digital camera, or is there an external device that will take
>images from a camera and put them onto Atari-compatible media such as
>a floppy?

There is a shareware driver for digital camera called Phototip.
You can find a demo on the Belgian ftp-server
ftp://chapelie.rma.ac.be/atari/graph-tools/photp300.zip

or on the homepage of the author http://home.sunrise.ch/dursoft/

hth,
martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3442. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 22:05:14 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3ba28d1c4c28c16@pandora.be>
Source record: 42012
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/arcviewe.zip (91.695 bytes)
(GEM front-end for various packing utils, such as
ZIP, LZH, ZOO, ARC, ARJ and TAR)

**game**
ftp://chapelie.rma.ac.be/atari/game/ararnyn.zip (48.960 bytes)
( a role-playing adventure using the HASCS system
(Ultima-like). German language.)
ftp://chapelie.rma.ac.be/atari/game/ararnyn2.zip (38.955 bytes)

ftp://chapelie.rma.ac.be/atari/game/stune090.zip (590.031 bytes)
(STune - The Battle for Aratis.
English, French, German,Polish, Swedish and Czech version)

**graphic-tools**
ftp://chapelie.rma.ac.be/atari/graphic-tools/funmedia.zip (375.730 bytes)
(Very powerful video editing tool. English/French/German version)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdial52.zip (61.988 bytes)
(GEM-based dialer for STik2)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/chopper.zip (4.179 bytes)
(his archive contains a terminate and stay resident program which
will control the SEGA chopper glasses (or equivalent?) through the RS-232
port on the ST using the same circuit as the PC folks use.)

ftp://chapelie.rma.ac.be/atari/utilities/icons/extract.lzh (2.217.673 bytes)
(permits to recover icons windows to the ICO
```

format, CUR, ANI as well as libraries of icons to the ICL format
and DLL. All icons in 2, 16, 256 and True Color (24 and 32 bits) are saved
in a RSC file (as the DESKICON.RSC). A RSC file is created for every
size of icon (16, 32, 48, 64, 72, 96 and 128 pixels.
English/Spanish/French version).

ftp://chapelie.rma.ac.be/atari/utilities/screensavers/midnight.lzh (68.130 bytes)
(German screensaver)

ftp://chapelie.rma.ac.be/atari/utilities/mortimer.lzh (54.585 bytes)
(Mortimer, the butler. A multipurpose acc. Demoversion)

ftp://chapelie.rma.ac.be/atari/utilities/pinatu24.lzh (140.533 bytes)
(Universal driver for Junior- and Easyprommer)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3443. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-14 22:29:34 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba284ce$0$4908@news.zetnet.co.uk>
Source record: 42013

On 14 Sep 2001 22:05:05 , "Martin \"Nightowl\" Byttebier" wrote:
>There is a shareware driver for digital camera called Phototip.
>You can find a demo on the Belgian ftp-server
>ftp://chapelie.rma.ac.be/atari/graph-tools/photp300.zip
>
>or on the homepage of the author http://home.sunrise.ch/dursoft/

Thanks for that - nice to know we can still keep up with modern
technology!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3444. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 00:25:36 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-C3CE5F.20253614092001@news.bellglobal.com>
Source record: 42015

In article <3ba24939$0$4911@news.zetnet.co.uk>,
osian@zetnet.co.uk (Chris Simon) wrote:

> I'm looking for a digital camera to work with my Falcon. The Sony
> Mavica range store images on a floppy, but they seem to be a lot more
> expensive that other cameras. Is there anything else that's
> Atari-compatible, e.g. is there any software available to download
> from a digital camera, or is there an external device that will take
> images from a camera and put them onto Atari-compatible media such as
> a floppy?
>
> A friend has a 'floppy disk emulator' with his camera, but it requires
> PC driver software. I tried putting it into my Falcon, but I couldn't
> see any files on it.

when I was writing for Atari Computing I remember an article where
the writer discovered a SCSI card reader made by Microtek, which allowed
him to plug in the RAM cards from the camera into it and it would show
up on the desktop as a disk drive (this is using HD Driver). The cool
thing was that not only could he copy the files from the cards onto his
hard disk, he could also copy graphics files onto the RAM card!

This was a few years ago, and I'm not sure if the RAM cards are the
same now or even if that card reader is still made, but it's something
you might want to check out.

3445. SAM V. 1.3

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 00:33:35 UTC
From: phantomm@bellsouth.net
Message-ID: <zlxo7.2844$P46.97165@e3500-atl2.usenetserver.com>
Source record: 42014

I've been using a modified version of SAM 1.2 with Geneva/NeoDesk on my CT2B Falcon. The other day I tried the bug fixed 1.3 version that I had on my hard drive.

To make a long story short, it doesn't work. version 1.3 gives me weird AES Errors when trying to bootup with it. I've changed the FastRam settings and FastLoad Bit On/Off but nothing helps.

I also changed things around so that SAM 1.3 could be Ran as a program. I managed to bootup fine with the SAM.PRG in the Auto Folder, but when I ran the main SAM file it grabs all ST Memory and only has 9 seconds of recording time. Very Strange!

So maybe I have a corrupted version 1.3 SAM Zip file or a program that is seriously conflicting with it.

Anyone have SAM version 1.3 working on any Falcon using Geneva/NeoDesk?

And anyone using version 1.3 or any version of SAM with a CT2B Falcon? The modified version 1.2 I have does work but doesn't take advantage of the extra FastRam. Which is what I am trying to get working with SAM if possible.

Also, can anyone suggest a Audio recording program that will record in Memory and use the FASTRAM of the CenTurbo II B version?

I have plenty of good D2D programs, but very few programs that record Audio in Memory.

phantomm@bellsouth.net

3446. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 05:04:36 UTC
From: rsmac@t-online.de
Message-ID: <1ezridn.eo4o3xa5z1o2N%rsmac@t-online.de>
Source record: 42017

Chris Simon <osian@zetnet.co.uk> wrote:

> I've seen SCSI to USB adaptors "to connect a SCI device to the USB
> port on your PC", but not the other way around. Are there indeed any
> USB to SCSI adaptors, so that I can attach a USB device to my Falcon,

Nobody had an driver that make it usable on atari.
(I never seen an SCSI-> USB device)

Next is that most of USB/SCSI adaptors are not work round at all.
(People report that not all SCSI devices work and it is slow around)

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3447. Re: HDDRiver & Zip drives

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 05:04:37 UTC
From: rsmac@t-online.de
Message-ID: <1ezril0.1qx0f7hcp145cN%rsmac@t-online.de>
Source record: 42016

Chris Simon <osian@zetnet.co.uk> wrote:

> Does anyone have any experience of HD Driver v7.51 (or below) and Zip
> drives? Does it work, basically?

Works fine since years here. (HDDriver 7.8)
Use ID scan, switch on SCSI ID where your ZIP is connected to.
Save driver to boot. Reboot. Ready to use.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3448. Re: HDDRiver & Zip drives

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 07:13:06 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA2FF82.7D96174B@seimet.de>
Source record: 42018

Chris Simon wrote:
>
> Does anyone have any experience of HD Driver v7.51 (or below) and Zip
> drives? Does it work, basically?

Yes, it does.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3449. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 07:16:00 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA30030.A3D7ED1E@seimet.de>
Source record: 42019

Chris Simon wrote:
>
> I've seen SCSI to USB adaptors "to connect a SCI device to the USB
> port on your PC", but not the other way around. Are there indeed any
> USB to SCSI adaptors, so that I can attach a USB device to my Falcon,
> or do these SCSI to USB adaptors work in reverse too? How would the
> SCSI ID be set? Do USB devices have a similar concept and the ID
> would simply be passed through as a SCSI ID?

I don't think there are USB to SCSI adapters. Why would you want to use
such an adapter? USB is much slower than SCSI, even the Falcon's SCSI
bus has higher transfer rates than USB 1.x.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3450. Re: Logic Audio question

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 07:31:00 UTC
From: claytone@foxinternet.com
Message-ID: <3ba303b4_1@news.foxinternet.com>
Source record: 42020

Hi Ken-

>Hi Clayton,
>
>Thanks for your response.
>Yes, I set the record size for a simple test of 1 minute.
>I copied the whole program over to the partition that I wanted to
>record on.
>It seemed like it bombed less, than when I had it in another
>location and specified a path for the .AUD files.

You have the program in the same partition you're recording in? I have never done that. I don't trust it that much. If things go haywire during recording, you can lose of files! I always record on a completely different hard drive - an external SCSI. What hd software are you using? I have ICD Pro 6.5.5. It could be that Logic doesn't like certain drivers. Do you have the manual? Some people weren't able to get one before Emagic "ran out". Did you create a specific folder for the recodings? Try NOT putting any number in the file's name. Did you try standing on your head and reciting the Emagic/ Atari anti-problem chant? I seem to be running out of ideas. I'm pretty sure I had this problem (or at least something very similar) at one time, and the solution was simple. Aargh! Sorry I don't remember what it was.

-Clayton

3451. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 08:45:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109151045.a51982@su2.maus.de>
Source record: 42032

Hi Chris,

CS>I'm looking for a digital camera to work with my Falcon.
there was a German company that sold Atari soft for a digital camera
(Canon or Olympus, I'm sorry I don't remember).

The soft had been written in German and was shown on on of the last
Atari 'fairs'.

Und TTschï¿½
ps

3452. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 10:31:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ba32df43ccd70@madasafish.com>
Source record: 42037

Hi Ken!

>Has anyone ever tried to lengthen the cable from the controller to the
>printer? Has it ever been done successfully? <G>

The ACSI bus isn't very good for long cable lengths. You could try a
74F244 to buffer all the data and perhaps another for the A1, CS and so on.
--
Lyndon Amsdon

3453. Falcon in a tower

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 13:04:13 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10109151454470.20470-100000@kairos>
Source record: 42022

Hi,

I recently purchased a falcon in a tower but it refuses to boot, the
floppy doesnt light up at all and the speaker beeps every second or so.
Since its in a tower its got lots of patches along with a 32MHzspeeder.
I get no picture at all when its switched on. It came with a 3.5"
IDEdrive that started screaming when i switched it on for the first time
so quickly disconnected it but still the same problem, no bootsequence at
all.
Does anybody know what could be wrong? Any advice?

Fredrik.

3454. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 13:12:50 UTC
From: David Smith <david@suscom.net>
Message-ID: <3BA353D2.B96F9BAF@suscom.net>
Source record: 42023

I am not sure about 'Microtek', but 'Microtech' has SCSI memory card
readers. Their URL is www.microtechint.com

Daniel Dreibelbis wrote:
>
> In article <3ba24939$0$4911@news.zetnet.co.uk>,
> osian@zetnet.co.uk (Chris Simon) wrote:
>
> > I'm looking for a digital camera to work with my Falcon. The Sony
> > Mavica range store images on a floppy, but they seem to be a lot more
> > expensive that other cameras. Is there anything else that's
> > Atari-compatible, e.g. is there any software available to download
> > from a digital camera, or is there an external device that will take
> > images from a camera and put them onto Atari-compatible media such as
> > a floppy?
> >
> > A friend has a 'floppy disk emulator' with his camera, but it requires
> > PC driver software. I tried putting it into my Falcon, but I couldn't
> > see any files on it.
>
> when I was writing for Atari Computing I remember an article where
> the writer discovered a SCSI card reader made by Microtek, which allowed
> him to plug in the RAM cards from the camera into it and it would show
> up on the desktop as a disk drive (this is using HD Driver). The cool
> thing was that not only could he copy the files from the cards onto his
> hard disk, he could also copy graphics files onto the RAM card!
>
> This was a few years ago, and I'm not sure if the RAM cards are the
> same now or even if that card reader is still made, but it's something
> you might want to check out.

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

3455. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 13:17:28 UTC
From: David Smith <david@suscom.net>
Message-ID: <3BA354E7.7D29F04C@suscom.net>
Source record: 42024

I am not an expert. That said, I have not seen any device that allows
the connection of an USB device to a SCSI port. The USB port requires
functionality that is not part of the SCSI standard, such as the ability
to hot swap.

Chris Simon wrote:
>
> I've seen SCSI to USB adaptors "to connect a SCI device to the USB
> port on your PC", but not the other way around. Are there indeed any
> USB to SCSI adaptors, so that I can attach a USB device to my Falcon,
> or do these SCSI to USB adaptors work in reverse too? How would the
> SCSI ID be set? Do USB devices have a similar concept and the ID
> would simply be passed through as a SCSI ID?
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

--
David Smith [] Williamsport [] PA [] US
http://yourpage.suscom.net/david

3456. Re: Falcon in a tower

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 13:26:49 UTC
From: rsmac@t-online.de
Message-ID: <1ezs7lz.4al3il156qi42N%rsmac@t-online.de>
Source record: 42025

Fredrik Egeberg <deez@algonet.se> wrote:

> I recently purchased a falcon in a tower but it refuses to boot, the
> floppy doesnt light up at all and the speaker beeps every second or so.

Sounds like nobody fit power on delay to that chain.
(Maybee a problem while use PC PSU to power up an falcon mainboard)

Speaker beeping can be cut off by use an resistor patch on mainboard.

> Since its in a tower its got lots of patches along with a 32MHzspeeder.

32MHz CPU only Speeders are not realy stable.
Any falcon had his own timing thanks atari..

Maybee it CAN but nut must work fine.

> I get no picture at all when its switched on. It came with a 3.5"
> IDEdrive that started screaming when i switched it on for the first time

"Screaming" is an normal spin up noise or some else?

> so quickly disconnected it but still the same problem, no bootsequence at
> all.

First you should check power on reset.
Try the following simple trick:

Press reset button and hold it down. Press power on button. Leave reset
button after 5 Seconds. (Try it in a second time later)

If the machine comes up fine you can try to change two cap. on reset
circuit. Needs an solder iron.

Other way is to connect power good wire from PSU.
Needs solder iron also.

All what you need is descibed on DOITF030 FAQ.
Bad thing, itï¿½s all in german language. (most of)

Black screen after power on also says: rom/ram not found
But later, try first to play with the reset knob.

Regards, Robert

--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh

doitarchive@doitarchive.de * http://www.doitarchive.de

3457. Re: SAM V. 1.3

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 13:57:09 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0109151555500.11769-100000@newgem.atari.org>
Source record: 42026

On Sat, 15 Sep 2001, Phantomm wrote:

> Also, can anyone suggest a Audio recording program that will record in
> Memory and use the FASTRAM of the CenTurbo II B version?
> I have plenty of good D2D programs, but very few programs that record
> Audio in Memory.

Try Studio Son, I've used it with my CT2, althought it was in FreeMiNT,
not Geneva.

http://www.chez.com/ricard/realisations/english/

--
Anders Eriksson
ae@dhs.nu

3458. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 15:18:57 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba37161$0$4908@news.zetnet.co.uk>
Source record: 42027

On 14 Sep 2001 20:25:36 , Daniel Dreibelbis wrote:
> when I was writing for Atari Computing I remember an article where
>the writer discovered a SCSI card reader made by Microtek, which allowed
>him to plug in the RAM cards from the camera into it and it would show
>up on the desktop as a disk drive

Intersting. I'll see if I can track that down.

Then again, it might be less hassle just to buy the Sony camera!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3459. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 15:20:05 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba371a5$0$4908@news.zetnet.co.uk>
Source record: 42028

```
On 15 Sep 2001 09:16:00 , Uwe Seimet wrote:
>Why would you want to use
>such an adapter? USB is much slower than SCSI,

Because a friend has one going spare!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

3460. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-15 15:20:42 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba371ca$0$4908@news.zetnet.co.uk>
Source record: 42029

On 15 Sep 2001 09:17:28 , David Smith wrote:
>I am not an expert. That said, I have not seen any device that allows
>the connection of an USB device to a SCSI port. The USB port requires
>functionality that is not part of the SCSI standard, such as the ability
>to hot swap.

OK - that probably explains the lack of adaptors.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3461. RE: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 00:03:40 UTC
From: Gill Bates <nothing@false.co.uk>
Message-ID: <Y8So7.2397$An4.47985@news1-hme0>
Source record: 42031

(snip)
> I'd like to run Windows 2000 on a Falcon
>>>>>
>>>>>
this is impossible as a Falcon can only run Linux red hat

3462. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 05:57:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9o1evp$95v$3@dos.canit.se>
Source record: 42033

Gill Bates <nothing@false.co.uk> skrev:

: (snip)
:> I'd like to run Windows 2000 on a Falcon
:>>>>>
: this is impossible as a Falcon can only run Linux red hat

Not true, the Falcon may run TOS as well.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

3463. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 07:42:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA457E1.E9344766@seimet.de>
Source record: 42034

David Smith wrote:
>
> I am not an expert. That said, I have not seen any device that allows
> the connection of an USB device to a SCSI port. The USB port requires
> functionality that is not part of the SCSI standard, such as the ability
> to hot swap.

Hot swapping is not a problem with SCA SCSI drives. There are
workstations where you can add and remove SCSI peripherals when the
system is running. Even with the Atari you can do hot swapping if you
can ensure that you can prevent a short-circuit when removing or adding
a SCSI device. (This is easier with the SCA connector.) It is also not a
problem for most software based on the SCSI driver. Just make a bug
rescan after adding or removing a device.
Note that there are features supported by SCSI which are not supported
by USB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3464. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 13:21:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <clrp7.61025$TB2.4934842@nnrp4.clara.net>
Source record: 41959

Hi Gill

"Gill Bates" <nothing@false.co.uk> wrote in message
news:Y8So7.2397$An4.47985@news1-hme0...
>
> (snip)
> > I'd like to run Windows 2000 on a Falcon
> >>>>>
> >>>>>

> this is impossible

This i agree with, it also wont work on PC's. :-)

> as a Falcon can only run Linux red hat

What crap!!, it will also run TOS, Magix, Mint and others I cannot recall.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3465. SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 14:03:33 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BA4B135.F8188404@greeleynet.com>
Source record: 42035

Has anyone ever tried to lengthen the cable from the controller to the printer? Has it ever been done successfully? <G>

Thanks.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3466. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 14:08:33 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <Bn2p7.164$Aw4.40715@news01.chello.no>
Source record: 42036

"Ken Springer" <wordworks@greeleynet.com> skrev i melding
news:3BA4B135.F8188404@greeleynet.com...
> Has anyone ever tried to lengthen the cable from the controller to the
> printer? Has it ever been done successfully? <G>

I think I did it years ago. Two cables connected together. It worked...
--
P&#65533;l Monstad, PM data
http://www.pm-data.no

3467. Free E-mail

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 16:20:48 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <tq9ka3pr6t8q54@corp.supernews.com>
Source record: 42038

Hello,

Atari Users Network is now offering Free e-mail again!
NOW it works with CAB!

Visit http://www.atari-users.net for more information!

Rob
webmaster@atari-users.net
http://www.atari-users.net

3468. Atari Online News, Etc. #03-37

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 16:27:32 UTC
From: danap8@aol.com
Message-ID: <20010916122732.24869.00000491@mb-da.aol.com>
Source record: 42039

```
A-ONE #0337 09/14/01

~ People Are Talking! ~ America Is Attacked!! ~ EmuTOS Released!
~ Mafiaboy Loses Freedom ~ EA Suspends 'Majestic' ~ Final Fantasy X
~ Xbox Developers Grow ~ GameCube Release Today ~ XaAES Upgraded!
~ Scams Exploit Tragedy ~ FBI Sets Up Info Site! ~ FunMedia Update!

-* Internet Holds Up To Stress! *-
-* Net News Traffic Soars After Attack *-
-* Digital Privacy May Suffer Due To Attacks! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

3469. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 16:52:57 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <JN4p7.177$Aw4.44181@news01.chello.no>
Source record: 42040

"P&#65533;l Monstad" <pmonstad@pm-data.no> skrev i melding
news:Bn2p7.164$Aw4.40715@news01.chello.no...
> "Ken Springer" <wordworks@greeleynet.com> skrev i melding
> news:3BA4B135.F8188404@greeleynet.com...
> > Has anyone ever tried to lengthen the cable from the controller to the
> > printer? Has it ever been done successfully? <G>
>
> I think I did it years ago. Two cables connected together. It worked...

BTW, I doubled the cable lenght from the controller to the printer, not from
the computer to the controller...
--
P&#65533;l Monstad, PM data
http://www.pm-data.no

3470. Re: HDDRiver & Zip drives

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 20:43:15 UTC
From: ebaiz@skyenet.net
Message-ID: <D98p7.1664$yX5.194145@newsfeed.slurp.net>
Source record: 42041

On 14 Sep 2001 18:10:30 , Chris Simon wrote:
>Does anyone have any experience of HD Driver v7.51 (or below) and Zip
>drives? Does it work, basically?
>

I have HDDriver 7.51 and below with a Jaz Drive and they work great
together. Now I have version 8.01. I would assume since both drives are
made by the same company that the ZIP drive should also work.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3471. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 20:43:17 UTC
From: ebaiz@skyenet.net
Message-ID: <F98p7.1665$yX5.194269@newsfeed.slurp.net>
Source record: 42042

On 14 Sep 2001 18:15:21 , Chris Simon wrote:
>I'm looking for a digital camera to work with my Falcon. The Sony
>Mavica range store images on a floppy, but they seem to be a lot more
>expensive that other cameras. Is there anything else that's
>Atari-compatible, e.g. is there any software available to download
>from a digital camera, or is there an external device that will take
>images from a camera and put them onto Atari-compatible media such as
>a floppy?

I have a Sony Mavica that I use with my Hades, so I really do not need the software to get the pictures, but there is a program I have called PhotoTip that will allow an Atari to pull images off of certain digital cameras. It is a super program. You can download the demo at:

http://home.sunrise.ch/dursoft/progs_e.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3472. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 22:22:55 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba5263f$0$4908@news.zetnet.co.uk>
Source record: 42043

On 16 Sep 2001 20:43:17 , Edward S. Baiz Jr. wrote:
>I have a Sony Mavica that I use with my Hades, so I really do not need
>the software to get the pictures, but there is a program I have called
>PhotoTip that will allow an Atari to pull images off of certain digital
>cameras.

Thanks for the tip - I haven't followed the link yet, but how would
the camera connect to the computer? Presumably a custom cable is
needed.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3473. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-16 23:00:07 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9o3atn$ra1$1@thorium.cix.co.uk>
Source record: 42044

In message <3BA457E1.E9344766@seimet.de>, us__nospam__@seimet.de said:

>David Smith wrote:
>>
>> I am not an expert. That said, I have not seen any device that allows
>> the connection of an USB device to a SCSI port. The USB port requires
>> functionality that is not part of the SCSI standard, such as the ability
>> to hot swap.
>
>Hot swapping is not a problem with SCA SCSI drives. There are
>workstations where you can add and remove SCSI peripherals when the
>system is running. Even with the Atari you can do hot swapping if you
>can ensure that you can prevent a short-circuit when removing or adding
>a SCSI device. (This is easier with the SCA connector.) It is also not a
>problem for most software based on the SCSI driver. Just make a bug
>rescan after adding or removing a device.
>Note that there are features supported by SCSI which are not supported
>by USB.

Thanks for that Uwe. Possibly the interest in USB is for using
ADSL, because at least here the BT adapters only offer a USB port.

Regards
/Peter/

3474. Re: Translation program needed

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 01:33:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BA552F5.2D655B51@greeleynet.com>
Source record: 42045

"Edward S. Baiz Jr." wrote:
>
> http://www.gemtrade3.co.uk/

I downloaded the non beta version, and it worked, sort of. <G> Too
many German words the dictionary did not know.

But I've solved the problem of generating a PDF file without needing the
PDF printer driver for Calamus.

Thanks to all.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3475. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 01:35:20 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BA55358.C62C579F@greeleynet.com>
Source record: 41946

"Pï¿½l Monstad" wrote:
>
> BTW, I doubled the cable lenght from the controller to the printer, not from
> the computer to the controller...

This is what I plan on doing also. I just hope I can find the cable.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3476. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 09:22:20 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9o4ffs$t08$1@newsg4.svr.pol.co.uk>
Source record: 41947

Would the Falcon be able to run Vmware or Win4Lin?

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9o1evp$95v$3@dos.canit.se...
> Gill Bates <nothing@false.co.uk> skrev:
>
> : (snip)
> :> I'd like to run Windows 2000 on a Falcon
> :>>>>>
> : this is impossible as a Falcon can only run Linux red hat
>
> Not true, the Falcon may run TOS as well.
>
> --
> Vi m�ste vara r�dda om varandra
> - det �r det enda reciproka pronomen vi har.

3477. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 09:55:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000744792-283497AEicMi@08002go.com>
Source record: 41956

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sun, 16 Sep 2001 20:43:17 GMT

>PhotoTip that will allow an Atari to pull images off of certain digital
>cameras. It is a super program. You can download the demo at:
>
>http://home.sunrise.ch/dursoft/progs_e.html

DDP Translations are currently working on translating the ST-Guide hypertext
for this - it's a great program.

Other projects under way (I bet you wish that you hadn't asked ;-)

Calamus SL2000 manual (see "Tip of the Day" from a couple of issues of
"MyAtari" ago, Peter beavering away on this)

MagiC 6.20 upgrade text files and MagxDesk etc resource files

PixArt 4.52 - the resource and hypertext files are done, but the program
itself has much German embedded within :-(

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3478. Atari 520STE value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 10:53:41 UTC
From: William Sayers <willyum@softhome.net>
Message-ID: <yEkp7.21181$mj6.3594971@news6-win.server.ntlworld.com>
Source record: 41948

Hi,
I have a fully-working Atari 520STe, No mouse, No monitor, TV Cable, and several games and programs for it on 720k discs.
What kind of price should I get when selling this??? I really don't have much of an idea.

Cheers,
William Sayers

The only way to win a war, Is to never
fight one in the first place.

3479. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 12:19:04 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BA5EA38.39EB9453@siemens.at>
Source record: 41949

Tim Anderson wrote:
>
> Would the Falcon be able to run Vmware or Win4Lin?

But what would you do with Windows running at less than 5% of
its normal performance ?

Gerhard

3480. FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 12:40:01 UTC
From: Optik@btinternet.com
Message-ID: <3ba5ef20.18420623@news.btinternet.com>
Source record: 41950
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

FOR SALE

Supercharger - Hardware PC Emulator for the Atari ST

Complete with PSU, Manuals + Disks etc

£25.00 inc p&p

3481. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 13:22:57 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <nPmp7.3$9z6.3094@newsfeed.slurp.net>
Source record: 41951

You need a camera with a serial port. You connect the camera to the Atari using the serial cable supplied with the Camera. Olympus makes very nice cameras with serial ports and are supported by PhotoTip as well.

Joshua.

"Chris Simon" <osian@zetnet.co.uk> wrote in message news:3ba5263f$0$4908@news.zetnet.co.uk...
> On 16 Sep 2001 20:43:17 , Edward S. Baiz Jr. wrote:
> >I have a Sony Mavica that I use with my Hades, so I really do not need
> >the software to get the pictures, but there is a program I have called
> >PhotoTip that will allow an Atari to pull images off of certain digital
> >cameras.
>
> Thanks for the tip - I haven't followed the link yet, but how would
> the camera connect to the computer? Presumably a custom cable is
> needed.
>
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

3482. Re: Atari 520STE value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 15:16:47 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA61392.C4DC3ED1@home.com>
Source record: 41952

From what I've seen these tend to sell for a bit more from dealers than private sales, especially since they usually included the mouse with it. I got several of the old 520ST's for almost nothing a while back but the STe you have is a bit better cause of the newer OS Roms and the fact that the ram is simms. In my area an STe would go for $10 to $50 at the low end up to $150 (for a 4meg ste with 60meg hard disk, mono monitor, and a number of commercial programs in original condition). Judging from what I see some other things sell for I suspect the local prices where I live are skewed on the low side cause there are very few atari users and most of them are inactive.

William Sayers wrote:

> Hi,
> I have a fully-working Atari 520STe, No mouse, No monitor, TV Cable, and
> several games and programs for it on 720k discs.
> What kind of price should I get when selling this??? I really don't have
> much of an idea.
>
> Cheers,
> William Sayers

3483. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 15:20:01 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA61454.B492B4FB@home.com>
Source record: 41953

With win2k's abysmal performance, for it to perform any less would be
next to impossible

Janka Gerhard wrote:
But what would you do with Windows running at less than 5% of

> its normal performance ?
>
> Gerhard

3484. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 15:22:27 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA614E6.74FE838B@home.com>
Source record: 41954

Actually Mint or Debian 68k linux would be better choices than red hat
since very little porting of code would be required. Or just use it
with the stock os or neodesk & geneva.

Actually the thought of windows 2000 or any version of windows is a
really bad joke. Mostly because windows itself is perticularly abysmal
in all respects. Why anyone would be crazy enough to try to cripple
thier falcon with windows 2000 is laughable

Gill Bates wrote:

> (snip)
> > I'd like to run Windows 2000 on a Falcon
> >>>>>
> >>>>>
> this is impossible as a Falcon can only run Linux red hat

3485. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 16:25:50 UTC
From: Overdoc <overdoc@yahoo.com>
Message-ID: <iupp7.3450$GV1.166555@news.chello.at>
Source record: 41955

Hellraiser schrieb in Nachricht ...
>
>The weird thing? Both drives do the same. Both drives work fine on an
Amiga
>I have. And no, it's not a floppy controller problem, cos if I use my
>external drive in place of the Amstrad one, it works fine too.
>
>Ideas anyone? The drives are Panasonic JU253A11 720k ones.

I think this drive doesn't work with the ST. You will need to get a PC 720k
drive (1.44 drive will also do) and set the jumper to drive 0 instead of
drive 1 (PCs usually have their drive set to 1)
Amiga drives are different from PC drives because they have diskchange and
ready signals swapped and also there must be some difference in the ready
signal's timing.
I don't know much about the ST, but I know Amigas cannot use standard PC
drives, but I have heard Ataris can.

Overdoc

3486. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 17:07:22 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3ba62c89.21012158@news.ntlworld.com>
Source record: 41957

On Mon, 17 Sep 2001 15:51:54 GMT, x@x.xx (Hallvard Tangeraas) wrote:

> [snip]
>Any views appreciated. Basically, give me a good reason
>to buy a Mega STe instead of an STe :-)
>
>

Unless you're really burning to buy a Mega STe, my advice would be not to bother with that offer. Check other online auctions like eBay and loot. He *says* the hard drive is quick to fix, but is it worth the risk? 50 odd UKP is a lot for a machine with trouble.

There is not a lot of difference between the STe Mega and standard. The case is a cosmetic difference, and the extra speed the other. It has more expansion slots, but getting hard now to buy something to put in them! The extra speed also means the vast majority of games will not work.

You can replace the hard drive for 10 or 20 UKP. The bottom line is , do you want an Atari with a hard drive? If so, put an offer in for nothing more than 50 UKP. There are whole working systems out there for sale which would be a better bargain.

Other people's ideas may differ :)

3487. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 17:47:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ba63b3c4d28d0@madasafish.com>
Source record: 41958

Hi Hallvard!

>Any views appreciated. Basically, give me a good reason
>to buy a Mega STe instead of an STe :-)

Hmm, I think the Galaxy Video card may work in the Mega STE VME slot so I
think thats quite a good reason!
--
Lyndon Amsdon

3488. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 19:18:45 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1000844153.700291@eos.uk.clara.net>
Source record: 41978

Hi dudes!!

> > Would the Falcon be able to run Vmware or Win4Lin?
>
> But what would you do with Windows running at less than 5% of
> its normal performance ?

It wouldnt crash so often!!

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3489. Four-F Game Now Available!

Newsgroup: comp.sys.atari.st
Date: 2001-09-17 19:22:05 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BA64DAF.5DD7341@att.net>
Source record: 41960

I only started this game 8 years ago... I'm finally ready for people other than myself to start playing it!

It works with several emulators, so you can play it on a PC as well.

Let me know if you don't think it's utter crap! :-)

Get it at http://www.ataritimes.com/

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7, 1941

```
=-=-=-
```

3490. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 05:07:54 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA6D65C.F0CD9B63@home.com>
Source record: 41961

Steve Sweet wrote:
This i agree with, it also wont work on PC's. :-)

I agree, the whole idea sounds like something I'd expect to see posted in the comp.sys.idiocy nesgroups

> > as a Falcon can only run Linux red hat
>
> What crap!!, it will also run TOS, Magix, Mint and others I cannot recall.

Debian as I've mentioned. also the little known Oases (formerly omen) will run on it

3491. Tribute with Notator by Brian Becroft

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 05:08:39 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109172108.27903226@posting.google.com>
Source record: 41962

Brian Becroft (Mario Becrofts Father)has created a TRIBUTE to the recent incident in New York City and Washington DC in the USA. The pieces were recorded into Notator on an Atari and MP3's created from the results. Please have a listen to Brians Tribute and remember! Brian is a member of the Notator List . See www.notator.org for details.

http://gem.win.co.nz/brian/brian+mario/Tribute/

Tim Conrardy
http://tamw.atari-users.net

3492. FA: Only 2 days left

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 06:10:29 UTC
From: "fmatzen@home.com" <sales@bedlamedia.com>
Message-ID: <pzBp7.10876$w62.7456634@news1.denver1.co.home.com>
Source record: 41963

A pile of Atari computers, software and hardware!!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1275060202&r=0&t=0&showTutorial=0&ed=1001045484&indexURL=0&rd=1

A ton of GREAT Atari magazines and disks!!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1274924442&r=0&t=0&showTutorial=0&ed=1001019943&indexURL=0&rd=1

3493. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 10:22:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000809312-848688AEicMi@08002go.com>
Source record: 41965

From: peter.goffee@ntlworld.com (Peter Goffee)
Date: Mon, 17 Sep 2001 17:07:22 GMT

>loot. He *says* the hard drive is quick to fix, but is it worth the
>risk? 50 odd UKP is a lot for a machine with trouble.

We're talking *floppy* disks here, but I still wouldn't want to get involved
in trying to re-align one!

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3494. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 11:35:30 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29641_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41964

In uno strano messaggio del 17 Sep 01 x@x.xx (2:333/608.1) scrisse al povero
All :
x> I actually have a "super Atari" (sort of) when running MagiCMac on my
x> 40MHz 68040 Mac with hires colour and everything.
x> But a Mega STe would be nice...

I have both ! A Quadra800 and a MegaSTE 8^)

x> On the other hand, when I get my STe inside that 19" rack with all
x> those hardware add-ons it's really going to rock things!
x> I won't get the 16MHz speed of the Mega STe though.
x>
x> For those who have a Mega STe and have used it for a while -does the
x> 16MHz speed really make a difference?

Yes it does! After year with my first 520STM and then a MegaST it was a joy
to put my hands on the MegaSTE, 1.44FD, internal HD (and external SCSI with
special HA), separate keyboard, good design and faster, oh yes you feel all
the benefit of things going at double speed, and you still can play games
maybe switching back to 8MHz and/or disabling the cache.

It is my opinion but I have heard from many others too, that the MegaSTE was
the best made product Atari did at the time, and you have a nice keyboard and
all add-ons in the unit under the monitor, reducing all those
DMA/floppy/whatever cables around. It was nice with the "Caddy", that was the
44MB Syquest cartridges driver over the HD unit and other integrated
solutons, mine had a CrazyDots2 VME graphic card, now sold, and still has a
386SX ATOnce DOS card inside.

Wanna buy it ? 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3495. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 12:10:51 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <9o7dkb$q82$1@news.panix.com>
Source record: 41966

Hallvard Tangeraas <northstar2010@yahoo.no> writes:

: I've got a chance to buy a Mega STe, but unfortunately the seller is not
: "giving" it away as I was hoping for.

: I've had it on loan here for a while to check it out, and so far I've
: found out that the disk drive is mis-aligned (I believe it has to be
: replaced, but he says it can be re-aligned easily), it does NOT have an
: AJAX chip/HD disk drive (only 720Kb/DD),

For what little it is worth, the quick way to re-align a floppy is to lubricate the drive screw and ways. Anything else, if it works, may take days, and an alignment disk, and an oscilloscope. I have a Dysan disk from Best that runs on TOS 1.0 and 1.2, and not any higher version, and that does check alignment.

The AJAX chip is said to work at 32 MHz for 2.88 Meg formatting. The WD1772-02-02 works at 16 MHz for 1.44 Meg formatting. At least the ones I have used did.

3496. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 13:38:34 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <u7Ip7.66613$bY5.317036@news-server.bigpond.net.au>
Source record: 41967

What toner do you put in these machines?

I work in a place that has all the toner for everything under the sun, ive not been game to try just anything yet...

--
Regards

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:3BA55358.C62C579F@greeleynet.com...
> "P I Monstad" wrote:
> >
> > BTW, I doubled the cable lenght from the controller to the printer, not from
> > the computer to the controller...
>
> This is what I plan on doing also. I just hope I can find the cable.
>
>
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> Ken Springer "All progress depends upon the
> unreasonable person."
> George Bernard
> Shaw
>
> Cheap prices make for cheap goods; cheap goods make for
> cheap men; and cheap men make for a cheap country!" -
> President William McKinley
>
> http://www.greeleynet.com/~wordwork/airpage.htm
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3497. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 13:43:19 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9o7j3c$478$1@newsg1.svr.pol.co.uk>
Source record: 41968

<snip>
> But what would you do with Windows running at less than 5% of
> its normal performance ?
<snip>

But that wasn't the question was it?

I was just saying that you should be able to.
Although, I'm not to sure thinking about it the memory is far to low on an unaccelerated machine.

Tim Anderson

3498. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 15:47:18 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9o7qa6eup1@news.asu.edu>
Source record: 41980

>Thanks for that Uwe. Possibly the interest in USB is for using
>ADSL, because at least here the BT adapters only offer a USB port.

Actually, for me, the interest in USB is the fact that printers, cameras, scanners, etc. are increasingly available with USB connectivity, and increasingly ONLY with USB, such that our familiar serial and parallel ports won't work with new peripherals.
--

3499. New Release: MousMuso

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:08:30 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109180908.24400c60@posting.google.com>
Source record: 41969

Hi All

NEW RELEASE: MousMuso !!!

Saw a post on the CN-Fractal egrp (at Yahoo groups) from the author of MousMuso where he commented on one of my mids I created with his program for PC. He
mentioned there was an ST version. I mailed him and he released to me the ST version which he says is "better" then the PC version! Just not as colorful.

This is an alternate mouse controller with some real twists. Left and right clicks into the playing field produce completly different effects including hitting off arpegios and percussion. All sorts of things.

Works well on 030 machines too!

In the Zip is a a small manual in txt format which has all the key commands. Below is a portion of it which lets you know of the tremendous scope of this program as well enough info to get you started. I will be
creating a page for it soon, but it is now on the Atari-MIDI Archive file section. Have a look and download!! :-)I would invite comments.

http://groups.yahoo.com/group/atari-midi-archives/files/APPS/ALGO/mousemidi/

Tim Conrardy
http://tamw.atari-users.net

==========

In search of new music

Text document to accompany/explain MOUSMUSO.PRG and other HISOFT BASIC (tm) programs for the ATARI (tm) range of computers.

After 35 years of listening to music based on the standard harmonies of the west, my ear became jaded. Eastern music was attractive, with its unknown scales and unfamiliar harmonies of quarter tones but the desire to learn a new instrument such as the sitar was not there. Instead, the power and possibilities of the MIDI revolution beckoned.

With MIDI many instruments can be controlled - or should it be partially controlled ? at once. A power EXCEEDING that of

the orchestra is there, for instantaneous control. Hundreds - even thousands of instruments can be controlled with computer code - speeds unattainable by the fastest musicians - instruments responding in ways they were never designed to - sounds clashing and resonating in a way undreamed of by the classicists - because they are not HUMANLY possible.

All of the above are realisable with very simple code written for the ATARI computers. The programs that should be co-existent with this text [Please do NOT separate them] illustrates some of the possibilities listed above.

The Basic listings are available, along with explanatory text should you require it to let you adapt or write your own code - The aim of this effort is to promote more variety in musical form and randomisation certainly does that. However, these listings are extremely valuable to me and you need to write to me for details of this if you require source code.

Note that you may find the output of these programs

i) Revolting - How sad - too bad - throw them in the bin.
ii) Hard to take - listen for a bit longer, you may be surprised
iii) Exciting - Never heard stuff like this before ?

BASIC PLAYING HINTS to get you started

Note The Atari's intelligent keyboard buffer and repeat feature can cause problems and slow MousMuso's responses to commands. Try to avoid holding down a key, (unless you are attempting to use this as a performance control) as this may slow MousMuso down so much that it becomes unusable.

MousMuso plays notes over MIDI according to where the mouse is on the screen. Top left is the lowest note, and bottom right goes higher than MIDI allows. So you can jump 10 octaves+ (greater than a Steinway grand) with one flick of the mouse. Mousmuso shows you the note name and MIDI value on screen as you play individual notes. The mouse buttons have several different functions, but the most important is the RIGHT mouse button - this turns all notes off. The left button plays chords built on the mode that you are in, and with both buttons held it plays arpeggios (split chords) in the same way.

The number keys (keypad or others) set the current 'band' that is playing. This is dependant on your hardware, if you have one MIDI channel then that is your lot, but using the +/- keys you can set the number of channels to the number of instruments that you have.

MousMuso saves and loads 'bands' that is arrangements of up to 16 voices or MIDI program change commands. These are saved with a .MAR extender. Note that the particular 'bands' on the release disk are for the Roland Sound Canvas and may not suit the instrument that you own. To load and save bands use the 'L' and 'S' keys on the keyboard.

The function keys trigger different musical scales (more correctly named modes by musicians). Mousmuso generates ten random modes when you first run it. These may or may not be musically interesting, but it is more useful to start off by loading in a preset mode (.MMD file) from disk. See later.

MousMuso saves banks of modes of ten. Use the 'J' key and select MMBANK1.MBK from the file selector. This gives you ten different preset modes that I have either written in manually, or that were created by MousMuso and named by me. As a matter of interest, FLAMENCO.MMD was a random mode generated by MousMuso, as is PLANETS.MMD.

The Left Shift key lowers the DELAY value, the Right Shift raises it. The DELAY is the time between chord and arpeggio repeats. At zero, it is too fast for the human ear !

The CONTROL key bends notes UP according to the bend setting which is set with the 'D' and 'U' keys. The ALTERNATE key bends notes down. Note that the bend range is hardware and voice dependant. Most modules will be set to bend an octave or two and this is not useful. A better bend is obtained by setting the bend range of your instrument to 3-7 semi-tones according to the instrument that you are playing.

Mousmuso is easier to use than it is to explain, by hitting the <HELP> key whilst the program is running, then following it with the key that you wish help on. MousMuso explains or reminds you of its available options.

(NB You have to move the mouse at all times to ensure receipt of your commands.)

To quit from MousMuso just hit the spacebar.

That is all you need to know to get started.

3500. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:20:57 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA78229.E54103C2@home.com>
Source record: 41970

look again tim, thats entirely on topic, running win2k on a tos based machine is totally absurd, win2k itself is an absurdity and a short lived one at that. even by microsoft standards.

Tim Anderson wrote:

> But that wasn't the question was it?
>
> I was just saying that you should be able to.
> Although, I'm not to sure thinking about it the memory is far to low on an
> unaccelerated machine.
>
> Tim Anderson

3501. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:29:26 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BA784C9.563557AD@att.net>
Source record: 41971

James Alexander wrote:

> look again tim, thats entirely on topic, running win2k on a tos based machine
> is totally absurd, win2k itself is an absurdity and a short lived one at
> that. even by microsoft standards.

True. But is it possible?

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7,
1941

=-=-=-

3502. need advice on Atari MegaST II & components value

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:30:18 UTC
From: Overdoc <overdoc@yahoo.com>
Message-ID: <KwLp7.33576$GV1.727916@news.chello.at>
Source record: 41972

Hi,

Please, can someone give me advice on how much approximately these Atari components are worth each:

Atari MegaST II with 2MB Ram inkluding keyboard and mouse
Atari Megafile 60 HD
Atari Megafile 30 HD
Atari SM124 Monitor

Thanks for any suggestions,

Overdoc

3503. CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:36:48 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba78630$0$4908@news.zetnet.co.uk>
Source record: 41973

Some sites (not all) that have forms don't work - on submitting the form CAB just sits around on Waiting for Data and when it eventually times out or I press the ESC button, I get Transaction Failed.

Is this a known feature and can I get round it? Is it a CAB.OVL problem do you think?

Pondering why some sites are OK and some aren't - is it due to some forms being submitted via POST and others via GET?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3504. HDDriver and a STe

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:47:22 UTC
From: ebaiz@skyenet.net
Message-ID: <KMLp7.141$Lb.36211@newsfeed.slurp.net>
Source record: 41974

Hello all,

I thought it was about time to install HDDriver on my STe since my ICD software was having trouble booting the STe's hard drive. Install HDDriver was a snap, but when it booted up I found that I could only get the four partitions read (C-F). The rest of the partitions (G-J) were gone eventhough I had not done a thing to them. Now the ICD software only recognizes C-F. It is really not big deal in that the data on those partitions were old and I do have 3 of the 4 partitions backed up. I was just wondering why this happened and if there is any way I can read the data on the missing partitions. The STe uses the Link II and I do have that option set in HDDriver.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3505. Re: HDDriver and a STe

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:53:34 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA78A1E.5E94EAA2@seimet.de>
Source record: 41975

"Edward S. Baiz Jr." wrote:
>
> Hello all,
>
> I thought it was about time to install HDDriver on my STe since my ICD
> software was having trouble booting the STe's hard drive. Install
> HDDriver was a snap, but when it booted up I found that I could only
> get the four partitions read (C-F). The rest of the partitions (G-J)
> were gone eventhough I had not done a thing to them. Now the ICD
> software only recognizes C-F. It is really not big deal in that the
> data on those partitions were old and I do have 3 of the 4 partitions
> backed up. I was just wondering why this happened and if there is any
> way I can read the data on the missing partitions. The STe uses the
> Link II and I do have that option set in HDDriver.

Note that HDDRIVER (like any other fully AHDI compatible driver) will
only recognise 4 partitions if the drive was partitioned with quite old
ICD software. This old software did not create a partition layout
compatible with the standard AHDI layout.
What you can do is converting the ICD partition layout to the standard
layout with the ICD2AHDI software by Thomas Binder, which is in the
CONTRIB folder on the HDDRIVER driver disk.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3506. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 17:54:03 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA78A3B.823536DE@seimet.de>
Source record: 41976

"Gregory D. George" wrote:

> True. But is it possible?

Definitely not.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3507. Got Floppies?

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 19:15:10 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9o86fufph1@news.asu.edu>
Source record: 41986

Kind of my annual reminder:

I've been rescuing 3.5" DD (720K) and 5.25" DD (360K) diskettes
from work, and I've got a boxful. Especially the 3.5" guys.
You want some, I'll give them to you for the cost of the postage
from zip 85711.
--

3508. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 19:27:42 UTC
From: Gill Bates <nothing@false.co.uk>
Message-ID: <moNp7.15801$Bp3.224307@news2-hme0>
Source record: 41977

"Gill Bates" <nothing@false.co.uk> wrote in message
news:Y8So7.2397$An4.47985@news1-hme0...
>
> (snip)
> > I'd like to run Windows 2000 on a Falcon
> >>>>>
> >>>>>
> this is impossible as a Falcon can only run Linux red hat
>
>

sorry I mixed up Falcon and a 486DX

3509. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 20:22:29 UTC
From: vdjole@EUnet.yu
Message-ID: <9o8adq$5i1$1@news.eunet.yu>
Source record: 41979

>Our hearts go out to the victims and their families.

>Brian Becroft (Mario Becrofts Father) has created a TRIBUTE to the
>recent incident in New York City and Washington DC in the USA. The

>Thank you! We here in the states are in a bit of shock from it all as you
>can well imagine, but I have never seen United States citizens so united, or
the world for that matter.

Maybe it would be better if emotional outbursts from twisted perspectives
on such sensitive maters were directed to proper (other) newsgroups forums
or to personal corespondence, and out of a newsgroup dedicated to computers.

I do not remember such lamentations being posted here in 1999 when Yugoslavia
was destroyed for months BY AMERICAN TERRORISTS, and to make it worse, for
the large part in the noble cause of turning the public attention away
from Bill & Monica sex affair, and because of a personal hate of
M. Not-at-all-bright against the country which sheltered her for a couple
of years when she was a refugee from Nazi-occupied Czeskoslovakia.

Politicians say what they must, but one should be aware that for millions
of people over the world, in Vietnam, Cambodia, Iraq, Somalia, Yugoslavia,
etc. who have over the years been massacred without any real reason by
Americans, there is NO CAUSE FOR SORROW but many reasons for relief and
celebration that THERE IS some sort of heavenly justice after all, and that
United States, unfortunately the world's largest terrorist organization,
has finally got a taste of its own medicine on its own soil.

In 1999 Americans and their NATO arse-lickers celebrated themselves here
by many brave deeds, such as:

* poisoning of soil and air for centuries to come with radioactive dust
from uranium ammunition (number of cancers and children malformations
has already risen dramatically);

* destruction of a hospital in Belgrade (full of patients, of course,
it would not have been fun for the pilots otherwise);

* bombing (successful) of refugee convoys;

* destruction of a passenger train (full of passengers, of course);

* seeding of a marketplace full of people in the centre of the city of Nish
with anti-personnel cluster bombs;

* total destruction of a ortodox-christian graveyard in Prishtina;

* demoliton of country's electric-power grid (very few hospitals have diesel generators here and many people died);

* destruction of a business centre in Belgrade (a building almost identical to a World Trade Center tower in shape, but much smaller, the seat of some companies and several TV studios, and personnel in night shifts was there, of course, and were killed);

* destruction of the National Radio & TV building, complete with personnel;

* destruction of many TV-repeater towers, some of which were masterpieces of civil engineering and symbols of nearby cities;

* destruction of the Chinese embassy in Belgrade;

* exodus of more than 150000 inhabitants of Kosovo, and most of them will never return;

and many more deeds like that. And so, in three months of bombing, they have killed about 3000 civilians, but only about 300 soldiers, and destroyed several fighter aircraft and less than 10 tanks (estimate of military loss is by NATO). NATO entered Kosovo only after the emissaries had threatened our government with total, indiscriminate destruction of Belgrade. And AFTER the coming of NATO "peace troops" (i.e. occupation force) to Kosovo, more than 1000 non-Albanian inhabitants have disappeared there, killed or abducted BY ALBANIAN TERRORISTS OPENLY SUPPORTED ALL THE TIME BY USA (even against the wishes of their European allies, but since the Albanians have become the masters of narcotics trade in Europe, it seems that they have become sufficiently rich to buy many American politicians).

The world is "shocked" by the sight of WTC burning, but such a scene is familiar to us- the business centre in Belgrade, when it burned together with people who worked there, looked almost exactly alike. The ruin of Pentagon looks very similar to ruins of Government buildings which still lay in the main street of Belgrade. And the sight of desperate people showing pictures of their dearest ones is also very familiar to us- since the war many people with pictures like those have tried to get the attention of NATO officials and find something about those which the US-supported terrorists of the UCK abducted.

Had the tables been turned, NATO (i.e. American or British) officials would have shamelessly explained to you that the people killed in WTC were in fact "colateral damage of an attack on a legitimate target", that the attackers "love the American people very much", that the attacks were "for their own good" in order to "encourage them to remove their evil nondemocratic government", etc. All that is NATO vocabulary from 1999.

Anyway, especially after hearing, a couple of weeks ago, a distinguished American expert say that "America needs a war as soon as possible in order to pull its economy out of the coming recession", and seeing how the events have unfolded since then, there is a growing suspicion in the sane part of the world that the attacks on New York and Washington were designed and organized BY SOME AMERICAN AGENCY, possibly CIA (who else could have bypassed all the security measures so efficiently?), probably sponsored by

the military-industry lobby, acting through a bunch of muslim fanatics, for the purpose of getting the sympathy of the world and FOR GIVING THE MILITARY A FREE HAND for a while to do whatever they will in the world, with the bonus of giving a new momentum to weapons production and other branches of industry and business. Indeed, the US seem to be the only on who will get A LOT OF HARD CASH PROFIT from these incidents. Remember that World War II started when German soldiers, costumed in Polish uniforms, attacked THEIR OWN border post.

>Hope we can work together, call those that did it out, and work together to
>keep it from happening again. (And learn from this)

Indeed, learn from this, but those who -REALLY- caused it may not be those who at first sight appear to be suspects. Who lives by the sword will die by the sword. America could have been loved by the world. Instead, it chose to be feared. It will come to no good. If it lets the world be, the world will be a happier place.

I repeat, maybe it would be best to keep such sensitive matters out of a newsgroup dedicated to computers.

Regards;

3510. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 22:28:02 UTC
From: ebaiz@skyenet.net
Message-ID: <STPp7.369$Lb.95119@newsfeed.slurp.net>
Source record: 41981

On 16 Sep 2001 22:22:55 , Chris Simon wrote:
>On 16 Sep 2001 20:43:17 , Edward S. Baiz Jr. wrote:
>>I have a Sony Mavica that I use with my Hades, so I really do not need
>>the software to get the pictures, but there is a program I have called
>>PhotoTip that will allow an Atari to pull images off of certain digital
>>cameras.
>
>Thanks for the tip - I haven't followed the link yet, but how would
>the camera connect to the computer? Presumably a custom cable is
>needed.

The cameras that work with Phototip connect through a serial port. Now, there is a couple of people I know that use a SCSI card-reader. Email Lonny Purcell (atari@bright.net) and ask him about it. He is real proud of his setup....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3511. Re: FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 22:28:03 UTC
From: ebaiz@skyenet.net
Message-ID: <TTPp7.370$Lb.94703@newsfeed.slurp.net>
Source record: 41982

On 17 Sep 2001 12:40:01 , Optik wrote:
>FOR SALE
>
>Supercharger - Hardware PC Emulator for the Atari ST
>
>Complete with PSU, Manuals + Disks etc
>
>�25.00 inc p&p

Does it have the 386 upgrade??

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3512. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 22:28:05 UTC
From: ebaiz@skyenet.net
Message-ID: <VTPp7.371$Lb.94942@newsfeed.slurp.net>
Source record: 41983

On 18 Sep 2001 17:36:48 , Chris Simon wrote:
>Some sites (not all) that have forms don't work - on submitting the
>form CAB just sits around on Waiting for Data and when it eventually
>times out or I press the ESC button, I get Transaction Failed.
>
>Is this a known feature and can I get round it? Is it a CAB.OVL
>problem do you think?
>
>Pondering why some sites are OK and some aren't - is it due to some
>forms being submitted via POST and others via GET?

I would think the Cab.ovl is part of the reason. I would email the URL address to Dan Ackerman. People have done this in the past and Dan has ajusted the ovl file so that it will work with the URL.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3513. Re: HDDriver and a STe

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 22:28:08 UTC
From: ebaiz@skyenet.net
Message-ID: <YTPp7.372$Lb.95035@newsfeed.slurp.net>
Source record: 41984

On 18 Sep 2001 19:53:34 , Uwe Seimet wrote:
>"Edward S. Baiz Jr." wrote:
>>
>> Hello all,
>>
>> I thought it was about time to install HDDriver on my STe since my ICD
>> software was having trouble booting the STe's hard drive. Install
>> HDDriver was a snap, but when it booted up I found that I could only
>> get the four partitions read (C-F). The rest of the partitions (G-J)
>> were gone eventhough I had not done a thing to them. Now the ICD
>> software only recognizes C-F. It is really not big deal in that the
>> data on those partitions were old and I do have 3 of the 4 partitions
>> backed up. I was just wondering why this happened and if there is any
>> way I can read the data on the missing partitions. The STe uses the
>> Link II and I do have that option set in HDDriver.
>
>Note that HDDRIVER (like any other fully AHDI compatible driver) will
>only recognise 4 partitions if the drive was partitioned with quite old
>ICD software. This old software did not create a partition layout
>compatible with the standard AHDI layout.
>What you can do is converting the ICD partition layout to the standard
>layout with the ICD2AHDI software by Thomas Binder, which is in the
>CONTRIB folder on the HDDRIVER driver disk.

Thanks alot for the tip Uwe. It is much appreciated....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3514. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-18 23:01:37 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ba7e04a6c96000@free.fr>
Source record: 41985

Hello,

in article <3ba78630$0$4908@news.zetnet.co.uk> (comp.sys.atari.st)
Chris Simon wrote on Tue 18-09-2001 17:36 (GMT):

> Some sites (not all) that have forms don't work - on submitting the
> form CAB just sits around on Waiting for Data and when it eventually
> times out or I press the ESC button, I get Transaction Failed.

Those sites may be slow at this time or have a server that is down.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3515. Re: Atari G4/Athlon/Duron

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 02:36:51 UTC
From: John Oyler <jojo4@mediaone.net>
Message-ID: <7xTp7.325$Wh7.7216@typhoon.jacksonville.mediaone.net>
Source record: 41987

And this would be an Atari how?

Um, it would be a generic IBM compatible PC, running one of hundreds of alternative OS's. But if McEwen is calling zico an amiga, then I suppose a person can call a computer whatever they want. With that in mind, my p100 linux server is now "Cray".

John

3516. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 10:29:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000897822-201092AEicMi@08002go.com>
Source record: 41988

From: x@x.xx (Hallvard Tangeraas)
Date: Wed, 19 Sep 2001 02:47:41 GMT

>So, if I do buy that Mega STe I'll most likely have to buy a new drive
>as well, which will further drive (no pun intended) up the cost.

The cheapest option would be to just fit a new drive, get the seller to knock the price of one off, or get him to have the drive realigned professionally. I think you'd be ill-advised to pay the amount of money he's asking for a faulty machine!

If you have computer/electronic/radio fairs in your country you can often pick up drives for next-to-nothing. I paid 3UKP for a Sony drive for example.

--


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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3517. Boxed games & mags & bits to go..UK (Merseyside)

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 14:24:14 UTC
From: fletcher@liv.ac.uk
Message-ID: <9oa9qe$t2e$1@news.liv.ac.uk>
Source record: 41989

```
All must go or else in the bin it goes!

Mags;
St Format Issues 20-50 approx, all with c/disks
St review, ST user, a few copies with c/disks

Bits
3x joysticks
1x joypad (nice)
Monitor switch box (for hi & low res monitors)

Games, all boxed originals with manuals;
Graham Gooch Cricket
Sensible Soccer
KO2
Rugby WC
Vroom
Lotus 3
Greg Norman / Jack Nicklaus Golf
Power Pack Compilation (Xenon 2; Lombard RAC; Bloodwych; ????)
Toyota Celica
Midwinter
JW Snooker
AMCLean Pool
F1GP
F19 Stealth
Knights of the Sky

Other Software
Write On (With manual)
GenPatch ST (Universal midi librarian / editor)
EMC Roland U20 Editor / librarian

No reasonable (cheap) offer refused, ideally buyer collects..I'm in Wallasey,
Wirral, Merseyside, UK

cheers
David Fletcher <fletcher@liv.ac.uk>
---------------------------------------------------------------
...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...
---------------------------------------------------------------
```

3518. Re: Boxed games & mags & bits to go..UK (Merseyside)

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 14:26:33 UTC
From: fletcher@liv.ac.uk
Message-ID: <9oa9up$t2e$2@news.liv.ac.uk>
Source record: 41990

...oh, and mouse / keyboard extension leads..

David Fletcher <fletcher@liv.ac.uk>

...committed for insanity and crimes against the soul, the worst
crime that I ever did was play some rock 'n roll...

3519. NEWSie homepage down?

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 16:12:06 UTC
From: BMaedicke@t-online.de
Message-ID: <1ezzuhb.hepiah5y5h16N%BMaedicke@t-online.de>
Source record: 41991

Hi,

I canï¿½t reach the NEWSie homepage:

http://www.primenet.com/~rojewski/

Is this side down?

--
Url: http://home.t-online.de/home/BMaedicke/

3520. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:19:10 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba8d38e$0$4908@news.zetnet.co.uk>
Source record: 41992

On 18 Sep 2001 15:47:18 , DAVID L. ORMAND wrote:
>Actually, for me, the interest in USB is the fact that printers, cameras,
>scanners, etc. are increasingly available with USB connectivity, and
>increasingly ONLY with USB, such that our familiar serial and parallel
>ports won't work with new peripherals.

An interesting postscript - I emailed Belkin about whether USB to SCSI adaptors existed (and they don't) and whether SCSI to USB adaptors can work in reverse (which they don't), and I was advised that the most efficient way to connect a USB device is to upgrade my OS to Win98 or MacOS, or install a PCMCIA card!

I replied saying that wasn't possible as my computer is neither a PC nor Mac, and got a reply asking what my computer was. I replied Atari Falcon, and back came the classic quote "It is not possible to upgrade game only electronic equipment to accept USB".

I did think of trying to email Belkin management about their quite ignorant sales staff! (Obviously who cannot tell the difference between a computer and a games console, and who do not recognise SCSI as a proper communication protocol).

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3521. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:21:13 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba8d409$0$4908@news.zetnet.co.uk>
Source record: 41993

On 18 Sep 2001 22:28:02 , Edward S. Baiz Jr. wrote:
>Now,
>there is a couple of people I know that use a SCSI card-reader. Email
>Lonny Purcell (atari@bright.net) and ask him about it.

I found Microtech's web site and the product in question, and it looks quite promising. I can't help but feeling though that buying a 'normal' digital camera plus either Phototip or one of these SCSI devices is a bit hit-and-miss (I've got no comeback on anyone if it doesn't work) so I might just end up playing safe with the Sony Mavica!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3522. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:22:52 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba8d46c$0$4908@news.zetnet.co.uk>
Source record: 41994

On 18 Sep 2001 22:28:05 , Edward S. Baiz Jr. wrote:
>I would think the Cab.ovl is part of the reason.

I've since asked the author of the web site, and he says he uses a combination of POST and GET, in fact the same as his old site for which this site is a replacement. And I've written pages using both POST and GET and they both work, so I can't see what the problem is apart from CAB.OVL not being able to handle something.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3523. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:24:26 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba8d4ca$0$4908@news.zetnet.co.uk>
Source record: 41995

On 18 Sep 2001 23:01:37 , "Pascal Ricard" wrote:
>Those sites may be slow at this time or have a server that is down.

All other pages on the site work fine, so I'm not sure that is the problem. Although I very often get 'hanging' connections, e.g. image files, so I usually just press ESC and it carries on with the next one - maybe this is part of the same problem. It can't be the server - the same sites work instantly in work, so it's either my ISP (Zetnet) or CAB/STing.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3524. FS: Atari ST Keyboard Cover

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:32:06 UTC
From: relayer@yahoo.com
Message-ID: <3ed2e411.0109190932.78c3fc6e@posting.google.com>
Source record: 41896

I have a keyboard cover for an Atari 520ST. It's brown leatherette vinyl, cut to wrap over the edges of the keyboard, and has stitching around the edges. Has the Atari logo in the center with 520ST COMPUTER written below it. I'm not in a position right now to buy a 520ST to put under it, so I'm offering it for sale for someone to put it on their 520ST. Make an offer. Shipping would be $2 to any continental US destination.

You can e-mail me at relayer --(at)-- yahoo.com or post on this group as a reply

Thanks

3525. Re: NEWSie homepage down?

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 17:41:35 UTC
From: rsmac@t-online.de
Message-ID: <1ezzyfs.1ibnv9i187nl2gN%rsmac@t-online.de>
Source record: 41897

Bernd Maedicke <BMaedicke@t-online.de> wrote:

> I canï¿½t reach the NEWSie homepage:
>
> http://www.primenet.com/~rojewski/

Forbidden
You don't have permission to access /~rojewski/ on this server.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3526. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 19:39:19 UTC
From: Gill Bates <nothing@false.co.uk>
Message-ID: <hF6q7.16070$Bp3.228359@news2-hme0>
Source record: 41898

"DAVID L. ORMAND" <dlormand@aztec.asu.edu> wrote in message
news:9o7qa6eup1@news.asu.edu...
>
> >Thanks for that Uwe. Possibly the interest in USB is for using
> >ADSL, because at least here the BT adapters only offer a USB port.
>
> Actually, for me, the interest in USB is the fact that printers, cameras,
> scanners, etc. are increasingly available with USB connectivity, and
> increasingly ONLY with USB, such that our familiar serial and parallel
> ports won't work with new peripherals.
> --

assuming you could make the connection where would you then get the software
/ drivers to use the devices??

3527. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 20:27:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BA8FFB7.9A1E27C@seimet.de>
Source record: 41900

Gill Bates wrote:

> assuming you could make the connection where would you then get the software
> / drivers to use the devices??

For adapters that enable you to connect USB devices to SCSI no special
drivers would be required. A decent adapter would ensure that the USB
device looks exactly like a SCSI device.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3528. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 20:55:53 UTC
From: osian@zetnet.co.uk
Message-ID: <3ba90659$0$4908@news.zetnet.co.uk>
Source record: 41901

On 19 Sep 2001 20:39:19 , "Gill Bates" wrote:
>assuming you could make the connection where would you then get the software
>/ drivers to use the devices??

HDDRiver should be able to handle most/all SCSI drive devices.

In my other thread about digital cameras, the Microtech SCSI card
reader should also present itself to the computer as a hard drive.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3529. Re: FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 21:14:27 UTC
From: ebaiz@skyenet.net
Message-ID: <TU7q7.214$7m1.156671@newsfeed.slurp.net>
Source record: 41902

On 19 Sep 01 21:53:00, Mike De.Petris wrote:
>In uno strano messaggio del 18 Sep 01 ebaiz@skyenet.net (2:333/608.1)
>scrisse al povero All :
> >> Supercharger - Hardware PC Emulator for the Atari ST
> >> Complete with PSU, Manuals + Disks etc
> >> ?25.00 inc p&p
> e> Does it have the 386 upgrade??
>
>Do it really exist ? I've got brochures and infos of the 386 expansion
>modules but I've always tought they never released them, is there really
>something working around ?
>
>Ciao, ** *Mike* ** www.interware.it/users/mike/

I am not really sure, but I thought only a few were made. I could be
wrong. Probably just wishful thinking.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3530. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 21:14:29 UTC
From: ebaiz@skyenet.net
Message-ID: <VU7q7.215$7m1.156939@newsfeed.slurp.net>
Source record: 41903

On 19 Sep 2001 17:21:13 , Chris Simon wrote:
>On 18 Sep 2001 22:28:02 , Edward S. Baiz Jr. wrote:
>>Now,
>>there is a couple of people I know that use a SCSI card-reader. Email
>>Lonny Purcell (atari@bright.net) and ask him about it.
>
>I found Microtech's web site and the product in question, and it looks
>quite promising. I can't help but feeling though that buying a
>'normal' digital camera plus either Phototip or one of these SCSI
>devices is a bit hit-and-miss (I've got no comeback on anyone if it
>doesn't work) so I might just end up playing safe with the Sony
>Mavica!

PhotoTip works great with my Sony Mavica. I admit it is easier. Now
Sony has a Mavica that put pictures on a mini-CD which is almost like
using the ram cards of the other cameras.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3531. Re: FS : Supercharger for Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 21:53:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29701_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41899

In uno strano messaggio del 18 Sep 01 ebaiz@skyenet.net (2:333/608.1)
scrisse al povero All :
>> Supercharger - Hardware PC Emulator for the Atari ST
>> Complete with PSU, Manuals + Disks etc
>> £25.00 inc p&p
e> Does it have the 386 upgrade??

Do it really exist ? I've got brochures and infos of the 386 expansion
modules but I've always tought they never released them, is there really
something working around ?

Ciao, ** *Mike* ** www.interware.it/users/mike/

--
AMIGA - A Merely Insignificant Game Addiction

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3532. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 21:55:03 UTC
From: Jim Donovan <jtdon99@home.com>
Message-ID: <Xu8q7.29328$5A3.9940185@news1.rdc2.pa.home.com>
Source record: 41904

Not everyone in the world is as twisted as this person.
Have a look at http://home.earthlink.net/~hankinhsd/thankyou.htm
for a truer picture of humanity.
My only reply to Vukovic is that I take extreme satisfaction in
his hatred, it means he lives a life full of self-loathing and will
be incapable of ever having true happiness. It is sad that anyone
should have been killed in Yugoslavia, but he seems to forget that
the groups in Yugoslavia killed hundreds of thousands more than
anyone else.

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9o8adq$5i1$1@news.eunet.yu...
>
>
> Maybe it would be better if emotional outbursts from twisted perspectives
> on such sensitive maters were directed to proper (other) newsgroups forums
> or to personal corespondence, and out of a newsgroup dedicated to
computers.
>
> I do not remember such lamentations being posted here in 1999 when
Yugoslavia
> was destroyed for months BY AMERICAN TERRORISTS, and to make it worse, for
> the large part in the noble cause of turning the public attention away
> from Bill & Monica sex affair, and because of a personal hate of
> M. Not-at-all-bright against the country which sheltered her for a couple
> of years when she was a refugee from Nazi-occupied Czeskoslovakia.
>
> Politicians say what they must, but one should be aware that for millions
> of people over the world, in Vietnam, Cambodia, Iraq, Somalia, Yugoslavia,
> etc. who have over the years been massacred without any real reason by
> Americans, there is NO CAUSE FOR SORROW but many reasons for relief and
> celebration that THERE IS some sort of heavenly justice after all, and
that
> United States, unfortunately the world's largest terrorist organization,
> has finally got a taste of its own medicine on its own soil.
>
>
> In 1999 Americans and their NATO arse-lickers celebrated themselves here
> by many brave deeds, such as:
>
> * poisoning of soil and air for centuries to come with radioactive dust
> from uranium ammunition (number of cancers and children malformations
> has already risen dramatically);
>

> * destruction of a hospital in Belgrade (full of patients, of course,
> it would not have been fun for the pilots otherwise);
>
> * bombing (successful) of refugee convoys;
>
> * destruction of a passenger train (full of passengers, of course);
>
> * seeding of a marketplace full of people in the centre of the city of
Nish
> with anti-personnel cluster bombs;
>
> * total destruction of a ortodox-christian graveyard in Prishtina;
>
> * demoliton of country's electric-power grid (very few hospitals have
diesel
> generators here and many people died);
>
> * destruction of a business centre in Belgrade (a building almost
identical
> to a World Trade Center tower in shape, but much smaller, the seat of
> some companies and several TV studios, and personnel in night shifts was
> there, of course, and were killed);
>
> * destruction of the National Radio & TV building, complete with
personnel;
>
> * destruction of many TV-repeater towers, some of which were masterpieces
> of civil engineering and symbols of nearby cities;
>
> * destruction of the Chinese embassy in Belgrade;
>
> * exodus of more than 150000 inhabitants of Kosovo, and most of them
> will never return;
>
> and many more deeds like that. And so, in three months of bombing, they
have
> killed about 3000 civilians, but only about 300 soldiers, and destroyed
> several fighter aircraft and less than 10 tanks (estimate of military loss
> is by NATO). NATO entered Kosovo only after the emissaries had threatened
> our government with total, indiscriminate destruction of Belgrade. And
AFTER
> the coming of NATO "peace troops" (i.e. occupation force) to Kosovo, more
> than 1000 non-Albanian inhabitants have disappeared there, killed or
> abducted BY ALBANIAN TERRORISTS OPENLY SUPPORTED ALL THE TIME BY USA
> (even against the wishes of their European allies, but since the Albanians
> have become the masters of narcotics trade in Europe, it seems that they
> have become sufficiently rich to buy many American politicians).
>
> The world is "shocked" by the sight of WTC burning, but such a scene is
> familiar to us- the business centre in Belgrade, when it burned together

> with people who worked there, looked almost exactly alike. The ruin of
> Pentagon looks very similar to ruins of Government buildings which still
> lay in the main street of Belgrade. And the sight of desperate people
> showing pictures of their dearest ones is also very familiar to us-
> since the war many people with pictures like those have tried to get the
> attention of NATO officials and find something about those which the
> US-supported terrorists of the UCK abducted.
>
> Had the tables been turned, NATO (i.e. American or British) officials
would
> have shamelessly explained to you that the people killed in WTC were in
fact
> "colateral damage of an attack on a legitimate target", that the attackers
> "love the American people very much", that the attacks were "for their own
> good" in order to "encourage them to remove their evil nondemocratic
> government", etc. All that is NATO vocabulary from 1999.
>
> Anyway, especially after hearing, a couple of weeks ago, a distinguished
> American expert say that "America needs a war as soon as possible in order
> to pull its economy out of the coming recession", and seeing how the
events
> have unfolded since then, there is a growing suspicion in the sane part of
> the world that the attacks on New York and Washington were designed and
> organized BY SOME AMERICAN AGENCY, possibly CIA (who else could have
> bypassed all the security measures so efficiently?), probably sponsored by
> the military-industry lobby, acting through a bunch of muslim fanatics,
for
> the purpose of getting the sympathy of the world and FOR GIVING THE
MILITARY
> A FREE HAND for a while to do whatever they will in the world, with the
> bonus of giving a new momentum to weapons production and other branches of
> industry and business. Indeed, the US seem to be the only on who will get
> A LOT OF HARD CASH PROFIT from these incidents. Remember that World War II
> started when German soldiers, costumed in Polish uniforms, attacked
> THEIR OWN border post.
>
>
> >Hope we can work together, call those that did it out, and work together
to
> >keep it from happening again. (And learn from this)
>
> Indeed, learn from this, but those who -REALLY- caused it may not be
> those who at first sight appear to be suspects. Who lives by the sword
> will die by the sword. America could have been loved by the world.
Instead,
> it chose to be feared. It will come to no good. If it lets the world be,
> the world will be a happier place.
>
> I repeat, maybe it would be best to keep such sensitive matters out
> of a newsgroup dedicated to computers.

>
> Regards;

3533. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-19 23:57:27 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA93097.539734D8@home.com>
Source record: 41905

"Gregory D. George" wrote:

> James Alexander wrote:
>
> > look again tim, thats entirely on topic, running win2k on a tos based machine
> > is totally absurd, win2k itself is an absurdity and a short lived one at
> > that. even by microsoft standards.
>
> True. But is it possible?

Gregory are you some sort of wintroll? I've already stated several times that NO IT IS NOT POSSIBLE!!!!! get the point already

3534. Re: Tribute with Notator by Brian Becroft

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 00:35:23 UTC
From: Gill Bates <nothing@false.co.uk>
Message-ID: <T_aq7.2118$9y5.9459@news1-hme0>
Source record: 41906

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0109172108.27903226@posting.google.com...
> Brian Becroft (Mario Becrofts Father)has created a TRIBUTE to the
> recent incident in New York City and Washington DC in the USA. The
> pieces were recorded into Notator on an Atari and MP3's created from
> the results. Please have a listen to Brians Tribute and remember!
> Brian is a member of the Notator List . See www.notator.org for
> details.
>
>
> http://gem.win.co.nz/brian/brian+mario/Tribute/
>
>
>
> Tim Conrardy
> http://tamw.atari-users.net

nice sentiment but to get these in the UK with a dial in connection would
take an age, could Midi versions be placed on the site??

3535. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 02:12:38 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BA950E6.8DF0E2CC@att.net>
Source record: 41907

James Alexander wrote:

> > > look again tim, thats entirely on topic, running win2k on a tos based machine
> > > is totally absurd, win2k itself is an absurdity and a short lived one at
> > > that. even by microsoft standards.
> >
> > True. But is it possible?
>
> Gregory are you some sort of wintroll? I've already stated several times that NO IT
> IS NOT POSSIBLE!!!!! get the point already

I only asked because you did not answer the question in that post.

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7,
1941

=-=-=-

3536. Re: SCSI to USB adaptors

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 02:39:22 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7CEA535.1827D%nameerf@flash.net>
Source record: 41908

in article 3ba8d38e$0$4908@news.zetnet.co.uk, Chris Simon at
osian@zetnet.co.uk wrote on 9/19/01 9:19 AM:

> I replied saying that wasn't possible as my computer is neither a PC
> nor Mac, and got a reply asking what my computer was. I replied Atari
> Falcon, and back came the classic quote "It is not possible to upgrade
> game only electronic equipment to accept USB".
>
> I did think of trying to email Belkin management about their quite
> ignorant sales staff! (Obviously who cannot tell the difference
> between a computer and a games console, and who do not recognise SCSI
> as a proper communication protocol).

I would! And inform them that Atari actually produced more varieties of
computers than they did video game consoles.

Mike Freeman
nameerf@flash.net

3537. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 02:59:08 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7CEA9D6.1827E%nameerf@flash.net>
Source record: 41909

in article 9o8adq$5i1$1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
wrote on 9/18/01 12:22 PM:

> Maybe it would be better if emotional outbursts from twisted perspectives
> on such sensitive maters were directed to proper (other) newsgroups forums
> or to personal corespondence, and out of a newsgroup dedicated to computers.

What twisted perspectives are you talking about? Thousands of people died in one event. I think that's cause enough for comments here, as no doubt people here have connections one way or another. I personally know of someone who lost two relatives in this, one in a plane, the other in the WTC. By the way, it is the "World" Trade Center, not the "U.S." Trade Center. There were victims from 62 countries.

[snipped "emotional outbursts"]

As an American, having read your response, I will say that I am very sorry for the tragedies that have happened in your part of the world. The U.S. isn't perfect, has never been, and will never be. Even if our intentions were debatibly good, there have been times when events such as those you listed have taken place, and they were indeed horrible. However, every one of these events on your list were unfortunate times when something has gone wrong, and the destruction caused was unintentional. This event in New York and Washington was deliberately schemed for a number of years and carried out their intended purpose. It's truely aweful when something goes wrong and thousands of innocent people are killed. It's even worse when something goes as planned and thousands of innocent people are killed.

Let people give their condolances as they will. For example: My prayers go out to the families devastated by the mistakes made by the U.S. in eastern europe, the middle east, and anywhere these events have taken place.

Mike Freeman
nameerf@flash.net

3538. Need to read an Atari floppy on a PC

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 04:43:17 UTC
From: Patti Wagen <pat.coffeyDELETEthis@DELETEhome.com>
Message-ID: <Fteq7.17171$6c5.527105@news1.rdc1.sdca.home.com>
Source record: 41910

I gave my Atari ST to a neighbor's kid and it is no longer available to me. I thought I had copied all the files to PC format first, but have misplaced the files. I have some files I need on an ST disk, but can't read them. I tried Norton to add the boot sector, and Norton hung. Does anyone know of a PC utility that writes the boot sector without destroying the data?

3539. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 04:53:39 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA97603.875DDBCD@home.com>
Source record: 41911

Greg, both I and others answered that question several times. The way you keep talking like this brings the tone of this ng down the level of the comp.sys.idiocy groups

"Gregory D. George" wrote:

> James Alexander wrote:
> I only asked because you did not answer the question in that post.
>

3540. Re: WTB: Atari Mega STe (Norway)

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 09:08:54 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29718_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41912

In uno strano messaggio del 19 Sep 01 x@x.xx (2:333/608.1) scrisse al povero
All :
x> Anyone selleing a Mega STe? And if yes, where in the world are you?

Yes I am in Italy.

x> Mail me with price and details if you have a Mega STe you'll let go to
x> someone who needs it :-)

I do not send you details as I think I'm too far from you, but maybe there
are other people near me so I put here a list of what I would like to give
away all together possibly:

- MegaSTE 4MB RAM keyboard mouse hard disk with serial fast ESCC
- monitor mono SM144
- extern Cumana floppy dual Drive with one 40/80 dual 5.25" and one 3.5" with
40/80 and A/B (B/C) switch, internal power supply
- dos/win emulator MSDOS Vortex AtOnce 386SX for MegaSTE with progonal
packaging
- dos emulator SuperCharger1MB on ACSI DMA port last software version, 8087
coprocessor, programming socumentation
- Mac emulator Macintosh Spectre GCR original packaging
- hand scanner Alpha Data on cartridge port with Touch-Up software original
packaging
- SCSI host adapter board for MegaSTE "Das Vorbild" allows all SCSI units on
the chain with software SCSITools, original packaging
- various original software (Diamond Backup/Edge, Werks, Warp9, etc.)
- SupraDrive 44 removable extern 44MB cartridges drive with 10 cartridges,
connects to ACSI DMA, has an internal host adapter for internal SyQuest SCSI
drive, external 25pin SCSI port, SCSI ID selector
-cables connectors to connect to monitors with switch to multisync or SCART
(Euro/TV), DMA, spare mouse etc.

Maybe somebody in Austria, Slovenia, Hroatia is interested to pick up all the
stuff for reasonable money ? I accept offers to swap with other Mac/PC
hardware.

Ciao, ** *Mike* ** www.interware.it/users/mike/
--
MICROSOFT - Most Intelligent Customers Realize Our Software Only Fools
Teenagers

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3541. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 09:28:33 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3ba9c076517e10@free.fr>
Source record: 41913

Hello,

in article <3ba8d4ca$0$4908@news.zetnet.co.uk> (comp.sys.atari.st)
Chris Simon wrote on Wed 19-09-2001 17:24 (GMT):

> On 18 Sep 2001 23:01:37 , "Pascal Ricard" wrote:
> >Those sites may be slow at this time or have a server that is down.
>
> All other pages on the site work fine, so I'm not sure that is the
> problem.

What I meant is that I have sometimes problems like yours: cab waiting
for an action (post or get) to give its result. If I hit ESC at that
time, it's normal that the transaction fails.

An example:

- I load an html page with images and a form -> no problem, quick answer
from the HTTP server.

- Then I fill the form and it is sent to a PHP server (same ISP) -> the
PHP server is overloaded at this time and cab waits until the
transaction fails, either by timeout or the ESC key.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3542. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 11:17:40 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ba9d014@dnews.tpgi.com.au>
Source record: 41914

I don't care what you call it there is absolutely new call for killing civillians, leave them out of it. There is no doubt that the US government is upto some nasty S**T from time to time, I have a few serb friends here in Aussie that fill me in on more than one detail or another, but why attack Civillians? only a gutless coward would do that, and I am NOT infering ANY nationality. As far as I am concerned anybody who does deserves execution whatever their motives. I understand how you feel, but you cannot abondaon your own morals. You will sink to the same level as the perpetrators, svum. Just a note the Aussie government don't have clean hands either, does yours?

Mark

3543. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 11:20:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001060292-304964AEicMi@08002go.com>
Source record: 41935

From: osian@zetnet.co.uk (Chris Simon)
Date: 19 Sep 2001 17:21:13 GMT

>>there is a couple of people I know that use a SCSI card-reader.

>I found Microtech's web site and the product in question, and it looks
>quite promising. I can't help but feeling though that buying a
>'normal' digital camera plus either Phototip or one of these SCSI
>devices is a bit hit-and-miss (I've got no comeback on anyone if it

There's a write-up of this very system in an Atari Computing mag IIRC - it works very well, HDDriver recognizes the memory card when plugged into the adaptor and you drag files to-and-fro just like any drive.

>doesn't work) so I might just end up playing safe with the Sony
>Mavica!

Don't forget that you have to wait whilst the camera saves the image to the floppy, no chance of taking another "quick" shot. I wonder too how long the batteries last?

I'd go for the PhotoTip option myself, and the good news is that it is still being developed. It's got some nice features that aren't camera-related as well.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3544. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 11:22:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001060296-305476AEicMi@08002go.com>
Source record: 41936

I think that this thread should be brought to an end.

--
Regards,

Derryck Croker

3545. need some Atari ST's - and, a floppy drive problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 12:28:15 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3BA9E0DD.91C00864@forestmeister.com>
Source record: 41915
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My ancient 1040ST is failing. I'd like to have a few more for when this one dies. I have already ordered one from a guy who read a previous message here from me. And I just emailed one guy offering some Ataris a few weeks ago.

But I'd like a few more. I'm also seeking the black and white monitor.

By the way, the problem I'm having with my system is that often the built in floppy doesn't work. I think it will fail soon. Are they replaceable? Does anyone have a drive they can sell me that will work?

--
Joe Zorzin
http://forestmeister.com/

3546. Could use some help in locating some items.

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 12:41:54 UTC
From: Kurtk7 <kurtk7@visi.com>
Message-ID: <vxlq7.25138$x84.7062166@ruti.visi.com>
Source record: 41916
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am looking for anyone who knows where I can purchase Memotech hardware and software, including disk drives and publications relating to the Memotech. Sorry as this isn't related to the newsgroup, but there is no group for the Memotech. Also, as some have more than one 8 bit system at home, if anyone knows of a source for the Timex FDD 3000 disk drive / interface, please let me know. I would pay very well for these.items.

Thanks

Kurt
kurtk7@visi.com

3547. FS: Video Key

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 13:02:29 UTC
From: Wally Mayo <Wmayo@melrosebc.roacoxmail.com>
Message-ID: <3BA9E7D8.F25487D7@melrosebc.roacoxmail.com>
Source record: 41917

For sale...a rare peripheral...

VIDEO KEY, allows hooking Atari computer to a TV. Works great.

$10 plus shipping.

Wally Mayo
Roanoke VA
540-977-5588
or email wmayo@rbnet.com

3548. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 14:33:59 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BA9FEA8.2C61FD55@att.net>
Source record: 41918

James Alexander wrote:
>
> Greg, both I and others answered that question several times. The way you keep talking
> like this brings the tone of this ng down the level of the comp.sys.idiocy groups
>
> "Gregory D. George" wrote:
>
> > James Alexander wrote:
> > I only asked because you did not answer the question in that post.

I'm sorry if you answered the question in a previous post, however, my
newsreader does not recognize the entire thread.

Perhaps you need to show a little tolerance?

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7,
1941

=-=-=-

3549. wanted -- Atari 1040 STE or STF, 4 meg, and SM124 mono monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 16:21:17 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109200821.e21890a@posting.google.com>
Source record: 41920

hi!
i am looking to buy a good working conditiona tari STE or STF 4 meg computer, as well as an SM124 monitor for a reasonable price. email me if you have one or know of one for sale, thanks...

bobby d

3550. Re: wanted -- Atari 1040 STE or STF, 4 meg, and SM124 mono monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 17:55:11 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <F4qq7.60$N05.17615@newsfeed.slurp.net>
Source record: 41921

where the hell are you?

"bobby d" <trancewidth@yahoo.com> wrote in message
news:c193d46c.0109200821.e21890a@posting.google.com...
> hi!
> i am looking to buy a good working conditiona tari STE or STF 4 meg
> computer, as well as an SM124 monitor for a reasonable price. email me
> if you have one or know of one for sale, thanks...
>
> bobby d

3551. Re: CAB: Transaction failed

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 18:01:20 UTC
From: osian@zetnet.co.uk
Message-ID: <3baa2ef0$0$4911@news.zetnet.co.uk>
Source record: 41922

On 20 Sep 2001 09:28:33 , "Pascal Ricard" wrote:
>- Then I fill the form and it is sent to a PHP server (same ISP) -> the
>PHP server is overloaded at this time and cab waits until the
>transaction fails, either by timeout or the ESC key.

Hmm, but a PHP server is no different from the HTTP server - it's
simply a command interpreter running on the same machine. And the old
site running on the same machine works OK. Odd problem.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3552. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 18:04:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1010920180002.221B-100000@localhost>
Source record: 41919

On Thu, 20 Sep 2001, Hallvard Tangeraas wrote:

> Jim Donovan <jtdon99@home.com> wrote:
>
> > Not everyone in the world is as twisted as this person.
> [.........]
> > It is sad that anyone
> > should have been killed in Yugoslavia, but he seems to forget that
> > the groups in Yugoslavia killed hundreds of thousands more than
> > anyone else.
>
> Can we please cut the politics from this group?
> There's enough hate in the world as it is if we're not to bring it into
> groups where for once we can unite if only over a hobby.
>
> We may disagree with the politics of a certain country, but the tragedy
> is all the innocent people caught in the crossfire of this.
> Regardless what you and I may think of USAs, Yugoslavia's or any other
> country's politics, single lives are being affected.
>
> Perhaps we can't do much about it, but I believe we have to try to do
> the little we can.
> We can start here by treating each other with friendliness, compassion
> and respect regardless where we come from and what politics we may
> agree/disagree with. We can start here.
> Small things can evolve into something big -both good and bad. It's up
> to us. We're all responsible.

Amen. We shouldnt equal people and goverments... in Yugoslavia war, nato answer, and now in America mainly normal inocent ppl died.. I disagree with USA decisions a lot, but thats has nothing to do with innocent victims and ppls mind.. Anywhere in the worl there are good and bad ppl, and i also think anywhere in the world bad ones are in politics ;)

Janez

3553. Re: Need to read an Atari floppy on a PC

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 18:28:31 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <k2dkqt8qdq8915ubm9drfr8d3t0645pict@4ax.com>
Source record: 41923

On Thu, 20 Sep 2001 04:43:17 GMT, "Patti Wagen"
<pat.coffeyDELETEthis@DELETEhome.com> wrote:

>I gave my Atari ST to a neighbor's kid and it is no longer available to me.
>I thought I had copied all the files to PC format first, but have misplaced
>the files. I have some files I need on an ST disk, but can't read them. I
>tried Norton to add the boot sector, and Norton hung. Does anyone know of a
>PC utility that writes the boot sector without destroying the data?
>

There used to be two IBM programs which would let you access the data
on an Atari floppy disk without writing ANYTHING to the disk (which in
my opinion would be the safest way to deal with an irreplaceable
disk).

I haven't seen a source for these programs in a long, long time, but
they might show up on an FTP search engine (I haven't had time to look
for them myself, unfortunately).

Look for either ST2PC.EXE or STTOPC.EXE

The programs will READ the files from an Atari formatted floppy and
let you COPY the files onto an IBM disk drive without actually
changing the boot sector on the Atari floppy.

Good Luck!

BobR

3554. Re: Mega STe and internal harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 19:42:19 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <UIrq7.1283$Ad3.4058@nntpserver.swip.net>
Source record: 41924

Hi,

Disable parity on the drive. The internal hostadapter does not support
parity. It can be modified to do this however.

Regards

/Peter Persson
"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1f01l36.d5m9u4cd87ngN%x@x.xx...
> Now here's something really strange....
>
> I've finally been able to figure out how to work this out, but it seems
> that one of my drives is incomatible with the built-in SCSI host adapter
> of the Mega STe!
>
> The drive is a Quantum LPS-540s and works fine when used externally with
> the machine (i.e. via an ICD Link II connected to the ACSI port), but
> not when I put the drive inside the machine!!!
> Very strange.
>
> The ID is set to 0 and termination is removed (I read somewhere that
> termination should never be used with this host adaptor which is another
> mystery -it doesn't make sense with the "rules" of SCSI).
>
> So how come the other drive (Quantum Lightning 540s) will work with the
> host adapter (as well as via the Link II) but not the LPS-540s?
> I'm using HDdriver 6.13 software on both drives.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

3555. New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 20:47:16 UTC
From: David Beaton <d.beaton@gcal.ac.uk>
Message-ID: <Gxsq7.71219$TB2.5755485@nnrp4.clara.net>
Source record: 41925

Where can I get new DDDS floppies from in the UK.

I would order from abroad if necessary.

Thanks for any help,

David.

3556. Re: Hols

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 20:56:30 UTC
From: Mark Caffarel <mcaffar@hvc.rr.com>
Message-ID: <2Ksq7.520188$T97.68504920@typhoon.nyroc.rr.com>
Source record: 41926
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

I have a 1040st, monitor, 65meg hard-drive,tons of software & magazines. It can be had for the price of shipping. Book rate. approx. $50.

mcaffar@hvc.rr.com
"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> Yo!, Y'all
>
> Has everyone gone on holiday or summat, this place is dead.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

3557. Re: wanted -- Atari 1040 STE or STF, 4 meg, and SM124 mono monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 21:22:59 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109201322.75340b00@posting.google.com>
Source record: 41927

i am the hell in florida...oops...guess i shoul dhave posted that with
my original message. seems like most of the good ataris are over in
the UK and europe.

still looking.....

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:<F4qq7.60$N05.17615@newsfeed.slurp.net>...
> where the hell are you?
>
> "bobby d" <trancewidth@yahoo.com> wrote in message
> news:c193d46c.0109200821.e21890a@posting.google.com...
> > hi!
> > i am looking to buy a good working conditiona tari STE or STF 4 meg
> > computer, as well as an SM124 monitor for a reasonable price. email me
> > if you have one or know of one for sale, thanks...
> >
> > bobby d

3558. Atari Times Update 9-20-2001

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 23:06:31 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BAA76C8.500DE572@att.net>
Source record: 41928
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

This week, only at TAT!

* NEW! S.I.M.I.S. Review
* NEW! Lynx Rarity Guide
* NEW! Fishing Derby Review
* NEW! New game for the Atari ST now available!

See you there!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, December 7,
1941

=-=-=-

3559. Re: Tribute with Notator by Brian Becroft

Newsgroup: comp.sys.atari.st
Date: 2001-09-20 23:36:16 UTC
From: mahir <asda@tesco.net>
Message-ID: <9odv4s$g0p$1@barcode.tesco.net>
Source record: 41929

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0109172108.27903226@posting.google.com...
> Brian Becroft (Mario Becrofts Father)has created a TRIBUTE to the
> recent incident in New York City and Washington DC in the USA. The
> pieces were recorded into Notator on an Atari and MP3's created from
> the results. Please have a listen to Brians Tribute and remember!
> Brian is a member of the Notator List . See www.notator.org for
> details.
>
>
> http://gem.win.co.nz/brian/brian+mario/Tribute/
>
>
>
> Tim Conrardy
> http://tamw.atari-users.net

I find writing songs a bit tasteless before even the rubble has been removed
and the final toll counted

3560. Megafile30 driver

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 00:52:03 UTC
From: mark richardson <markbcrich@hotmail.com>
Message-ID: <Tawq7.364929$TM5.54919581@typhoon.southeast.rr.com>
Source record: 41930

Could someone please post or email me or tell me where to find a driver for
an Atari Megafile30 harddrive.
I bought one at a pawn shop. They didn't include any software. I have been
looking everywhere online for a driver
or something to bring it to life. My email is markbcrich@hotmail.com, if
someone could sent me in the right direction.

Thanks,
Mark

3561. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 03:23:18 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <Goyq7.5707$QE3.2563646603@newssvr11.news.prodigy.com>
Source record: 41931
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Wasn't that an aftermarket supplier for the Timex/Sinclair computers?
I would try the comp.sys.sinclair newsgroup or even the comp.sys.cbm group
if you don't mind starting another computer war. 8-)
Mo

Kurtk7 wrote in message ...
>I am looking for anyone who knows where I can purchase Memotech hardware
and
>software, including disk drives and publications relating to the Memotech.
>Sorry as this isn't related to the newsgroup, but there is no group for the
>Memotech. Also, as some have more than one 8 bit system at home, if anyone
>knows of a source for the Timex FDD 3000 disk drive / interface, please let
>me know. I would pay very well for these.items.
>
>Thanks
>
>Kurt
>kurtk7@visi.com
>
>
>
>
>
>

3562. Metal Bird MP3

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 04:12:32 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109202012.dbf70e4@posting.google.com>
Source record: 41932

Hello All

Go to:
http://kalvos.org/tragedy.html

and look for METAL BIRD. MP3

This piece is based on the events of Sept 11th on the Attach of the World Trade Center and Pentagon in the USA. It starts out a sunny day in new York City and then the first plane hits initiating the following tragic Events of the day with audio clips from the actual events (taken from the Internet).

Technical Note: this piece was created using numerous algorithmic Music programs on Atari Computers (including "Music Mouse" by Laurie Spiegel) along with live playing of the instruments and recorded to WAVE using Sound Forge on a PC and then converted to MP3. The actual music was composed the day after the incident (9-12-01) and the audio clips added later. Working in completing the piece was an emotional experience as if I was reliving the events as they happened.

Tim

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

3563. Re: Mega STe and internal harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 06:31:28 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BAADEBF.8405261E@seimet.de>
Source record: 41933

Hallvard Tangeraas wrote:

> I don't know if this makes any sense, but I think I installed the
> harddisk driver on the disk when it was incorrectly connected to the
> host adapter.

That's impossible because you cannot install a hard disk driver on a
hard disk that is not properly connected. You would not be able to write
the driver file to the drive in this case.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3564. Re: Megafile30 driver

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 07:14:12 UTC
From: Denis Huguet <deunstg@free.fr>
Message-ID: <3BAAEA3A.5A9EDC53@free.fr>
Source record: 41934

There is no specific driver for a Megafile 30... Any hard disk driver will handle it. Mine is running with AHDI 5.00 (yes, that's old :-) but this is probably one of the slowest driver that exist on Atari...

mark richardson a écrit :

> Could someone please post or email me or tell me where to find a driver for
> an Atari Megafile30 harddrive.
> I bought one at a pawn shop. They didn't include any software. I have been
> looking everywhere online for a driver
> or something to bring it to life. My email is markbcrich@hotmail.com, if
> someone could sent me in the right direction.
>
> Thanks,
> Mark

3565. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 10:50:32 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109210346290.16653-100000@shell.pacifier.com>
Source record: 41939
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Catalog Link.
http://www.pacifier.com/~atari/wantlist.htm What Ben Wants!
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Check HotLinks above for specials on my WebSite! Two 20% Atari Discounts! General 20% SoftWare Discount & Repeat Customer Discount! 20% off all SoftWare for Atari 8 Bit & ST! And if your a repeat customer, 20% off ST & 8 Bit Hardware/Accessories, Software/Games, Books & References. Discount does not cover Happy Drives, xf551 Drives, Monitors & Jaguar! Discounts are like coupons, redeem by requesting Discounts in E-Mail.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3566. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 11:07:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bab2d6c1fe5ae0@tripnet.se>
Source record: 41937

On Wed 19-09-2001 02:47 (GMT) Hallvard Tangeraas wrote:

>Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

>> We're talking *floppy* disks here, but I still wouldn't want to get
>involved
>> in trying to re-align one!
>
>Me neither. I disagree with the seller, and even if it could be made to
>work again without special test equipment you might end up with a drive
>that only writes/reads/formats disks which can't be used with any other
>disk drive (i.e. other computers) which sort of takes away the point of
>having a disk drive in the first place.

Actually when I bought my second hand Stacy many yeras ago the floppy
drive head was misaligned. It could only read floppies written by itself.

To align the read/write head was very simple! I just used two wooden
tothpicks and straightend the membranes that keep the head in place.
Since then this is the best floppydrive I have. Maybe I was lucky but the
naked eye can be a very senisitive measuring tool.
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

3567. MiNTnet questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 12:09:59 UTC
From: nospamplease@zonnet.nl
Message-ID: <r6Gq7.15638$2z4.55711@zonnet-reader-1>
Source record: 41938
Body handling: HTML body converted to readable text

I have installed MiNTnet (thanks to MiNTnet for Dummies III) and have begun setting up a Sparemint system. I'm already having lots of fun with it but also several (beginners?) problems. If anyone wants to react to one or more of the following questions/problems please do.

1. When booting, a message appears that looks a bit like this:
WARNING: mounting unchecked filesystem. Running fsck is red....(end of screen)
Is this something to worry about, and how can I get rid of this message safely ?

2. a) When dialing with PPPD I get this message:
/pipe/log: No such file or directory
b) After that connection to my ISP is succesfull, but I would like to see more info and confirmation on my screen. I know there is a verbose option, but when I put
connect "/usr/sbin/chat -fv /etc/ppp/pppchat.myprovider " in my options file
I'm getting no connection at all. With -f (without v) everything is OK, but
I'm not getting any connection info then.
c) When my connection to my ISP is broken unexpectedly (happens especially during "prime time") I can't dial again using the pppd command, I can't kill pppd's pid, and I have to reboot before being able to make a new connection. There must be an easier way ?

3. Problems with lynx 2.8.1-2 When I hit to download a link I see
Unable to access document.
I expect to see a "download options" to "save to disk", but this doesn't show up.
Then I quitted lynx to take a look at my harddisk contents:
When I look into my /tmp directory 2 new files are there with names like
L18-1TMP.zip and L18-2TMP.html (the downloaded file was a zip file).
The first one is the file I tried to download, but with a new cryptical name.
The second file is a html file containing the "download options" and "save to disk" and the original and suggested filename for the file to download. But I never saw this html appearing on my lynx screen.

Also with and
I only see "Unable to access document".
No options settings. No print options. Why are and
not working for me ?

Besides that: I love lynx. It's probably faster than CAB in text-only mode. In all the discussions about browsers for Atari one should not forget this powerful text-only browser.

4. These lines in the mint.cnf file
exec u:\bin\sh u:\etc\rc.net
exec u:\bin\sh u:\etc\rc.local
crash my system during bootup when I'm running (or trying to run) in protect mode:
MEMORY VIOLATION: type=`. RW=r AA=61FFFFFD PC=1F6732 BP=1C46C0

When using mintnp.prg, everything is OK.

5. Can MiNT handle longer filenames than THiNG can? I downloaded a file that caused THiNG to
come up with an ALERT that my partition contained filenames that were too long, but I couldn't
get rid of it from the desktop, and the ALERT kept appearing again and again.
But then I learnt how to use commands like ls, and mv.
From the bash I could do things that were impossible on the THiNG desktop. I found that very
long filename and renamed it to a simpler one. Problem solved.

6. My last question (for now ;).
I'm using rpm to install the packages from the Sparemint archives. When I run rpm from the bash with something like
rpm -ivh somepackage.rpm
I'm getting an "Illegal instruction" message, and the package is not installed.
But when I use
rpm -iv somepackage.rpm
the package is installed correctly. This is not normal, is it ?

I hope I will get some useful answers. And yes, I did read the docs coming with MfD and MiNT
and the rpm packages. But there are a lots of docs, and I don't understand everything of it.
Every help is welcome.

My system: Falcon030, 14MB, MiNT 1.15.12, N.AES 1.2 (Soon to be 2.0), THiNG 1.27

3568. FS: Atari STf (2.5 meg memory) with Notator

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 13:56:42 UTC
From: Jon Pruitt <jpruitt@earthlink.net>
Message-ID: <3BAB4552.AEE7D339@earthlink.net>
Source record: 41940
Body handling: Binary attachment payload not displayed: jpruitt.vcf

This system has not been in use since 1996. It needs a home so it doesn't go in the trash. It all worked great at last use.

I have for sale: an Atari 1040STe with 2.5 megs upgraded memory, a mono monitor (SM124)
a panasonic dot matrix printer, (24 pin KX 1124) and a copy of C-Lab Notator , with Unitor and Export interfaces. This system always played back solid midi timing, which is more than I can say for the more modern computers I use now. There is possibly some other music software, if I can dig it out of storage.

Ideally, I would like to find someone who would use and appreciate the Notator/Unitor/Export combo, but mainly, I just have a problem with seeing this stuff go into a landfill. I had hoped to find a young person who would use it in a midi studio, but I think technology has changed so much that few people would have that kind of setup now.

No reasonable offer will be refused. I am located in Southern New Jersey, USA , for shipping calculations. If you don't want the printer, np.

Jon Pruitt

[One or more binary attachments are retained only in the source text.]

3569. Re: Hols

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 15:49:40 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0109210749.2064d847@posting.google.com>
Source record: 41941
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

```
"Mark Caffarel" <mcaffar@hvc.rr.com> wrote in message
news:<2Ksq7.520188$T97.68504920@typhoon.nyroc.rr.com>...
> I have a 1040st, monitor, 65meg hard-drive,tons of software & magazines. It
> can be had for the price of shipping. Book rate. approx. $50.
>
> mcaffar@hvc.rr.com
> "Steve Sweet" <steve-sweet@lineone.net> wrote in message
> news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> > Yo!, Y'all
> >
> > Has everyone gone on holiday or summat, this place is dead.
> >
> > --
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
```

Mark,

If you still have the 1040st, I will gladly take it off your hands! LMK.

Rick

3570. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 16:18:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330756@fmlynet.org>
Source record: 41852

FamilyNet Newsgate

> From: Michael and Nicole Freeman <nameerf@flash.net>
> in article 9o8adq$5i1$1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
> wrote on 9/18/01 12:22 PM:
>> Maybe it would be better if emotional outbursts from twisted perspectives
>> on such sensitive maters were directed to proper (other) newsgroups forums
>> or to personal corespondence, and out of a newsgroup dedicated to computers.
> What twisted perspectives are you talking about? Thousands of people died in
> one event. I think that's cause enough for comments here, as no doubt people
> here have connections one way or another. I personally know of someone who
> lost two relatives in this, one in a plane, the other in the WTC. By the
> way, it is the "World" Trade Center, not the "U.S." Trade Center. There were
> victims from 62 countries.
> [snipped "emotional outbursts"]
> As an American, having read your response, I will say that I am very sorry
> for the tragedies that have happened in your part of the world. The U.S.
> isn't perfect, has never been, and will never be. Even if our intentions
> were debatibly good, there have been times when events such as those you
> listed have taken place, and they were indeed horrible. However, every one
> of these events on your list were unfortunate times when something has gone
> wrong, and the destruction caused was unintentional. This event in New York
> and Washington was deliberately schemed for a number of years and carried
> out their intended purpose. It's truely aweful when something goes wrong and
> thousands of innocent people are killed. It's even worse when something goes
> as planned and thousands of innocent people are killed.
> Let people give their condolances as they will. For example: My prayers go
> out to the families devastated by the mistakes made by the U.S. in eastern
> europe, the middle east, and anywhere these events have taken place.
> Mike Freeman
> nameerf@flash.net

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3571. USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 16:25:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330757@fmlynet.org>
Source record: 41853

FamilyNet Newsgate

Sorry about that. I was archiving what everyone had to say. Including Djordje, who was 100% against my original message. (Found it fascinating actually).

Nuff said. They were all interesting, all appreciated.

Take care,

Doctor Clu
Dallas, TX

>> From: Michael and Nicole Freeman <nameerf@flash.net>
>> in article 9o8adq$5i1$1@news.eunet.yu, Djordje Vukovic at vdjole@EUnet.yu
>> wrote on 9/18/01 12:22 PM:
>>> Maybe it would be better if emotional outbursts from twisted perspectives
>>> on such sensitive maters were directed to proper (other) newsgroups forums

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3572. Re: MiNTnet questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 17:02:37 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bab80123ab1130@pandora.be>
Source record: 41942

on Fri 21-09-2001 12:09 Martin Tarenskeen wrote:

>I have installed MiNTnet (thanks to MiNTnet for Dummies III) and have begun setting
>up a Sparemint system. I'm already having lots of fun with it but also several
>(beginners?) problems. If anyone wants to react to one or more of the following
>questions/problems please do.
>
>1. When booting, a message appears that looks a bit like this:
> WARNING: mounting unchecked filesystem. Running fsck is red....(end of screen)
> Is this something to worry about, and how can I get rid of this message safely ?

That's because you haven't shutdown the system properly. When this
happens the system checks the available minix or ext2fs partitions. BTW:
what fs are you using? IMHO, ext2fs is far better then minix.
You can get rid of it by close down the system properly. AFAIK, the only app
that does that job good is Draco's shutdown.app.
http://wh58-508.st.uni-magdeburg.de/~draco/falcon.html

>
>2. a) When dialing with PPPD I get this message:
> /pipe/log: No such file or directory

That's because syslogd isn't running. Not quite sure about it but I
think you can start up syslogd automatically at boottime by adding a
line like this in /etc/std.services
syslogd /usr/etc/syslogd. The configuratiojn file for syslogd is
/etc/syslog.conf

> b) After that connection to my ISP is succesfull, but I would like to see more info
> and confirmation on my screen. I know there is a verbose option, but when I put
> connect "/usr/sbin/chat -fv /etc/ppp/pppchat.myprovider " in my options file
> I'm getting no connection at all. With -f (without v) everything is OK, but
> I'm not getting any connection info then.

That's probably because syslogd isn't running. No syslogd no logging

> c) When my connection to my ISP is broken unexpectedly (happens especially during
> "prime time") I can't dial again using the pppd command, I can't kill pppd's pid,
> and I have to reboot before being able to make a new connection. There must be
> an easier way ?

Hmm, this rings a bell to me but right now I can't recall me how I've
solved this. Can't you kill pppd. ps. There are a few nice GEM
interfaces available for pppd, connexion (Jo-Even Skarsteen) and Mico
(Marc-Anton Kehr). I believe the problem went aways as soon as I started
to use Mico.
>

>3. Problems with lynx 2.8.1-2

Can't help you with Lynx. Lynx works just great on my machine. Maybe a
setup problem? Take a look in /etc/lynx.cnf
>
>4. These lines in the mint.cnf file
> exec u:\bin\sh u:\etc\rc.net
> exec u:\bin\sh u:\etc\rc.local
> crash my system during bootup when I'm running (or trying to run) in protect mode:
> MEMORY VIOLATION: type=`. RW=r AA=61FFFFFD PC=1F6732 BP=1C46C0

Can't help you with this either. I don't start rc.net and rc.local from
mint.cnf. I believe (not sure, I'm not a MiNT-guru) these things are
execute by rc which is execute from init on my setup.

> When using mintnp.prg, everything is OK.

I don't use Memory protection because some (old)programs I use daily doesn't
like very much MP.

>
>5. Can MiNT handle longer filenames than THiNG can? I downloaded a file that caused THiNG
to
> come up with an ALERT that my partition contained filenames that were too long, but I
couldn't
> get rid of it from the desktop, and the ALERT kept appearing again and again.
> But then I learnt how to use commands like ls, and mv.
> From the bash I could do things that were impossible on the THiNG desktop. I found that
very
> long filename and renamed it to a simpler one. Problem solved.

The latest version of Thing can handle much longer filenames. The author
of Thing will surely release Thing 1.30 but he hasn't said when. This
can happen tomorrow but also next year. :-(
>
>6. My last question (for now ;).
> I'm using rpm to install the packages from the Sparemint archives. When I run rpm from
the
> bash with something like
> rpm -ivh somepackage.rpm
> I'm getting an "Illegal instruction" message, and the package is not installed.
> But when I use
> rpm -iv somepackage.rpm
> the package is installed correctly. This is not normal, is it ?

I sould say no because the -h options serves only to display the
proceeding of the installation by means of hash-marks.
Anyway I always use -Uvh and so far I didn't encounter any problem. IMHO
-U is a better way to install rpm's then -i but I can be wrong ofcoruse.

BTW: there's a very good doc about rpm on the Net:
http://www.rpm.org/max-rpm/s1-rpm-install-handy-options.html

HTH,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3573. Re: MiNTnet questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 17:08:21 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bab818c3bd8800@pandora.be>
Source record: 41943

on Fri 21-09-2001 17:02 Martin "Nightowl" Byttebier wrote:

>BTW: there's a very good doc about rpm on the Net:
>http://www.rpm.org/max-rpm/s1-rpm-install-handy-options.html

To reply to myself. The right URL is http://www.rpm.org/max-rpm/index.html

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3574. Re: FS: Atari STf (2.5 meg memory) with Notator

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 17:11:41 UTC
From: sqwirl@atarist.com
Message-ID: <c80bdea3.0109210911.739a856e@posting.google.com>
Source record: 41944

How much are you looking to get. Id only want the system cause I have
a sm124 and a printer already. This would go perfect into my
semi-studio/attic. My 1mb 520st needs more ram. Im 20 also so I fit
your young musical person.

Jon Pruitt <jpruitt@earthlink.net> wrote in message
news:<3BAB4552.AEE7D339@earthlink.net>...
> This system has not been in use since 1996. It needs a home so it
> doesn't go in the trash. It all worked great at last use.
>
> I have for sale: an Atari 1040STe with 2.5 megs upgraded memory, a
> mono monitor (SM124)
> a panasonic dot matrix printer, (24 pin KX 1124) and a copy of C-Lab
> Notator , with Unitor and Export interfaces. This system always played
> back solid midi timing, which is more than I can say for the more modern
> computers I use now. There is possibly some other music software, if I
> can dig it out of storage.
>
> Ideally, I would like to find someone who would use and appreciate the
> Notator/Unitor/Export combo, but mainly, I just have a problem with
> seeing this stuff go into a landfill. I had hoped to find a young person
> who would use it in a midi studio, but I think technology has changed so
> much that few people would have that kind of setup now.
>
> No reasonable offer will be refused. I am located in Southern New
> Jersey, USA , for shipping calculations. If you don't want the printer,
> np.
>
> Jon Pruitt
>
>
>
>
> --

3575. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 17:32:39 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <9oftjm$m4f$1@thorium.cix.co.uk>
Source record: 41945
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

With all these 'can you help me find?' questions i feel it would be nice if peeps told us at least which continent they are on.

I did spot some stuff at a shop in London with a web site.

Here is the URL:-
http://members.aol.com/retrox2/index1.html

It may not be listed on the site.

"Kurtk7" <kurtk7@visi.com> wrote in message
news:vxlq7.25138$x84.7062166@ruti.visi.com...
> I am looking for anyone who knows where I can purchase Memotech hardware
and
> software, including disk drives and publications relating to the Memotech.
> Sorry as this isn't related to the newsgroup, but there is no group for
the
> Memotech. Also, as some have more than one 8 bit system at home, if anyone
> knows of a source for the Timex FDD 3000 disk drive / interface, please
let
> me know. I would pay very well for these.items.
>
> Thanks
>
> Kurt
> kurtk7@visi.com
>
>
>
>
>
>

3576. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 20:03:22 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9og6eadud1@dos.canit.se>
Source record: 41846

James Alexander <james-m-alexander@home.com> skrev:

:> > as a Falcon can only run Linux red hat
:>
:> What crap!!, it will also run TOS, Magix, Mint and others I cannot recall.

: Debian as I've mentioned. also the little known Oases (formerly omen) will
: run on it

Why does everyone forget NetBSD?

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3577. Re: Floppy problem

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 20:11:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9og6t3dud2@dos.canit.se>
Source record: 41847

Overdoc <overdoc@yahoo.com> skrev:

: I think this drive doesn't work with the ST. You will need to get a PC 720k
: drive (1.44 drive will also do) and set the jumper to drive 0 instead of
: drive 1 (PCs usually have their drive set to 1)
: Amiga drives are different from PC drives because they have diskchange and
: ready signals swapped and also there must be some difference in the ready
: signal's timing.
: I don't know much about the ST, but I know Amigas cannot use standard PC
: drives, but I have heard Ataris can.

Not entirely true. The Amiga is just a bit picky with its drives, it won't
take any PC garbage, but a sufficient amount of PC drives will work, after
being subjected to the unit selection mods often required on the Atari as
well. But since there is a likelihood that you might fail on the first
attempt, most people won't believe that PC drives will work on Amigas.
I don't think Ataris are quite as picky, though. After all, they use the
same format and encoding as the PC.

--
/Iggy, the irregular regular

3578. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 20:30:12 UTC
From: vdjole@EUnet.yu
Message-ID: <9og80fafv2@news.eunet.yu>
Source record: 41848

On 20 Sep 2001 02:59:08 , Michael and Nicole Freeman wrote:

>What twisted perspectives are you talking about? Thousands of people died in
>one event. I think that's cause enough for comments here

Hypocrisy is in full flight these days. I get the impresion that you did not read carefully or through the end what I have said, so I will recapitulate my points. After that I hope I will stay silent on this matter. Hallvard has spoken wisely that politics should be kept out of this newsgroup, and that is what I urged too. I was accused of hate here just because I pointed out some unpleasant facts. So:

a) Of course it is horrible when innocent civilians die. But it is not decent to pass it silently when US government does the killing for years, and then to broadcast being in a shock when somebody finally retaliates. Yet, lives of 5000 Americans are not worth a cent more than lives of 5000 people from some other part of the world.

b) America supports and performs terrorism in other parts of the world whenever it is convenient. The current suspect, Bin Laddin (or however his name is spelled), was an American protegee not long ago. He was issued a Bosnian passport by the muslim+croatian faction which US supported. In Kosovo his mujahedins fought side by side with NATO and the Albanian terrorists of the UCK and the UCK is still supported very much by the US, even though the President of the US himslef called UCK "a terrorist organization" not long before. But there is NO GOOD AND BAD TERRORISM.

c) Yugoslavia suffers from UCK terrorism for years. Yet, when it tried to dispose of the terrorists like US is planning to do now, there were cries of human rights and Americans quickly jumped in to help their friends.

d) Main source of income of the US-supported UCK terrorists is illegal narcotics trade.

e) NATO killings in Yugoslavia were crimes of the same nature like the recent incidents, and should be punished. And American government is quite aware what it is doing all the time, and is fighting in any way imaginable against the possibility that Americans be brought to answer to future UN's international court for war crimes.

f) When someone has been horribly hurt it is natural to expect that he would like to see revenge upon the wrong-doer. Media showed some people celebrating what happened to the US, but did not bother to show many more in other parts of the world. That is not my idea, I merely pointed out the fact. And do you think that relatives of the people who lost their lives in WTC would be sorry to see thousands die when US annihilates Afghanistan a couple of weeks from now.

g) Average person does not know much about the circumstances in some backward part of the world such as e.g. Yugoslavia. He is easily manipulated by the media, and little inclined to think. But history of the world is not a collection of CNN broadcasts.

h) America is starting a crusade against Afghanistan before any decent investigation is finished, just because it is a conveniently weak target in a strategically important location, and it doesn't matter if people there are really guilty of the incident. It would not be surprising if US army were looking forward to finally testing all those fine nuclear weapons in a spot conveniently far from home. Anyway, it is sure to start a new circle of violence.

i) Possibility should not be ruled out that the recent incidents were directed by some American agency, in order to provoke precisely what is happening now. Again, this is not my idea. AFAIK even some Americans are beginning to wonder.

j) Anyway, US government is responsible for the recent incidents more than anyone else, because of the way it acts around the world.

k) Undoubtedly, there are many fine people in the US, as well as in other parts of the world, but they let too many lunatics take to power.

Regards;

Hopefully we will calm down and speak of computers here.

3579. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 21:56:09 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9ogd60$ou1$1@newsreaderg1.core.theplanet.net>
Source record: 41849

www.atari-workshop.co.uk

Grazey

"David Beaton" <d.beaton@gcal.ac.uk> wrote in message
news:Gxsq7.71219$TB2.5755485@nnrp4.clara.net...
> Where can I get new DDDS floppies from in the UK.
>
> I would order from abroad if necessary.
>
> Thanks for any help,
>
> David.
>
>

3580. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 23:01:07 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <TEPq7.77509$bY5.373820@news-server.bigpond.net.au>
Source record: 41850

is there a reason one shouldn't just format high density floppy disks as
double density?

this is what I used to do, but it always presented a problem if you wanted
to read them in a highdensity drive..

--
Regards

"David Beaton" <d.beaton@gcal.ac.uk> wrote in message
news:Gxsq7.71219$TB2.5755485@nnrp4.clara.net...
> Where can I get new DDDS floppies from in the UK.
>
> I would order from abroad if necessary.
>
> Thanks for any help,
>
> David.
>
>

3581. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-21 23:23:33 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <LZPq7.13530$ua3.2126904@news6-win.server.ntlworld.com>
Source record: 41851

Hello.
"David Beaton" <d.beaton@gcal.ac.uk> wrote in message
news:Gxsq7.71219$TB2.5755485@nnrp4.clara.net...

> Where can I get new DDDS floppies from in the UK.

I sell nearly new ex ST magazine cover floppies, 10 for £2 plus post.

Minimum order is £10.

Most have only been read to expand the software to another floppy.

Barrie at Keychange.

barrie@keychange.co.uk

3582. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 02:30:22 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9ogt3uiab0@206.230.189.33>
Source record: 41854

Persoanlly I hope we AMERICANS, blow the bastards off the map. (my 2 cents)

jonk

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9og80fafv2@news.eunet.yu...
> On 20 Sep 2001 02:59:08 , Michael and Nicole Freeman wrote:
>
> >What twisted perspectives are you talking about? Thousands of people died
in
> >one event. I think that's cause enough for comments here
>
> Hypocrisy is in full flight these days. I get the impresion that you did
not
> read carefully or through the end what I have said, so I will recapitulate
my
> points. After that I hope I will stay silent on this matter. Hallvard
> has spoken wisely that politics should be kept out of this newsgroup, and
> that is what I urged too. I was accused of hate here just because I
pointed
> out some unpleasant facts. So:
>
> a) Of course it is horrible when innocent civilians die. But it is not
decent
> to pass it silently when US government does the killing for years, and
> then to broadcast being in a shock when somebody finally retaliates.
Yet,
> lives of 5000 Americans are not worth a cent more than lives of 5000
> people from some other part of the world.
>
> b) America supports and performs terrorism in other parts of the world
> whenever it is convenient. The current suspect, Bin Laddin (or however
his
> name is spelled), was an American protegee not long ago. He was issued
a
> Bosnian passport by the muslim+croatian faction which US supported.
> In Kosovo his mujahedins fought side by side with NATO and the Albanian
> terrorists of the UCK and the UCK is still supported very much by the
US,
> even though the President of the US himslef called UCK "a terrorist
> organization" not long before. But there is NO GOOD AND BAD TERRORISM.
>
> c) Yugoslavia suffers from UCK terrorism for years. Yet, when it tried to
> dispose of the terrorists like US is planning to do now, there were
cries

> of human rights and Americans quickly jumped in to help their friends.

>
> d) Main source of income of the US-supported UCK terrorists is illegal
> narcotics trade.
>
> e) NATO killings in Yugoslavia were crimes of the same nature like the
> recent incidents, and should be punished. And American government is
> quite aware what it is doing all the time, and is fighting in any
> way imaginable against the possibility that Americans be brought to
> answer to future UN's international court for war crimes.
>
> f) When someone has been horribly hurt it is natural to expect that he
would
> like to see revenge upon the wrong-doer. Media showed some people
> celebrating what happened to the US, but did not bother to show many
more
> in other parts of the world. That is not my idea, I merely pointed out
the
> fact. And do you think that relatives of the people who lost their
lives
> in WTC would be sorry to see thousands die when US annihilates
> Afghanistan a couple of weeks from now.
>
> g) Average person does not know much about the circumstances in some
> backward part of the world such as e.g. Yugoslavia. He is easily
> manipulated by the media, and little inclined to think. But history
> of the world is not a collection of CNN broadcasts.
>
> h) America is starting a crusade against Afghanistan before any decent
> investigation is finished, just because it is a conveniently weak
target
> in a strategically important location, and it doesn't matter if people
> there are really guilty of the incident. It would not be surprising if
> US army were looking forward to finally testing all those fine nuclear
> weapons in a spot conveniently far from home. Anyway, it is sure to
> start a new circle of violence.
>
> i) Possibility should not be ruled out that the recent incidents were
> directed by some American agency, in order to provoke precisely what is
> happening now. Again, this is not my idea. AFAIK even some Americans
> are beginning to wonder.
>
> j) Anyway, US government is responsible for the recent incidents more than
> anyone else, because of the way it acts around the world.
>
> k) Undoubtedly, there are many fine people in the US, as well as in other
> parts of the world, but they let too many lunatics take to power.
>
>

> Regards;
>
> Hopefully we will calm down and speak of computers here.

3583. Re: Runnimg win 2000 on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 03:12:52 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3BAC01B3.B5DD335E@ihug.co.nz>
Source record: 41855

Hi there,

Janka Gerhard wrote:
>
> Tim Anderson wrote:
> >
> > Would the Falcon be able to run Vmware or Win4Lin?
>
> But what would you do with Windows running at less than 5% of
> its normal performance ?

I'm not so sure it would be that different. On most PC's I seem
to think they only spend 5% of their booted up time doing any
useful work...the rest is spent loading software or thrashing
the swap file!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 and (soon to be) SGI Indy r5k owner.

3584. Re: MiNTnet questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 06:45:03 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BAC336F.EEB9312D@ndh.net>
Source record: 41856

Hi Martin,

> 1. When booting, a message appears that looks a bit like this:
> WARNING: mounting unchecked filesystem. Running fsck is red....(end of screen)
> Is this something to worry about, and how can I get rid of this message safely ?
The filesystem has to be checked, in freemint-1.15.5 archive is a
documentation how to do this at startup.

> connect "/usr/sbin/chat -fv /etc/ppp/pppchat.myprovider " in my options file
This is wrong it should look like this:

connect "/usr/sbin/chat -f /etc/ppp/pppchat.myprovider -v ....

> c) When my connection to my ISP is broken unexpectedly (happens especially during
> "prime time") I can't dial again using the pppd command, I can't kill pppd's pid,
Look in /proc or with command ps, if chat is already running, if so kill
this.

> crash my system during bootup when I'm running (or trying to run) in protect mode:
> MEMORY VIOLATION: type=`. RW=r AA=61FFFFFD PC=1F6732 BP=1C46C0
You will find many docu about memory protection in freemint-1.15.5
archive.

> the package is installed correctly. This is not normal, is it ?
No, this isnï¿½t normal, perhaps you have to reinstall rpm, but beware
that your data of installed packages will be lost! Make a backup of
/var/lib/rpm before doing this.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3585. Re: Could use some help in locating some items.

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 10:54:03 UTC
From: Kurtk7 <kurtk7@visi.com>
Message-ID: <C6_q7.26765$x84.7314972@ruti.visi.com>
Source record: 41857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am in the United States. Should have mentioned that fact before. Would love to visit the store and checked the site out online. Thanks for directing me to it, unfortunately, no luck.

Pockets wrote in message <9oftjm$m4f$1@thorium.cix.co.uk>...
>With all these 'can you help me find?' questions i feel it would be nice if
>peeps told us at least which continent they are on.
>
>I did spot some stuff at a shop in London with a web site.
>
>Here is the URL:-
>http://members.aol.com/retrox2/index1.html
>
>It may not be listed on the site.
>
>
>
>"Kurtk7" <kurtk7@visi.com> wrote in message
>news:vxlq7.25138$x84.7062166@ruti.visi.com...
>> I am looking for anyone who knows where I can purchase Memotech hardware
>and
>> software, including disk drives and publications relating to the
Memotech.
>> Sorry as this isn't related to the newsgroup, but there is no group for
>the
>> Memotech. Also, as some have more than one 8 bit system at home, if
anyone
>> knows of a source for the Timex FDD 3000 disk drive / interface, please
>let
>> me know. I would pay very well for these.items.
>>
>> Thanks
>>
>> Kurt
>> kurtk7@visi.com
>>
>>
>>
>>
>>
>>
>
>

3586. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 17:00:14 UTC
From: vdjole@EUnet.yu
Message-ID: <9oig2s$6ti$1@news.eunet.yu>
Source record: 41858

On 20 Sep 2001 11:20:34 , Derryck Croker wrote:

>>I found Microtech's web site and the product in question, and it looks
>>quite promising. I can't help but feeling though that buying a
>>'normal' digital camera plus either Phototip or one of these SCSI
>>devices is a bit hit-and-miss (I've got no comeback on anyone if it
>
>There's a write-up of this very system in an Atari Computing mag IIRC - it
>works very well, HDDriver recognizes the memory card when plugged into the
>adaptor and you drag files to-and-fro just like any drive.

Some time ago it was mentioned that it might be possible to use a
memory-card/floppy disk adaptor but that possibly a dedicated program
would be needed to read such a "disk". Has anybody had any luck with
that approach? I suppose that id a PC floppy drive can read such
a device, an Atari can do at least as good.

Cu.

3587. Re: Worth getting a Mega STe? Value?

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 17:00:18 UTC
From: vdjole@EUnet.yu
Message-ID: <9oig2v$6ti$2@news.eunet.yu>
Source record: 41859

On 21 Sep 2001 11:07:24 , "Kenneth Medin" wrote:

>Actually when I bought my second hand Stacy many yeras ago the floppy
>drive head was misaligned. It could only read floppies written by itself.
>
>To align the read/write head was very simple! I just used two wooden
>tothpicks and straightend the membranes that keep the head in place.
>Since then this is the best floppydrive I have. Maybe I was lucky but the
>naked eye can be a very senisitive measuring tool.

I succeeded in aligning a floppy drive too, but I would not want to repeat
the experience. Long time ago I bought a second-hand HD floppy drive for a
replacement in my computer. It needed a thorough cleaning, and so
I removed he PCB from the mechanism to have better access- but it turned
that sensor for initial head position was on the board, so when I
reassembled it, it didn't work properly. However, the PCB had provision
for sliding in its seat a couple of millimetres, and by using a
"known good" floppy with some files on it I found an approximate
position where it worked. Then I moved the PCB to one side and then to
another side clearance, to determine the positions where it would start
reporting errors. I accepted a position in the middle of those two
as the correct one and secured the PCB in place. Indeed, it has worked
since correctly. However, this achievement was done in desperation
and I would not recommend such a feat.

Cu.

3588. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 17:41:28 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-AE897F.13435622092001@news1.coastalnet.com>
Source record: 41860

In article <TEPq7.77509$bY5.373820@news-server.bigpond.net.au>, "Oracle
�" <thisinsntreal@no.its.not> wrote:

```
> is there a reason one shouldn't just format high density floppy disks as
> double density?
```

```
HD disks will probably not be reliable on a DD drive. There is a
difference in the media. You should try to get genuine DD disks if
possible.
```

3589. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 18:12:53 UTC
From: osian@zetnet.co.uk
Message-ID: <3bacd4a5$0$4911@news.zetnet.co.uk>
Source record: 41861

On 22 Sep 2001 17:00:14 , Djordje Vukovic wrote:
>Some time ago it was mentioned that it might be possible to use a
>memory-card/floppy disk adaptor but that possibly a dedicated program
>would be needed to read such a "disk". Has anybody had any luck with
>that approach? I suppose that id a PC floppy drive can read such
>a device, an Atari can do at least as good.

A friend of mine has one for his camera, but it requires software. I
plugged the floppy into my Falcon and IIRC the floppy drive window
would open but it didn't show any files.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3590. Re: Need to read an Atari floppy on a PC

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 18:45:26 UTC
From: ebaiz@skyenet.net
Message-ID: <a%4r7.906$B4.100892@newsfeed.slurp.net>
Source record: 41862

On 20 Sep 2001 04:43:17 , "Patti Wagen" wrote:
>I gave my Atari ST to a neighbor's kid and it is no longer available to me.
>I thought I had copied all the files to PC format first, but have misplaced
>the files. I have some files I need on an ST disk, but can't read them. I
>tried Norton to add the boot sector, and Norton hung. Does anyone know of a
>PC utility that writes the boot sector without destroying the data?
>

Have you tried running a ST emulator on the PC and then trying to
access the disk. The other option is to send the disk out to a person
who has an Atari and let him/her email the data back to you.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3591. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 21:28:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001195611.577781@eos.uk.clara.net>
Source record: 41864

Hi Jonk

"jonk" <atari@NOwcoilSPAM.com> wrote in message
news:9ogt3uiab0@206.230.189.33...
> Persoanlly I hope we AMERICANS, blow the bastards off the map. (my 2
cents)

And once you've finished blowing them up you'll be able to sell them some
state of the art weapons systems!!!.

You'd better drop a nuke in your own back yard as thanks for all the support
you yanks have given to the IRA, for them to be able to blow up myself and
my neighbours in London docklands and Woolwich.

I spent years as a 'legitimate' target as I worked to assist the forces, it
was a most comfortable lifestyle, thanks to all you IRA supporters over
there.

Come to think of it I've never actually been told that I'm off the official
legitimate target list, so thanks again.

Why don't you shove your head back up your arse!!.

P.S. I totally condemn the actions of the so far unknown terrorists for the
cowardly and unnecessary attacks on New York and elsewhere.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3592. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 21:32:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001195612.576259@eos.uk.clara.net>
Source record: 41863

Hi Oracle

> is there a reason one shouldn't just format high density floppy disks as
> double density?

A very good reason, the only thing they have in common is the plastic case
dimensions, otherwise they are chalk and cheese.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3593. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 21:33:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001195613.558188@eos.uk.clara.net>
Source record: 41865

Hi Barrie

> > Where can I get new DDDS floppies from in the UK.
>
> I sell nearly new ex ST magazine cover floppies, 10 for £2 plus post.

You'd probably make more money selling them as cover disk's, some people collect them like heirlooms.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3594. Restoring the mouse pointer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-22 23:20:02 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bad1ca2$0$4907@news.zetnet.co.uk>
Source record: 41866

Hi all!

Does anyone know of a program that when run, will restore the mouse pointer?

Whilst online just now, I had a crash which made the mouse pointer disappear. I had to reboot, losing my connection and a download that was happening!! :((

This happens occasionally and it would be useful to have a program to restore it when run from a function key in Jinnee. (I'm using MagiC 6 btw so it has to work with that).

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3595. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 06:45:21 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0109230937040.1320-100000@hal.pp.fishpool.fi>
Source record: 41867

On 22 Sep 2001, jonk wrote:

> Persoanlly I hope we AMERICANS, blow the bastards off the map. (my 2 cents)

Personally, I would hope Americans first figure out _who_ the bastard(s)
are and then present the evidence to the UN, out in plain view, before
they attack anyone. Otherwise, Americans are just as guilty as sin and
deserve nobody's support.

Funny how Americans say they beleive in God and pray so much, yet ignore
Jesus' warning that the old jewish "an eye for an eye" is not the right
way to do things.

--
Martin-ï¿½ric Racine, Helsinki, Finland.

3596. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 11:57:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109231357.a59761@su2.maus.de>
Source record: 41881

SS>Why don't you shove your head back up your arse!!.
You should check your terminology!

3597. [Epyx Shrine] Snow Strike Manual?

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 15:28:31 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3BADFF9F.BFC84EB2@nexgo.de>
Source record: 41868

Hi there!

For the ever growing Epyx Shrine (http://home.nexgo.de/cybergoth) I'm once more searching a manual, this time it's the one for 'Snow Strike'. Can someone please either type/scan it in, or point me in the right direction where to find it online?

Greetings,
Manuel

P.S.: The catalogs section of the Shrine just opened!

3598. HDriver 4.52

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 16:52:16 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9ol3vt$qv6$2@news.chatlink.com>
Source record: 41869

To: us@seimet.de (Uwe Seimet)
From: dwolfe@netcentraltv.com (Don Wolfe)
Organization:
Subject: HDriver 4.52
X-Mailer: NEWSie Version 0.96 (Atari)

Hi Uwe,

I'm having a boot problem. I decided to write protect the boot sector
of drive C: so I clicked protect boot sector and clicked on the box for
drive C: and clicked OK, all seemed fine till I tried to reboot and get
the message that drive C: is write protected (Abort-Retry-Ignore)
after using Ignore about a 12 or more times I finally got through the
boot proccess....

So I figured I better open HD-Utility and remove this write protection,
but the program won't let me remove it, it says drive C: is write
protected... So what am I doing wrong ?????? Please advise !!

Thanks for any Help, Donner.....

Your message on the subject

"HDriver 4.52"

has been delivered successfully. However, I'm not in the office
for some days, so I don't have read your message yet.
What you read is an automatic response, which you will get only
once.

Best regards, Uwe Seimet

To All,

Excuse if this is a double Post, don't think the first one posted.

What is the right way to get rid-of this write protection ?? Delete
the driver from the root directory of drive C: ??

Thanks, Donner......

3599. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 16:57:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ol4aa$13f$1@thorium.cix.co.uk>
Source record: 41870

In message <TEPq7.77509$bY5.373820@news-server.bigpond.net.au>, thisinsntreal@no.its.not said:

>is there a reason one shouldn't just format high density floppy disks as
>double density?
>
>this is what I used to do, but it always presented a problem if you wanted
>to read them in a highdensity drive..

Just stick a piece of opaque tape over the left-hand hole and any HD drive should be able to read them as DD. But there are other reasons why using HD disks in DD drives is not a very good idea: The magnetic coating of HDs has a higher coercivity than DDS to give higher packing densities. This needs extra write current in the heads. Many DD drives are too weak to give *reliable* writing on HD disks.

I have also heard it said that HD disks written in DD drives go faulty quicker with time, though I can't see a reason for that and it may be an old wive's tale. OTOH if the magentization is only just strong enough to give correct reading when new, a slight loss of magnetization with time due to wear of the coating or self-demagnetization could have that effect.

The best thing is to get an HD drive and the required harware circuit fitted! :-)

Regards, /Peter/

3600. TAMW banner and AEX

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 17:09:54 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109230909.2830c65d@posting.google.com>
Source record: 41871

Hi All

Dr Ambient (of the Atari-MIDI mailing list) has redone his site (very nice) and informed me
he has a page devoted to his new project called AEX:An instant Tangerine
Dream machine for Atari computers. There is a nice screen shot and details
about the program.It is not available yet, but he is working DAY nad NIGHT
to complete it for us (right DR.?)

Also, he has created a TAMW (Tims Atari MIDI World) banner for all and sundry to use on thier own sites (if desired)Actually, I look at it not to
"inflate" my head, but to tell others about the wonderful Atari-MIDI programs now available. Please feel free to pass this banner around and get
more coverage and usage on these great apps. (and to pay the shareware fees!
:-)

Just follow the ATARI link when you get to the DR's Site.

Check out his other pages there as well.

here is the DR's SIG with all the revelant info:

Dr. Ambient - /|\ Falcon030/TT/STFM - AMD Duron 700
Homepage: http://members.ams.chello.nl/g.goebertus (under construction)
Soundfonts: http://www.drambient.f2s.com
Music: http://artists.mp3s.com/artists/233/dr_ambient.html

Project: AEX: An instant Tangerine Dream machine for Atari computers

THANKS DR! Everyone repeat after me:

I WANT MY AEX. I WANT MY AEX. I WANT MY AEX. I WANT MY AEX. I WANT MY AEX. I
WANT MY AEX. I WANT MY AEX. I WANT MY AEX. I WANT MY AEX.

Tim Conrardy

http://tamw.atari-users.net

3601. Re: Tribute with Notator by Brian Becroft

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 17:17:52 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109230917.68bbd8d1@posting.google.com>
Source record: 41872

> > http://gem.win.co.nz/brian/brian+mario/Tribute/

> I find writing songs a bit tasteless before even the rubble has been removed
> and the final toll counted

I see it as a way a musicain can get out his emotions and inspirations
OUT and not keep it bottled up inside. It is things like this that
sometimes drives artists to create thier greatest works.

For instance it was real hard for me to create my Piece METAL BIRD..as
I was reliving the events, especially when I was putting together the
audio clips that went with it. But it was an outlet for me , and I
feel much better. I was able to go thru those emotions without keeping
them inside. The piece as it turned out is very powerful and
frightening at the same time. A reminder and a tribute .

Tim Conrardy
http://tamw.atari-users.net

3602. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 17:40:33 UTC
From: djhh212@aol.com
Message-ID: <20010923134033.19622.00000346@mb-mo.aol.com>
Source record: 41873

ive been picking up body parts for 2 weeks now....blow them all away!

3603. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 18:27:32 UTC
From: vdjole@EUnet.yu
Message-ID: <9ol9ii$9bp$1@news.eunet.yu>
Source record: 41890

On 22 Sep 2001 18:12:53 , Chris Simon wrote:
>On 22 Sep 2001 17:00:14 , Djordje Vukovic wrote:
>>Some time ago it was mentioned that it might be possible to use a
>>memory-card/floppy disk adaptor but that possibly a dedicated program
>>would be needed to read such a "disk". Has anybody had any luck with
>>that approach?
>A friend of mine has one for his camera, but it requires software. I
>plugged the floppy into my Falcon and IIRC the floppy drive window
>would open but it didn't show any files.

Did you try a disk-editor or some similar program that reads the disk
on a block-by-block basis? If you did, did it show any data or the
characteristics of the "disk"?

3604. Re: HDriver 4.52

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 19:11:15 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BAE33D3.D3840317@seimet.de>
Source record: 41875

Don Wolfe wrote:

> I'm having a boot problem. I decided to write protect the boot sector
> of drive C: so I clicked protect boot sector and clicked on the box for
> drive C: and clicked OK, all seemed fine till I tried to reboot and get
> the message that drive C: is write protected (Abort-Retry-Ignore)
> after using Ignore about a 12 or more times I finally got through the
> boot proccess....

So you have software installed that tries to write on C: during the boot process.

> So I figured I better open HD-Utility and remove this write protection,
> but the program won't let me remove it, it says drive C: is write
> protected... So what am I doing wrong ?????? Please advise !!

You should first disable the write protection with the HDDRCONF.CPX, as the settings made by HDDRUTIL do not get valid before rebooting. Please also refer to the manual for details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3605. This is not a political newsgroup (was: USA)

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 19:40:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bae48801e79621@pandora.be>
Source record: 41876

Hello,

May I remind you all that this is an Atari Newsgroup and *not* a
political newgroup. So please take the discussion about USA to an
appropiated newsgroup.

TIA,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3606. Re: Restoring the mouse pointer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 20:21:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9olg7s$61f$1@thorium.cix.co.uk>
Source record: 41877

In message <3bad1ca2$0$4907@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk said:

>Does anyone know of a program that when run, will restore the mouse
>pointer?

Yes MOUSEON.PRG (only 858 bytes) does that. I have installed it on
a key combination in Thing - should be able to do the same in
jinnee. I'll pass it on to you Wednesday at CCC if you remind me,
or I can mail it.

Regards, /Peter/

3607. Re: Restoring the mouse pointer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 20:30:30 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29949_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41874

In uno strano messaggio del 22 Sep 01 jfhaslam@zetnet.co.uk (2:333/608.1)
scrisse al povero All :
j> Does anyone know of a program that when run, will restore the mouse
j> pointer?

It's an old MagiC feature:

\gemsys\magic\extras\tools\mouse_on.prg

on my system. Associated to F2 key in thing and a "Tools" menu entry too.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
WINDOWS - Will Install Needless Data On Whole System

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3608. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-23 22:50:26 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <PGtr7.11924$Ck.1882963@news6-win.server.ntlworld.com>
Source record: 41878

Hello.

<xlator@cix.compulink.co.uk> wrote in message
news:9ol4aa$13f$1@thorium.cix.co.uk...
> In message <TEPq7.77509$bY5.373820@news-server.bigpond.net.au>,
thisinsntreal@no.its.not said:
>
> >is there a reason one shouldn't just format high density floppy disks as
> >double density?
Snip.
>
> The best thing is to get an HD drive and the required harware
> circuit fitted! :-)

Disagree.

From customers' experience.

If all your data is stored on HD disks and your machine fails, you can't get
at your data until you get it fixed or borrow another HD equipped machine.

Stick to DSDD floppies and make backups.

Barrie at Keychange.

www.keychange.co.uk

3609. Need ROMs

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 00:16:19 UTC
From: Somebody <somebody@somewhere.net>
Message-ID: <AVur7.3686$ng6.235520@brie.direct.ca>
Source record: 41880

Some people in my meighborhood tried to throw out a perfectly good Atari 520STFM however they succeeded with everything except the unit, cables, and monitor.
I need any roms I can get (to convert to disks) and if possible a bios imaging program so I can use Gemulator 2000.

Please reply to donteventryspammingme@ssokolow.com

Thank You

SSokolow.com Webmaster

3610. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 00:28:46 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.keaenqkd@localhost>
Source record: 41882

Hallvard Tangeraas wrote:
>
> jonk <atari@NOwcoilSPAM.com> wrote:
>
> > Persoanlly I hope we AMERICANS, blow the bastards off the map. (my
> > 2 cents)
>
> No wonder the world is like it is when there's so much hate like this.
> It's funny how some people just don't understand that fighting
> violence and hate with the same thing just brings out even more hate
> and violence.

I just gotta say that I could not agree more.

3611. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 00:37:13 UTC
From: Martin Whitaker <Martin.Whitaker@aspextechnology.com>
Message-ID: <3BAE8039.ADD075BD@aspextechnology.com>
Source record: 41879

Barrie at Keychange wrote:
>
> Hello.
>
> <xlator@cix.compulink.co.uk> wrote in message
> news:9ol4aa$13f$1@thorium.cix.co.uk...
> > In message <TEPq7.77509$bY5.373820@news-server.bigpond.net.au>,
> thisinsntreal@no.its.not said:
> >
> > >is there a reason one shouldn't just format high density floppy disks as
> > >double density?
> Snip.
> >
> > The best thing is to get an HD drive and the required harware
> > circuit fitted! :-)
>
> Disagree.
>
> From customers' experience.
>
> If all your data is stored on HD disks and your machine fails, you can't get
> at your data until you get it fixed or borrow another HD equipped machine.
>
> Stick to DSDD floppies and make backups.
>
If you are worried about compatibility with non-HD equipped Ataris, use
a HD drive to format a HD disk to 720K. The HD drive will be able to
fully magnetise the HD disk, and if it is formatted to 720K, it should
be readable by DSDD drives.

To me this would be a non-issue. None of my friends still use an Atari,
so if my machine fails, I would either have to get it fixed or use a PC
to access the data (which would be able to read HD disks).

By the way, don't rely on floppy disks for long term storage. Most of my
old Atari disks are no longer readable.

Martin

3612. Re: HDriver 4.52

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 04:21:56 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9omcd2$fs5$2@news.chatlink.com>
Source record: 41883

On 23 Sep 2001 21:11:15 , Uwe Seimet wrote:

Hi Uwe,

>> So I figured I better open HD-Utility and remove this write protection,
>> but the program won't let me remove it, it says drive C: is write
>> protected... So what am I doing wrong ?????? Please advise !!
>
>You should first disable the write protection with the HDDRCONF.CPX, as
>the settings made by HDDRUTIL do not get valid before rebooting. Please
>also refer to the manual for details.

Thanks for the fast reply, I got it fixed earlier tonight by checking
the CPX setting.. What a dummy, I figured I set the write protection
with HD-Utility so I would need to use it to un-set it :^))

Thanks again, Donner....

>
>--
>---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>.

3613. ST SCSI adaptor for sale...

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 08:22:32 UTC
From: Louis Mazzei <kong@notrix.de>
Message-ID: <509b6045c3567fe5903ab8ca8c41fc51.27624@mygate.mailgate.org>
Source record: 41885

Berkeley Microsystems model 200 ST DMA to SCSI adaptor w/software for sale.
Buyer must cover shipping charges from central valley area of California as I
am currently unemployed.

Best offer by the end of the month takes it.

Please e-mail me at kong@notrix.de if interested.

Thanx in advance!

--
Posted from spider-ntc-tc014.proxy.aol.com [198.81.17.24]
via Mailgate.ORG Server - http://www.Mailgate.ORG

3614. STe in Desktopper case for sale in UK

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 09:06:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001318808-477160AEicMi@08002go.com>
Source record: 41884

Hi all,

I've got an STe in a Desktopper case, 4MB with switchable TOS2.06 plus an SM125 mono monitor for sale in the UK only.

Good clean condition, I'll take 30UKP for the lot - but you must collect from Watford, Herts.

Positive offers in email by Wednesday 26th please!

Cheers

--
Regards,

Derryck Croker

3615. Re: HDriver 4.52

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 13:55:58 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BAF3B6E.AD153F40@seimet.de>
Source record: 41886

Don Wolfe wrote:

> Thanks for the fast reply, I got it fixed earlier tonight by checking
> the CPX setting.. What a dummy, I figured I set the write protection
> with HD-Utility so I would need to use it to un-set it :^))

That's basically correct but the settings made by HDDRUTIL are permanent
settings and will be activated after a reboot. The settings made by
HDDRCONF take effect immediately, but are not preserved after a reboot.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3616. Cameras, SmartMedia, and your Atari

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 13:57:56 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109240938340.106-100000@Hades060>
Source record: 41891

Some time ago I asked about card readers and such and someone
suggested Microtech. I got a camera that allowed serial transfers
but found it annoying, and mostly slow. I found a SCSI Microtech
PC card reader (dual PCMCIA slots) bought a SmartMedia adapter
and hooked this up to my Hades060. It works with 2 minor glitches.
You have to force a media change to get the system to access the
card correctly. If the card is over 32mb then you need something
like bigdos installed to access it.

I thought I'd follow up on my findings. No more serial transfers for
me, and PhotoTip is completely uneeded. Since the SCSI device treats
the cards as harddrives, you just open them like drives and drag
the images off. Nice and fast.

btw, you can get CompactFlash and Sony Memory stick adapters
so this opens up some more possibilites.

If anyone wants further info, keep in mind I only post here.
Contact me at my private mailbox.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3617. [NEW] MegaPOV 0.7

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 14:46:02 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3BAF472A.2C74ADED@ief.u-psud.fr>
Source record: 41887

Hi all,

You would have probably noticed, if you're a fan of Persistence Of Vision
(POV), that POV 3.5 has been released. It's released but source code has
not been yet. It means that POV 3.5 is binary relased for Macintosh and
PC platforms, under beta 4. The largest modification relies on the integration
of a big extension of POV called MegaPOV. You would probably know that POV
3.1g is available from my homepage. POV 3.5 sources will take a long time
to be released. Meanwhile I suggest that you download the binaries of
MegaPOV 0.7 on my piece of WEB. Because MegaPOV is an extension of POV 3.1g,
if you download MegaPOV, you would require also the corresponding archive
of POV 3.1g. The MegaPOV archive contains principally the executable, besides
from the documentation and examples. The MegaPOV executable (POV3.TTP) will
just replace the 3.1g. There will remain the includes, scenes, the
configuration etc ...

You must know that if nothing is declared in the POV script, MegaPOV will
exactly behave like POV 3.1g. You must add :

#version unofficial MegaPov 0.7;

to the script, so that MegaPOV will be taken into account, with all the
extensions.

MegaPOV is an unofficial extension of POV3.1g, but this extension has
been integrated by the POVTeam. So MegaPOV 0.7 is temporary, waiting for
the release of POV 3.5 sources. If you want to have more information about
POV 3.5, there's a beta documentation online at :

http://www.povray.org/working-docs/

and a preview at :

http://povray.co.uk/povray3-5beta-p01.asp

POV 3.5 is partially compatible with MegaPOV 0.7. That's why you must be
aware that your MegaPOV scripts may be partially unportable to POV 3.5.

The
difference is a tiny change in the syntax. MegaPOV has been used by the
POVTeam to produce a new version of POV. But you may want to wait for
3.5
version. I must bring to your attention that the GIF image format is not
supported anymore. You will need to translate from GIF to PiNG (PNG)
image
format, that is equivalent, unless problems of Intellectual Property of
GIF.
MegaPOV is an interesting extension of POV 3.1g (the latest stable
release of POV).

Finally, I will tell you to enjoy POVing ...

See you soon for new news of ATARI front ...

Best regards,

-- Franï¿½ois LE COAT
Author of Eurï¿½ka 2.12 (2D Graph Describer, 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

3618. Re: New Double-sided Double-density floppies

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 14:57:02 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <9onhju$rc9$1@news.panix.com>
Source record: 41888

Steve Sweet <stevesweet@freeuk.com> writes:

: Hi Oracle

: > is there a reason one shouldn't just format high density floppy disks as
: > double density?

: A very good reason, the only thing they have in common is the plastic case
: dimensions, otherwise they are chalk and cheese.

My experience differs. 10% difference in coercivity is not much, to me,
and I make an extra hole when I want a bigger disk, and tape it over
when I want a smaller disk. So far, 1985 to now, has not created
problems I have noticed.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3619. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 16:34:12 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9onna4mci0@206.230.189.63>
Source record: 41889

Ahh but Jesus was referring to personal conflits between people not nations.

> Funny how Americans say they beleive in God and pray so much, yet ignore
> Jesus' warning that the old jewish "an eye for an eye" is not the right
> way to do things.
>
> --
> Martin-�ric Racine, Helsinki, Finland.
>

3620. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 17:56:45 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.hdgkcmoi@localhost>
Source record: 41892

jonk wrote:

> > Funny how Americans say they beleive in God and pray so much, yet
> > ignore Jesus' warning that the old jewish "an eye for an eye" is
> > not the right way to do things.
>
> Ahh but Jesus was referring to personal conflits between people not
> nations.

Huh? I hope this was just a joke. Anyone still considering "an eye for an eye" to be a proper christian solution must be ignoring the New Testament completely or misinterpreting it on pupose. Be it individuals or nations.

3621. Re: Restoring the mouse pointer?

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 18:21:00 UTC
From: Werner_Strehle@gp.maus.de
Message-ID: <200109242021.a21189@gp.maus.de>
Source record: 41747

Hi James,

>Does anyone know of a program that when run, will restore the mouse
>pointer?

"mouse_on.prg" enclosed in the
MagiC-Distribution.(C:\extras\tools\mouse_on.prg)

Werner

3622. Re: woller systeme

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 19:43:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <9oo2ccbeo1@thorium.cix.co.uk>
Source record: 41893

Request the UPS tracking number. UPS have a web site where you can
enter any tracking number from anywhere in the world and confirm the
date and time of arrival at every stage along the way.

UPS have a tracking number for every shipment (millions per day) and
every single one of them I've ever chased are updated to the website
within minutes of them being signed for (an exceptional system) IMO).

Try them at http://www.ups.com

rgds
H

On 2 Sep 2001 18:17:03 +, "jtake" wrote:
> They are a swindler.
> Plural Japanese was swindled money.
>
> **
> we received an interception of your package ... i don't know
> exactly what has happened right now, but i'll ask UPS again, where
> the package stay ... may be something went wrong with the tax-check
> ?=' ... i'll look for ...
>
> with best regards & sorry for the delay, Konstantin Woller (woller
> systeme)
>
> **
>
JT>> Can I receive a package? And, when is it?
>
> i again have to check your shipping details ... last month we
> had trouble with a second delivery to Japan too ... so, i don't
> know exactly, what happend ... but i'll contact our delivery
> office today ... tomorrow i'll hope to give you new informations
> about that ...
>
> with best regards, Konstantin Woller

3623. FS Mega ST accelerator 50MHz 68030 + FPU + 4M (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 20:24:36 UTC
From: ian <ian@dotqr.com>
Message-ID: <1001363143.10840.0.nnrp-01.9e98e6ee@news.demon.co.uk>
Source record: 41894

My collection of accelerated Atari gear needs thinning
so here goes:-

FAST Technology Mega ST accelerator
===========================

Atari Mega ST accelerator. Includes a 68030
running at 50MHz and a 6882RC50 FPU unit. There
is 4M of Fast TT 32 bit RAM, and TOS 2.06 fitted
on board (replaces ST TOS).

Also included on board is a 68000. A flying lead
to a SPST switch lets you boot in 68000 compatible
mode or with the 68030. A plug suitable for the
spare PSU connector on a Mega ST is included.

Suffice it to say this will produce a dramatic
effect on the speed of your Mega!

WARNING
=======

Requires the 68000 to be removed and a socket fitted
(included). The board then plugs into the socket and
there is a lead for the Mega ST PSU. You will need to
be sufficently competent to do this. Note this board
does not use the extender socket often used for graphics
cards in a Mega ST, this remains free. The card also
includes a spare PSU socket.

Various disks were included with the software, but no
printed docs. The unit was working when last used, but
is sold as seen.

Cheers

Ian.

Offers to ian@dotqr.com

3624. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-24 21:47:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <9oo9laena1@thorium.cix.co.uk>
Source record: 41895

On 13 Sep 2001 21:00:34 , John Garone wrote:
> On 13 Sep 2001 21:34:34 , "Mark Bedingfield" wrote:
>>>>> fastload bit must be set also on printers and filters drivers.
>>>>> Do a backup before!
>>> On my TT with Magic6 Pagestream (2.2uk) loads in less than one
>>> second: I've often wondered why.
>> I'd Like to see that, My CT2 falcon takes around 30 Seconds. I had
>> culled the fonts folder a little as there were around 50 Fonts.
>> This helped Naff all. I will have a crack at the Fast load bits
>> tho. Knew about the PRG but not drivers etc
> So which is the best program to set the fastload bit in a program
> and a driver?

Two programs come to mind, John:

GD-FLAG v1.13 by Gregor Duchalski (English translation by Joe Connor)
Makefast v1.7 by Thomas Much (German only)

Makefast allows you to not only set the Fastload bit, but also to
specify how much RAM to clear for the program - from 128Kb to 2Mb.

GD-Flag has additional features for use with MultiTOS.
From the docs...

==========
GD-FLAG Program Description...
This program provides an easy and convienent method of editing program
Headers. Ideal for TT and MultiTOS users although most Atari users
should find GD-Flag a handy utility to have around.
TT users can use GD-Flag to determine which applications load into TT
RAM and for awkward applications which frequently need to be switched
between ST and TT RAM GD-Flag is indispensable.
MultiTOS users can set the Global, Private, Super and Readable options
covered in detail in the MultiTOS documentation.

Everything takes place from an extended File Selector dialog screen.
Select the desired file and edit its header using the desired options.
Select the 'Set' button to overwrite the header and select 'End' to
quit GD-Flag.

Very Brief Overview of features, refer to the MultiTOS, TT or third
party documentation for more details:

- Fastload: Programs run without the Fastload bit cause TOS to clear
all free memory (from the beginning of the program to the end of the
TPA (Transient Program Area). This is slow and in most cases
unneccessary. With the introduction of TOS V1.04 a fastload option

was added, the fastload routine only clears enough memory to enable the program to run (the BSS) which is much faster.

- Alternate RAM: Set this option to load a program into TT Fast Ram for example.

- Malloc: This option is provided to enable older programs which do not recognise the MXALLOC call to allocate memory from alternative Ram.

- Write protection: protects an application from modification, including being renamed.

- Private, Global, Super, Readable: Only relevant to MultiTOS users. Refer to the MultiTOS documentation.
==========

HTH

rgds
H

3625. Re: STe in Desktopper case for sale in UK

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 01:08:07 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <5x3s7.91303$TB2.7099892@nnrp4.clara.net>
Source record: 41758

Hi Derryck

> I've got an STe in a Desktopper case, 4MB with switchable TOS2.06 plus an
> SM125 mono monitor for sale in the UK only.
>
> Good clean condition, I'll take 30UKP for the lot - but you must collect
> from Watford, Herts.
>
> Positive offers in email by Wednesday 26th please!

There's a nice friendly local Atari club close to you, you could pop it
along there and take advantage of a free cuppa for your pains.

Its the Cheshunt Computer Club and is held in the Garden Room of The Wesley
Hall, Windmill Lane, Cheshunt, Herts.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3626. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 03:27:00 UTC
From: sinclap@nospam.net
Message-ID: <240920012225030531%sinclap@nospam.net>
Source record: 41746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3B9FDFA3.DF7B9046@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> >
> > Must be the worn out infrastructure on your end.
> >
>
> no we know its your "end" thats worn out after the toilet papering you
> recieved
> from your last load of crap

Scott reg paper is the best though. A smoother wipe, not a mushy one
like charmin....

> > Sounds like you have had practise with your foul mouth. Must be a
> > veteran of the religious faith clashes or a soccer punk that is part of
> > the mele at games.
>
> No again. he had practise reading the output of your foul mind. Since he
> along
> with the rest of us know the only punk here is you. Btw, why haven't you been
> posting in comp.sys.mac.advocacy? I mean besides the fact that they long
> since
> kicked you out for spewing more garbage than the wintrolls.

No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...

As usual, Chretein up north is late to the game...

sinclap!
somewere in mn

3627. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 03:48:06 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BAFFE20.4037CB19@home.com>
Source record: 41748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap@nospam.net wrote:

> Scott reg paper is the best though. A smoother wipe, not a mushy one
> like charmin....

Most of the mush is in your shorts, the remainder is in your otherwise empty head.

>Btw, why haven't you been posting in comp.sys.mac.advocacy? I mean besides >the fact that they long since kicked you out for spewing more garbage than the >wintrolls.

> No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...

Wrong again. Your crap bit the dust. How do we all know? cause your the last of the kooks who try to bs people here. Btw, you never did give a real reason why you don't visit mac.advocacy at all. Truth is you never have. You haven't been busy since you've never left your parents basement for years. The reality of it is you aren't a mac advocate at all but rather a pathetic loser who attempts to bully others. Its unfortunate the pommelling you've taken over the years hasn't yet taught you the futility of your lies, arrogance and outright stupidity.

3628. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 04:15:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb004dc117a10@madasafish.com>
Source record: 41763

Hi Robert!

>Make shure that time/date isnï¿½t waste by any software!

I've been meaning to ask someone about this. My Falcons clock sometimes
gets messes up, even stopped! Yet, when I left it over 2 week holiday I
came back and it had work fine all on it's own. When I use it I sometimes
notice it is fine at the start of a session but at the end its all wrong.

Which program causes this?
--
Lyndon Amsdon

3629. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 04:15:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb004de3b3fd3@madasafish.com>
Source record: 41794

Hi Robert!

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Which program causes this?
>
>Hm, amazing.. but that is an software problem.
>
>I doni¿½t know with program make these trouble. What do you use any day?
>Someting in autofolder, a cpx module an .acc?

I use MAgic, Jinnee and NVDI. Along with various CPXs and autos.
This morning, all NVRAM settings got lost and I end up with it booting in
ST Low and the Atari logo looks horrible. Last time it was on I had a
DMA crash, perhaps it's related?

I get a lot of those crashes and I need to tweak my clockpatch to the ones
described in Chips'n'Chips. I believe a little propogation delay helps.
--
Lyndon Amsdon

3630. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 04:15:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb0055212a721@madasafish.com>
Source record: 41829

Hi Djordje!

>It may be some program indeed. While I was regularily using STarCall to
>contact a local BBS some yars ago, I got the impression that it interfered
>with the realtime clock on my MegaST. As I was using a RAM-based TOS2.06
>I was fortunate to be able to patch TOS so that the clock could not be
>set using regular OS calls. The problem disappeared then.

Yes, what I was wondering is if there is a program that montitors the
clock every 5 seconds or whatever and if the change is by more than 10
seconds it sounds a warning or dispalys a message on the screen. Maybe I
could stretch my poor programming skills to do this?

>There may be another cause to clock problems however, but I don't know if
>it is relevant to the Falcon: it has happened in my MegaST once that the 7705
>chip which monitors power supply voltage and creates a reset was partially
>faulty. The consequence wat that it did not properly disable chip select at
>power-on and occasionally some garbage data was entered into the clock.

Yes, I guess this could also apply to the Falcon although chips rarely go
bad.
--
Lyndon Amsdon

3631. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 04:44:33 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-104633.00443325092001@news.bellglobal.com>
Source record: 41749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <240920012225030531%sinclap@nospam.net>,
The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:

> As usual, Chretein up north is late to the game...

nope, he's quite ahead of it. Conrad "Tubby" Black thought he had the drop on Jean, and look what happened - he had to sell the National Pest because, despite all his lies and his attacks about Jean (just like a certain fake "Apple Power Rep" in his attacks on "Atari Jihads" who are "out to get him") they all fell apart like a deck of cards. Tubby has now left the country with his tail between his legs, blaming everyone but himself.

And now look at TiFKAS - once again, trapped like a rat, it has to go and try to attack an entire country in order to feed its frail little ego.

And , of course, the real reason TiFKAS is too chicken to go into mac.advocacy: thirty seconds after it opens its big yap and puts its foot in it, it''ll be reduced to a pile of onion rings by .advocacy's denizens. Indeed, one true Mac advocate there who's seen TiFKAS in action has advised it to buy a PC and mirrored glasses with the mirrors facing inward so that it can finish its metamorphosis into a Wintroll :)

TiFKAS will, as usual, deny all and start replying to his imaginary friend "Chunks". Dance for us, monkey boy.......

3632. Re: MiNTnet questions

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 06:52:51 UTC
From: nospam@zonnet.nl
Message-ID: <7RVr7.20335$2z4.86747@zonnet-reader-1>
Source record: 41750

On 21 Sep 2001 12:09:59 , Martin Tarenskeen wrote:
>I have installed MiNTnet (thanks to MiNTnet for Dummies III) and have begun setting
>up a Sparemint system. I'm already having lots of fun with it but also several
>(beginners?) problems. If anyone wants to react to one or more of the following
>questions/problems please do.

Thanks for the reactions. It really helped. I'm learning every day, maybe I can help others too soon.

Isn't this newsgroup great? Maybe the "leaders" and "criminals" of this world should all get an Atari and join this newgroup, instead of ... sorry, that thread has been closed...

3633. real-time clock

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 13:01:45 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <9opv7p$li9$1@news.panix.com>
Source record: 41752

Maybe a dollar short and a year late, but my STe now has a real time clock. Got a Dallas Semiconductor DS1216F chip, (32 pins, for TOS 2.6--earlier TOS uses a 1216E, which has 28 pins) put that under one of the TOS 2.6 chips, and loaded areal36. That almost worked, so I found the only Bill Penner in the state of WA, USA, and called him. There is now an areal37.prg, which displays the year correctly, for years after 1999.

Someone wanted to know if that sort of thing actually works. It actually works.

If areal37 does not come up in a web search, I have a copy.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3634. Sorry just testing...

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 13:02:00 UTC
From: FBM <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <CMWr7.720$L4.165151@news6-win.server.ntlworld.com>
Source record: 41751

```
2, 2, 1, 2
--
~~~~
FBM
~~~~
```

3635. Re: Looking for BIONET 100 adapters

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 13:07:10 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0109251456180.668-100000@newgem.atari.org>
Source record: 41753

On Mon, 24 Sep 2001, TXG wrote:

> Is there anybody who has some for sale?

http://www.ag-computer.de/ seems to have them for sale, 62 euros including
MiNT'98 cdrom.

--
Anders Eriksson
ae@dhs.nu

3636. Archive

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 15:06:08 UTC
From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>
Message-ID: <3BB09D60.16AAB2E4@uci.agh.edu.pl>
Source record: 41754

I would like to read archive of this group. Where can I find archive ?

best regars

Piotr

3637. SuperSAM v.1.08

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 15:18:25 UTC
From: phantomm@bellsouth.net
Message-ID: <5f1s7.17466$2H2.1472170@e3500-atl1.usenetserver.com>
Source record: 41755

A few years ago, I tried to contact the author of SuperSam V.1.08 to register it. This program will record Sound/Music in Memory similar to SAM v1.2 on the Falcon.

I never got any reply to my e-mails.

Does anyone have the full registered version of this program that they would consider selling to me?

There is alot of software that is in the same boat as SuperSam. I have Demo's of some really cool software that I'd like to register but the author has moved on or cannot be located.

I've noticed that back when the Falcon was released (Around 1993) there was alot of cool shareware that followed 1-3 years later. What will happen to shareware software like this?

If the Authors don't plan to upgrade it or use it for any other means, then I do wish they would take a little time to release it to the public or to some folks like me in the US who are interested in making it available to Atari users in the US/Canada and elsewhere.

It seems that in the US the Atari ST-Falcon Software market is looking alot like the Atari 8-bit situation after Atari dumped the line. 2-3 years later original software got very hard to find and shareware stuff from overseas was next to impossible to get. (This was before the Net Boom)
However we have been more lucky, with new releases for the ST-Falcon. And even Cool hardware Upgrades!

Right now I'm looking for large collections of Atari ST thru Falcon registered shareware software, including disk magazines, user group disks, any Hints or DIY info on Disks and etc. Original Commercial ST-Falcon software is also wanted.

So if you have a good collection of the above software and are in the US/Canada and willing to sell or trade it, then e-mail me.

phantomm@bellsouth.net

3638. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 17:42:23 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb0c1ff$0$4911@news.zetnet.co.uk>
Source record: 41756

On 23 Sep 2001 18:27:32 , Djordje Vukovic wrote:
>Did you try a disk-editor or some similar program that reads the disk
>on a block-by-block basis? If you did, did it show any data or the
>characteristics of the "disk"?

No - I haven't got one of those.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3639. Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 17:44:24 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb0c278$0$4911@news.zetnet.co.uk>
Source record: 41757

Subject says it all! Is the Falcon clock powered by a battery that needs replacing at some point? Is it easy to locate on the motherboard?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3640. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 18:37:27 UTC
From: rsmac@t-online.de
Message-ID: <1f0b4n6.m7g840xqt0tgN%rsmac@t-online.de>
Source record: 41759

Chris Simon <osian@zetnet.co.uk> wrote:

> Subject says it all! Is the Falcon clock powered by a battery that
> needs replacing at some point? Is it easy to locate on the
> motherboard?

Try to reset NVRAM first.
Clock is the biggest black square below keyboard. Chip U64.

Compatible Chips:

MK48T87B-24 (Signetics)
MCCS146818 BM (Motorola)
MC146818A (Motorola)

Mostly found on falcon boards:

DS12887 /DS12887A (Dallas)

No extra batterie to replace.
If the chip doasnï¿½t hold time/date replace chip.

Make shure that time/date isnï¿½t waste by any software!

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3641. Re: Archive

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 20:21:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001615877.71930.1@eurus.uk.clara.net>
Source record: 41813

Hi Piotr

> I would like to read archive of this group. Where can I find archive ?

www.google.com

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3642. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 21:04:59 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb0f17b$0$4909@news.zetnet.co.uk>
Source record: 41760

On 25 Sep 2001 20:37:27 , Robert Schaffner wrote:
>Try to reset NVRAM first.
>Clock is the biggest black square below keyboard. Chip U64.

I got out my NVRAM utility and reset the RAM, and so far it appears to have worked. Thanks for the advice - I hadn't realised the clock was part of the NVRAM. How does it work then? I thought it was just static RAM that kept its settings - there must be some sort of power to keep it 'ticking'?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3643. Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 21:07:21 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb0f209$0$4909@news.zetnet.co.uk>
Source record: 41761

I've come across some settings that I don't understand - can someone shed any light?

Control Panel: two buttons, one with an alarm bell, the other with a C key.

NVRAM: in my NVRAM utility, I've got what appears to be some sort of sleep/wake parameter that you can set to be a number of seconds.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3644. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 21:16:33 UTC
From: claytone@foxinternet.com
Message-ID: <3bb0f431_1@news.foxinternet.com>
Source record: 41762

I'm wondering about a similar problem. My Falcon's clock runs fine when the Falcon is plugged in and turned ON, but when I shut off the power strip which the Falcon is plugged into, the clock runs... slow! I have to reset the time every time I turn it on. I had the clock module replaced once, but it made no difference. Does anyone have an idea of what's going on with that?

Thanks,

Clayton Murray
Seattle, WA USA

On 25 Sep 2001 17:44:24 , Chris Simon wrote:
>Subject says it all! Is the Falcon clock powered by a battery that
>needs replacing at some point? Is it easy to locate on the
>motherboard?
>--
>Chris Simon

3645. Wardialers, or Phreaking programs for ST?

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 21:42:05 UTC
From: admin@straylighttech.com
Message-ID: <b2d16e47.0109251342.627a8540@posting.google.com>
Source record: 41764

Does anyone know, or happen to have any Wardialers, Box programs, code scanners, etc.. for the ST?

I am mainly wanting them for an archive of BBS software and hacking/phreaking software that I am putting online in relation to old computers..

I realize that most of this software no longer works ..

Mark

3646. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 21:45:39 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb0fb03$0$4907@news.zetnet.co.uk>
Source record: 41765

On 25 Sep 2001 14:16:33 , Clayton Murray wrote:
>I'm wondering about a similar problem. My Falcon's clock runs
>fine when the Falcon is plugged in and turned ON, but when I shut
>off the power strip which the Falcon is plugged into, the clock
>runs... slow! I have to reset the time every time I turn it on. I
>had the clock module replaced once, but it made no difference.
>Does anyone have an idea of what's going on with that?

I've noticed that mine doesn't keep time very well either - it can be an hour out after a couple of months. My computer usually isn't left on for long periods, it's just switched on and off when required, maybe just for a quick email check or to add a transaction to PFM Plus.

As with my query, I'm not sure how it keeps time when the power is off. A capacitor in the chip maybe that charges up? In which case, maybe it deteriorates with time.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3647. Re: Looking for BIONET 100 adapters

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 22:41:33 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9or16t$192$3@dos.canit.se>
Source record: 41767

Anders Eriksson <ae@dhs.nu> skrev:
: On Mon, 24 Sep 2001, TXG wrote:

:> Is there anybody who has some for sale?

: http://www.ag-computer.de/ seems to have them for sale, 62 euros including
: MiNT'98 cdrom.

What are they?

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

3648. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 22:44:32 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb108d0$0$4907@news.zetnet.co.uk>
Source record: 41766

On 25 Sep 2001 05:15:18 , "Lyndon Amsdon" wrote:
>I've been meaning to ask someone about this. My Falcons clock sometimes
>gets messes up, even stopped! Yet, when I left it over 2 week holiday I
>came back and it had work fine all on it's own. When I use it I sometimes
>notice it is fine at the start of a session but at the end its all wrong.

Seems I've opened a can of worms here!

My problem was that when I booted up I got a nonsense date. As
suggested, a reset of the NVRAM has seemed to fix it - it looks like
the NVRAM got corrupted in some way.

As far as I'm aware, it's only the Control Panel that sets the clock,
but I may be (probably) wrong. But it's possible that the NVRAM can
go AWOL on its own accord. I did have problems initially with my
NVRAM in general which seemed to be all messed up, but the utility
I've got to reset it solved all that.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3649. Misc ST items and more FS(USA)

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 23:10:29 UTC
From: fmhcom@operamail.com
Message-ID: <F98s7.52$n12.15204@newsfeed.slurp.net>
Source record: 41768

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

---
60 Meg SCSI external drive in a nice 9.5" x 9.5" x 2.75" case.
Has 2 SCSI 1 connectors allowing passthrough.
Comes with SCSI 1 cable. $60.00

Syquest 44 drive with 1 44 Meg Cartridge and ICD Link.
Drive comes in nice shoebox style case with integraded ICD Link
allowing simple plug and play to ST, STe, and TT. Comes with one
HDX formatted 44 Meg cartridge. There is room for a second
hard drive or even a CD-ROM drive. Has a male SCSI 1 connector
cable already wired. $100.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

Bridge 4.0 by Artworx. Play the card game Bridge on your ST.
Comes with disk, docs, and box $5.00

Renegade by Mastertronic. A space shooter type of game kinda
like Star Raiders? Comes with disk and docs. $5.00

Captian Blood by InfoGrames. A Space Adventure game. Docs state
"This software explores a new concept, the BIO-GAME. The characters
can evolve, be born, die, trade information and generally get on
with their own independent lives." Comes with disk, box, and docs. $10.00

NightBreed by Ocean. This is from Clive Barker's Nightbreed story.
"Make your way through the caverns of Necropolis to the underground
city of Midian and where Nightbreed creatures dwell." "This all
action adventure allows you to shoot, punch, and jump as you
explore the terrifying underground environment of Nightbreed."
comes with disks, docs, and box. $10.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.

For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

3650. Atari TT Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 23:17:42 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3bb10fbc_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 41769

Hi,

I've just tried adding a hard drive (SyDOS44i) with changeable hard drive cartridges to my TT via the ACSI port, and can seem to format and partition the drive via the Atari TT hard drive utilities disk, but cannot seem to get icons on my desktop to actually access the drive.

It has been a while since I have tried to do this sort of thing on an Atari and am getting quite confused. Can anybody help?

Many thanks,

Richard.

3651. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-25 23:18:01 UTC
From: Claes Holmerup <newsgroups@holmerup.com>
Message-ID: <5i8s7.1867$Ad3.6484@nntpserver.swip.net>
Source record: 41770

> >I'm wondering about a similar problem. My Falcon's clock runs
> >fine when the Falcon is plugged in and turned ON, but when I shut
> >off the power strip which the Falcon is plugged into, the clock
> >runs... slow! I have to reset the time every time I turn it on. I
> >had the clock module replaced once, but it made no difference.
> >Does anyone have an idea of what's going on with that?
>
> I've noticed that mine doesn't keep time very well either - it can be
> an hour out after a couple of months. My computer usually isn't left
> on for long periods, it's just switched on and off when required,
> maybe just for a quick email check or to add a transaction to PFM
> Plus.

All such problems can propbably be referred to the NVRAM chip...

> As with my query, I'm not sure how it keeps time when the power is
> off. A capacitor in the chip maybe that charges up? In which case,
> maybe it deteriorates with time.

It is a Lithium battery which looses it's power after a couple of years -
but it's moulded into the NVRAM chip, so you have to exchange the whole
chip.
Look at my website to find compatible NVRAMs - on the Troubleshooting
page...

Best regards,
Claes
website: http://www.holmerup.com
e-mail: claes@holmerup.com
swedish music on the Web: http://www.swebmusic.com

3652. cheap drives for some people

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 00:04:57 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9or639$sm8$1@news.panix.com>
Source record: 41771

If you live close enough, I was just informed of a source of cheap small scsi drives, if $10 USD is cheap for a 1.1 gig drive. Microcenter has a web site, and brick stores. It is the one on Berea Road on the west side of Columbus, Ohio, USA, that has them, and they might even have some left when I get there the weekend after next. I do not know if they do mail order.

Had to ask for the Mackintosh section to get to a person who knew about this.

```
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.
```

3653. Freaky Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 00:59:12 UTC
From: ebaiz@skyenet.net
Message-ID: <AL9s7.2365$n12.36836@newsfeed.slurp.net>
Source record: 41772

Hello,

I think the Optiquest Monitor I use on my Hades is going bad. Every now and then I hear what seems to be a spark and the monitor's resolution goes wacko and I end up with something smaller. I fix it by just turning it off for a little while and then turning it back on. I have never run across something like this before and the monitor is only 5 years old. If it does go, then that will give me an excuse to buy a newer more modern one.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3654. Cable Modem for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 00:59:14 UTC
From: ebaiz@skyenet.net
Message-ID: <CL9s7.2366$n12.36817@newsfeed.slurp.net>
Source record: 41773

Hello,

Carey Christenson emailed with a question regarding a cable modem for
the Falcon. It is below. If you can help, post your message here.
Thanks...

==========

Edward,
Still NO luck finding information on how to hook a
Cable modem to the Falcon 030!!!!! I have gotten my
CD-ROM and CD-Burner to work on my Falcon finally.
Actually the only thing I have burnt is a backup of my
hard drive (which is really important anyways!!!!!!!)
But I may need to get some help from you on this
matter, who knows this may help you out. With getting
cable modem hooked to your Hades 060!!!!! I have
heard of a ROM port ethernet card for the Falcon 030
but there agian do not know where to get this and how
much it cost and how to set up the software that I
have to get it to be able to use cable modem!!!!! Any
help that you can provide would be greatly
appreciated!!!!!! I have had trouble sending
newsgroup posts or I would also try there. I can
recieve newsgroup post I just cannot send them yet
tells me there was an error in transmission through
the emailer program!!!!! Thanks agian and long live
all Atari's everywhere!!!!!!!!!

Thanks,
Carey

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3655. Atari Floppy Firewall -- Atari -> LAN

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 03:50:50 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <ugcs7.46265$707.25007923@news2.rdc2.tx.home.com>
Source record: 41774

All,

I am still testing this program, so there may be several issues with it,
but since there is always a need to connect your Atari computer
to the network, I want to go ahead and release this.

I have modified FloppyFW by Thomasez@zelow.no to work with the
ST (or other machines that have a serial port and do PPP). I call it
Atari Floppy Firewall (or AFF).

AFF requires you to have a PC with either 1 or 2 ethernet cards, one
or more serial ports, and a floppy drive. No harddrive is required. You
create a floppy, edit the config file on the floppy for IP addresses and
such,
put the floppy in the PC, and connect your ST to the PC via a null modem
cable.

Once the PC and the ST are both booted, you can run STING on the ST to
connect to your local network and/or your ISP. I am still working on the
STING documentation, but basically you setup your IP address, name server
address, and gateway. You can then configure STING for PPP and
compression. NO authentication is required (this gets around the CHAP/PAP
issues). I use a similar setup at home to connect my TT to my LAN and the
cable modem.

I am looking for people to try this out and let me know of any issues,
problems,
questions, etc. You can download the initial version here:

http://jybolac.virtualave.net/aff/afloppyf.zip

Enjoy!
Chris

3656. HDriver Partitions

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 04:03:19 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9ork26$97q$2@news.chatlink.com>
Source record: 41775

I just partitioned a new JAZZ 2gb removable Disk into 4 Drives of 1/2gb each. When comparing the Disk info. with the existing 2gb Disk and identical partition size, their quite different. What does this mean??

NEW OLD
Bytes per Sector 16384 8192
Sectors Per Cluster 2 2
Total Clusters 15292 30581
Directory Size 1 2
Fat Size 2 8
Total Bytes 501088256 501039104

Thanks, Donner.....

3657. Re: HDriver Partitions

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 07:05:09 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB17E25.8CE239CC@seimet.de>
Source record: 41776

Don Wolfe wrote:

> I just partitioned a new JAZZ 2gb removable Disk into 4 Drives of 1/2gb
> each. When comparing the Disk info. with the existing 2gb Disk and
> identical partition size, their quite different. What does this mean??
>
> NEW OLD
> Bytes per Sector 16384 8192
> Sectors Per Cluster 2 2
> Total Clusters 15292 30581
> Directory Size 1 2
> Fat Size 2 8
> Total Bytes 501088256 501039104

This does not really have a special meaning. Depending on the settings
when partitioning and the TOS version the number of clusters may differ.
Looks as if the options used for partitioning were different.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3658. More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 08:33:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001489936-120608AEicMi@08002go.com>
Source record: 41777

Hi all,

More interesting items for sale (UK only, please):

Link 97 host adaptor (no drivers or docs, use your favourite HD driver) 12UKP

Link II host adaptor (ICD driver disks, no manual) 12UKP

STFM Marpet XtraRAM memory upgrade, RAM board marked 2MB (manual but no utility disk) 10UKP

Apex Media (Falcon only. Boxed with manual) 15UKP.

Prices include postage - remember, UK only!

Replies in email only please, removing NOSPAM of course...

Cheers

--
Regards,

Derryck Croker

3659. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 08:55:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00343c32@fmlynet.org>
Source record: 41807

FamilyNet Newsgate

Here is a text that's been rolling in the back of my mind for a while...

Ephesians 6:10-13

10 - Finally be strong in the Lord and in the strength of his might. 11 - Put on the whole armor of god, that you may be able to stand against the while of the devil.
12 - For we are not contending against flesh and blood, but against the principalities, against the powers, against the world rulers of this present darkness, against the spiritual hosts of wickedness in the heavenly places. 13 - Therefore take the whole armor of God, that you may be able to withstand in the evil day, and having done all, to stand.

I've always interpreted this to mean that there is a backdrop behind all of this. It is not so much people verses people. I think for the most part people would be cool with one another. But we have leaders verses leaders. And so forth.
Personally I still like the idea I saw in a Atari Force comic once. A planet of people got tired of wars, so they let all the leaders duke it out, and the common people left. The leaders killed each other off, and they had a peaceful planet. :)

If only.

Doc Clu
> From: gokmase <fale@cybercrap.no>
> jonk wrote:
>> > Funny how Americans say they beleive in God and pray so much, yet
>> > ignore Jesus' warning that the old jewish "an eye for an eye" is
>> > not the right way to do things.
>>
>> Ahh but Jesus was referring to personal conflits between people not
>> nations.
> Huh? I hope this was just a joke. Anyone still considering "an eye for
> an eye" to be a proper christian solution must be ignoring the New
> Testament completely or misinterpreting it on pupose. Be it individuals
> or nations.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3660. Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 09:49:35 UTC
From: Matt'Us Alem <MattUsAlem@nospam.canada.com>
Message-ID: <2001926-114935-638418@foorum.com>
Source record: 41778

Hi,

Due to the syndrom of Nostalgia, I try to draw the genealogical tree of the past ST scene (demos, cracking,...)

If you've got some good infos, send the mto me !

Go to : http://bookstore.free.fr/Atari/

Matt'Us Alem

(do not keep the nospam to my email address)

User of http://www.foorum.com/. The best tools for usenet searching.

3661. Re: Wardialers, or Phreaking programs for ST?

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 11:23:44 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3bb2baba.604899419@127.0.0.1>
Source record: 41779

admin@straylighttech.com (mark) wrote:

>Does anyone know, or happen to have any Wardialers, Box programs, code
>scanners, etc.. for the ST?
>
>I am mainly wanting them for an archive of BBS software and
>hacking/phreaking software that I am putting online in relation to old
>computers..
>
>I realize that most of this software no longer works ..

As one of the old very active phreakers on the Atari, I might be able
to give you some directions :) You're looking for the "X-philes 1 / 2"
and "Black philes" cd-collections. They contain numerous
hacking/phreaking programs, textfiles - and there's also a specific
Atari section, at least on the first ones.

Many of those files are from the old Synchron City BBS (Sweden) btw.

(I know the maker of the CDs, but I don't know if he's still got spare
ones to sell. I have 2 or 3 in the series at home)

regards,
___/
_/

3662. Re: Atari TT Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 12:22:28 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-4F1539.08250126092001@news1.coastalnet.com>
Source record: 41780

In article <3bb10fbc_2@mk-nntp-1.news.uk.worldonline.com>, "Richard Stevens" <ilikeu@lineone.net> wrote:

> Hi,
>
> I've just tried adding a hard drive (SyDOS44i) with changeable hard
> drive cartridges to my TT via the ACSI port, and can seem to format
> and partition the drive via the Atari TT hard drive utilities disk, but
> cannot seem to get icons on my desktop to actually access the drive.
>
> It has been a while since I have tried to do this sort of thing on an
> Atari
> and am getting quite confused. Can anybody help?

Did you use the Atari desktops dropdown menu to create a new drive icon for the drive? Atari doesn't automatically add a drive icon, you have to do it manually. If you already have a "C" icon, make a copy and name it "D". That will become the icon for the external drive.

Bill

3663. Re: cheap drives for some people

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 12:25:13 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-256BDF.08274626092001@news1.coastalnet.com>
Source record: 41781

In article <9or639$sm8$1@news.panix.com>, Jim DeClercq
<jimd@panix2.panix.com> wrote:

> If you live close enough, I was just informed of a source of cheap small
> scsi drives, if $10 USD is cheap for a 1.1 gig drive. Microcenter has a
> web site, and brick stores. It is the one on Berea Road on the west side
> of Columbus, Ohio, USA, that has them, and they might even have some left
> when I get there the weekend after next. I do not know if they do mail
> order.
>
> Had to ask for the Mackintosh section to get to a person who knew about
> this.
>
>
> --

Can you post a phone number for this store? I wouldn't mind getting two
or three of these drives. Just the right size for an Atari.

3664. WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 13:12:37 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109260512.d7076d0@posting.google.com>
Source record: 41782
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

hi!
i'm still looking for a good working condition atari ST or STE 4 meg
memory model. will pay cash for a good one. email me ASAP if you have
one for sale, thanks!
bobby d

ps: yes, i know i'm a caveman when it comes to MIDI :-)

3665. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 14:23:05 UTC
From: Harryj <harryj215@aol.com>
Message-ID: <Qwls7.99257$Tx7.209860730@news.netcarrier.net>
Source record: 41783
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

Still use mine exclusively for midi
Love every one of my 8 mhz
I port over to PC for hard disk recording
I'm sure you will find one for sale

Fellow caveman
Harry J
http://surf.to/harryj

"bobby d" <trancewidth@yahoo.com> wrote in message
news:c193d46c.0109260512.d7076d0@posting.google.com...
> hi!
> i'm still looking for a good working condition atari ST or STE 4 meg
> memory model. will pay cash for a good one. email me ASAP if you have
> one for sale, thanks!
> bobby d
>
> ps: yes, i know i'm a caveman when it comes to MIDI :-)

3666. GFA update

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 16:02:14 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0109261156130.122-100000@Hades060>
Source record: 41790

The lst2gfa.ttp is now available on my website for download.
In case some have not kept up with changes, it does support
the INLINE command, and now reports syntax errors as well.
Please read the docs before use.

Just a note about the original challenge, everyone who pledged
honored their pledge. One letter however was lost in the mail.
Anyway, I'd like to again thank everyone who showed interest.

Take care, and stay safe.

____
Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3667. Re: cheap drives for some people

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 16:23:31 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9osve3$83s$1@news.panix.com>
Source record: 41784

Bill Freeman <flipflap@coastalnet.com> writes:

: In article <9or639$sm8$1@news.panix.com>, Jim DeClercq
: <jimd@panix2.panix.com> wrote:

: > If you live close enough, I was just informed of a source of cheap small
: > scsi drives, if $10 USD is cheap for a 1.1 gig drive. Microcenter has a
: > web site, and brick stores. It is the one on Berea Road on the west side
: > of Columbus, Ohio, USA, that has them, and they might even have some left
: > when I get there the weekend after next. I do not know if they do mail
: > order.
: >
: > Had to ask for the Mackintosh section to get to a person who knew about
: > this.
: >

: Can you post a phone number for this store? I wouldn't mind getting two
: or three of these drives. Just the right size for an Atari.

Small correction: Bethel Road. Phone, USA, is 614-326-8500, hours ESDT
Monday-Sat 10 to 9, Sun 12 to 5.

Hope this helps!
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3668. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 16:53:45 UTC
From: rsmac@t-online.de
Message-ID: <1f0csuh.1wyk7rr1n2rr1qN%rsmac@t-online.de>
Source record: 41785

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Which program causes this?

Hm, amazing.. but that is an software problem.

I doni¿½t know with program make these trouble. What do you use any day?
Someting in autofolder, a cpx module an .acc?

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3669. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 17:17:01 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb20d8d$0$4909@news.zetnet.co.uk>
Source record: 41786

On 26 Sep 2001 01:18:01 , "Claes Holmerup" wrote:
>It is a Lithium battery which looses it's power after a couple of years -
>but it's moulded into the NVRAM chip, so you have to exchange the whole
>chip.

That explains it - I'm sorry to report that my clock has gone again
this evening. I left the computer on for a few hours last night so
that's probably why it seemed fine, but now it's giving me a date of
31/15/07 again.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3670. Re: Atari TT Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 19:24:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200109262124.a64113@su2.maus.de>
Source record: 41823

Hi Bill,

BF>If you already have a "C" icon, make a copy and name it "D".
or you may edit your NEWDESK.INF file.

Copy one of the lines with a drive icon and

- or you choose different coordinates
- or drag the new drive from an older one (one icon hiding another)
and save your desktop.

Und TTschï¿½
ps

3671. Re: Caveman Midi. WAS: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 19:36:48 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109261136.2ae032f@posting.google.com>
Source record: 41787
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

> Still use mine exclusively for midi
> > Fellow caveman
> Harry J
> http://surf.to/harryj
>
> "bobby d" <trancewidth@yahoo.com> wrote in message
> news:c193d46c.0109260512.d7076d0@posting.google.com...

> > ps: yes, i know i'm a caveman when it comes to MIDI :-)

ME Too...and you can go over to my site and get some of the best
Atari-Midi software now. Just got two more programs released (
MousMuso and Simon ST)
Its a great time to have an Atari and running MIDI.

Tim Conrardy

Tims Atari Midi World
http://tamw.atari-users.net

3672. Re: Atari TT030

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 19:44:18 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <Zdqs7.28076$GQ2.2556479@news20.bellglobal.com>
Source record: 41788

What continent and country?

> I have an Atari TT030, 20megs ram 560mg hard drive 2 floppy disks 720,
VGA- PTC
> color monitor (Atari's) for TT. Also a 4.2gig HD and CD scsii external.
> Many programmes are also available. Calamus SL to Dark Castle. You
name it
> I probably have it.
> GENUINE Offers ONLY ..... please.
>

3673. FS: DynaCadd, Lattice C, Scanner, etc --Toronto--

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 19:47:41 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <7hqs7.28108$GQ2.2556801@news20.bellglobal.com>
Source record: 41789

DynaCadd, legal version with dongle

Lattice C 5.5 + 5.6 disks

Hand scanner

Lots of floppy games and C code

Best offer

Toronto pickup << only >>

3674. FS: Atari STE etc.(Canada)

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 20:28:50 UTC
From: Steve Todd <stevietodd@telus.net>
Message-ID: <6Uqs7.25414$L47.4770603@news0.telusplanet.net>
Source record: 41791

This gear is all in great working condition and I'd prefer to sell it all
together.
I live in Vancouver.

Atari STE (4 Meg)
SM 124 Monitor
SF 314 Floppy drive (c/w power)
Emagic Logic 2.0 Log dongle & software (registered)
Other Misc. software (Cubase, Hybrid Art's Midi Track Gold, etc...)
All manuals included.

$250 USD obo - Buyer pays shipping

3675. Re: Cable Modem for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 20:54:55 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0109261254.7440e8af@posting.google.com>
Source record: 41792

Here is a link for an adapter, but the guy has been out of stock for over a year.

http://www.asamnet.de/~hilgarte/ether_e.htm

Mike

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<CL9s7.2366$n12.36817@newsfeed.slurp.net>...
> Hello,
>
> Carey Christenson emailed with a question regarding a cable modem for
> the Falcon. It is below. If you can help, post your message here.
> Thanks...
>
> ==
>
> Edward,
> Still NO luck finding information on how to hook a
> Cable modem to the Falcon 030!!!!! I have gotten my
> CD-ROM and CD-Burner to work on my Falcon finally.
> Actually the only thing I have burnt is a backup of my
> hard drive (which is really important anyways!!!!!!!)
> But I may need to get some help from you on this
> matter, who knows this may help you out. With getting
> cable modem hooked to your Hades 060!!!!! I have
> heard of a ROM port ethernet card for the Falcon 030
> but there agian do not know where to get this and how
> much it cost and how to set up the software that I
> have to get it to be able to use cable modem!!!!! Any
> help that you can provide would be greatly
> appreciated!!!!!! I have had trouble sending
> newsgroup posts or I would also try there. I can
> recieve newsgroup post I just cannot send them yet
> tells me there was an error in transmission through
> the emailer program!!!!! Thanks agian and long live
> all Atari's everywhere!!!!!!!!
>
> Thanks,
> Carey
>
>
>
>
>
> Edward S. Baiz Jr.

> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --

3676. Re: Looking for BIONET 100 adapters

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 21:32:54 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0109262332140.668-100000@newgem.atari.org>
Source record: 41793

On 25 Sep 2001, Iggy Drougge wrote:

> :> Is there anybody who has some for sale?
>
> : http://www.ag-computer.de/ seems to have them for sale, 62 euros including
> : MiNT'98 cdrom.
>
> What are they?

DMA-port ethernet adapters.

--
Anders Eriksson
ae@dhs.nu

3677. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-26 23:44:58 UTC
From: rob
Message-ID: <s0q4rtk8enaafq071sdon4srtrd5p2601i@4ax.com>
Source record: 41795
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

```
Actually been a PC user for the last 7 years, ST user before that, but
recently just bought an ST again (ahhhhh the good old days - and I'm
only 27)
```

I've just been looking on ebay and there was a $MG STE for ÔøΩ10, snap
it up.

3678. About Emulators & Notator

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:04:12 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3BB2891C.B6743B56@tm.net.my>
Source record: 41796

I'm still using my Mega ST... but it's dying (I can feel it)! I use the ST for running C-Lab Notator with a Unitor dongle. I've never used emulation software.

Question : Can a PC emulator run Notator? Where do I plug the dongle?

I think I need to explain that I use the Unitor dongle for SMPTE to an Alesis AI-2 to sync an Alesis ADAT...

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3679. Wiring STacy to PC keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:15:42 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3BB28BCE.5811F7EC@tm.net.my>
Source record: 41797

I have flakey keyboard problem with my Atari STacy. I have taken it apart and isolated the problem to the bus-strip from the keyboard to the motherboard [it's a see-thru plastic with metal lines on it]... The problem is the "bend" has let the metal-strip oxidise causing poor connection...

I'm not don't have much experience with electronics and I'm still trying to get someone to make me a replacement bus-strip... Where can I get one?

In the event that I can't, I want to try to wire the motherboard to a PC keyboard... Anyone know how to do this?

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3680. Wiring Stacy to PC Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:18:36 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3BB28C7C.83EB6837@tm.net.my>
Source record: 41798

My STacy screen had just died (actually I think it must have died about 3 months ago cos it's got some huge mould-looking orange-solid in the middle of it)...

Anyone know how to wire this thing to a PC monitor?

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3681. alternative : re-using a STacy hard-drive

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:20:33 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3BB28CF1.7CD45CE8@tm.net.my>
Source record: 41799

Actually, this makes more sense... Can I re-use a STacy hard-drive on
maybe another ST like a Mega ST or a ST-FM?? How do I do this?

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

3682. Re: SuperSAM v.1.08

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:44:42 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB2923E.ABAC4695@home.com>
Source record: 41800

This is a good project for some of us to work on perhaps cooperating with ESNA
which does shareware registrations and some of the remaining user groups and PDL's

Phantomm wrote:

> A few years ago, I tried to contact the author of SuperSam V.1.08 to
> register it. This program will record Sound/Music in Memory similar to
> SAM v1.2 on the Falcon.
>
> I never got any reply to my e-mails.
>
> Does anyone have the full registered version of this program that
> they would consider selling to me?
>
> There is alot of software that is in the same boat as SuperSam. I have
> Demo's of some really cool software that I'd like to register but the
> author has moved on or cannot be located.
>
> I've noticed that back when the Falcon was released (Around 1993) there
> was alot of cool shareware that followed 1-3 years later. What will happen
> to shareware software like this?
>
> If the Authors don't plan to upgrade it or use it for any other means, then
> I do wish they would take a little time to release it to the public or to
> some folks like me in the US who are interested in making it available to
> Atari users in the US/Canada and elsewhere.
>
> It seems that in the US the Atari ST-Falcon Software market is looking alot
> like the Atari 8-bit situation after Atari dumped the line. 2-3 years later
> original software got very hard to find and shareware stuff from overseas
> was next to impossible to get. (This was before the Net Boom)
> However we have been more lucky, with new releases for the ST-Falcon. And
> even Cool hardware Upgrades!
>
> Right now I'm looking for large collections of Atari ST thru Falcon registered
> shareware software, including disk magazines, user group disks, any Hints or
> DIY info on Disks and etc. Original Commercial ST-Falcon software is also
> wanted.
>
> So if you have a good collection of the above software and are in the US/Canada
> and willing to sell or trade it, then e-mail me.
>
> phantomm@bellsouth.net

3683. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 02:55:11 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB294B3.31AC7A13@home.com>
Source record: 41801
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

Caveman? not really. I'm setting up a music system for my dad with an accellerated STe. this stuff works fantabulous for music, and other things too. I even saw one in a music studio in that Mariah Carey movie "Glitter", even though it was a full 2 years before the first ST hit the market (it looked like a 1040 with colour monitor which would've been from 1986)

bobby d wrote:

> hi!
> i'm still looking for a good working condition atari ST or STE 4 meg
> memory model. will pay cash for a good one. email me ASAP if you have
> one for sale, thanks!
> bobby d
>
> ps: yes, i know i'm a caveman when it comes to MIDI :-)

3684. EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 04:24:34 UTC
From: sinclap@nospam.net
Message-ID: <260920012322387326%sinclap@nospam.net>
Source record: 41802
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

```
See it at www.Amiga.com

Oh well....

sinclap!
somewere in mn
```

3685. pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 09:26:22 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <2hCs7.97483$bY5.473922@news-server.bigpond.net.au>
Source record: 41803

is there any way I can quickly and easily connect my PC and tt together so as to be able to transfer files between them?

I have adsl on my pc, is there a way to share it through the same connection??

--
Regards

3686. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 09:32:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001583618-350424AEicMi@08002go.com>
Source record: 41805

Hi all,

I've now sold the Link 97 host adaptor, but the remainder is still for sale.

Please note the request for responses in email, my ISP seems to be a little unreliable news-wise ATM, and I know that someone has already been disappointed - I still haven't seen his message.

--
Regards,

Derryck Croker

3687. Re: real-time clock

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 09:43:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001583614-349420AEicMi@08002go.com>
Source record: 41804

From: Jim DeClercq <jimd@panix1.panix.com>
Date: 25 Sep 2001 13:01:45 GMT

>Someone wanted to know if that sort of thing actually works. It
>actually works.

Great! Thanks for passing the info on.

>If areal37 does not come up in a web search, I have a copy.

I'll be glad to put it on my web site if you send it to me.

BTW Dallas Semiconducters are now owned by Maxim - who in turn offer free
samples. Just visit their web site and fill out the form.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3688. Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 11:29:43 UTC
From: Fr&#65533;d&#65533;ric Passerin <frederic.passerin@laposte.net>
Message-ID: <9ov2gq$sn8$1@wanadoo.fr>
Source record: 41806

I've found my old Atari 520ST but isn't working.

Could anyone tell me if the ST disks are compatible with the Falcon ?

Thanks.

3689. Re: Archive

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 13:10:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001607296-93562AEicMi@08002go.com>
Source record: 41809

From: Piotr Mietniowski <mietniow@uci.agh.edu.pl>

>I would like to read archive of this group. Where can I find archive ?

You could try the Dejanews archive at http://groups.google.com/

Cheers
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3690. Re: Freaky Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 15:40:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb34d9a96e980@madasafish.com>
Source record: 41710

Hi Steve!

>Its possible that internal dust is aggravating the situation, take the back
>off and blast its insides with an airline.

I would just like to add that moitors have lethal voltages, even with
power off. Only do it if you have someone else looking over you. They're
OK, just don't go putting your fingers in there.
--
Lyndon Amsdon

3691. RISC OS - Ph&#65533;nix Klangs&#65533;ulen

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 15:51:00 UTC
From: info@a4com.de
Message-ID: <45aba2c04a%info@dthielsch.a4com.de>
Source record: 41808

Mehr: { http://www.a4com.de }

a4 - computer und informationssysteme, fleischer und mansfeld gbr
Leipziger Str. 70 : D-06766 Wolfen
Tel +49 (0)3494 695-0 : Fax +49 (0)3494 45164
..... Germany ... VAT DE813062173 .....
GIS - DMS - Netzwerke - Service - PC - RISC OS

3692. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 16:48:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ovl99tar1@draco.stochastik.rwth-aachen.de>
Source record: 41810

In article <3bb20d8d$0$4909@news.zetnet.co.uk>,
Chris Simon <osian@zetnet.co.uk> wrote:
>
>That explains it - I'm sorry to report that my clock has gone again
>this evening. I left the computer on for a few hours last night so
>that's probably why it seemed fine, but now it's giving me a date of
>31/15/07 again.

If you are really desperate, you can do something like
http://www.stochastik.rwth-aachen.de/~michaels/pics/nvram3.jpg
http://www.stochastik.rwth-aachen.de/~michaels/pics/nvram2.jpg
http://www.stochastik.rwth-aachen.de/~michaels/pics/nvram1.jpg

However, that was a SUN NVRAM. The falcon uses the normal PC ones (DS1287
and similar, made by many manufacturers), so they should be easy to get.

If you are in Germany, I have a batch of used but still useable 1287 around.

cu
Michael

3693. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 17:10:08 UTC
From: rsmac@t-online.de
Message-ID: <1f0enh1.1kdo63n1rjnbliN%rsmac@t-online.de>
Source record: 41811

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I use MAgic, Jinnee and NVDI. Along with various CPXs and autos.

Same as here. Canï¿½t say anything again this config.
Works fine since jears. (Two falcons)

> This morning, all NVRAM settings got lost and I end up with it booting in
> ST Low and the Atari logo looks horrible. Last time it was on I had a
> DMA crash, perhaps it's related?

Never hear this before.

Boot up falcon with single tos.
No .Acc, no autofolder stuff.

If trouble still alive check psu. Check memory board.
Make sure the falcon psu works stable and it do not gave spikes to the
mainboard while start up. Check integry of boot partion on hard drive.

Horrable screen display means: Check 4/14Mb memory board.
(Contact problems or some else)

Rom port test module makes a lot of system tests before the machine
comes up to load aes, gem and some else. Best way to make a better
diagnosis.

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

3694. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 17:17:45 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9ovn4f$1iv$1@newsreaderm1.core.theplanet.net>
Source record: 41812

Cool page!!!

Couple of additions / amendments.

re: Automation

Dack was in the Un-Nameables

The later included Appollo from GOL and The Law / TUN

Xerud was in the Pyrotechnics/Automation also went under the name of Mike
W

Nik was in a crew called The Quartet not Automation, he just did the odd
GFx for them.

Ian C was an Automation member

Was (Not) Was aka Vapour aka Hot-Knife/ D-Bug

Neil of CB was also in D-Bug

Grazey was also in a crew called PHF along with Johnny 99 and Cal

Chrispy Noodle was in the BBC

Phill was in The Un-nameables

The Bald Eagle was also a member of Automation

The Bladerunners were never members of Elite, just individual crews

The Brod was only a swapper, no crew

The Light Team were brief members of Automation

XXX International were bried members of The Union

Brilliant work!!! I'll give you more updates when I remember!!!

Showaddywaddy/ D-Bug!

http://dbug.atari.org

"Matt'Us Alem" <MattUsAlem@nospam.canada.com> wrote in message
news:2001926-114935-638418@foorum.com...
>
> Hi,
>
> Due to the syndrom of Nostalgia, I try to draw the genealogical tree of
the past

> ST scene (demos, cracking,...)
>
> If you've got some good infos, send the mto me !
>
> Go to : http://bookstore.free.fr/Atari/
>
> Matt'Us Alem
>
> (do not keep the nospam to my email address)
>
> ------
> User of http://www.foorum.com/. The best tools for usenet searching.

3695. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:14:27 UTC
From: vdjole@EUnet.yu
Message-ID: <9ovtqg$h2f$1@news.eunet.yu>
Source record: 41815

On 25 Sep 2001 05:15:18 , "Lyndon Amsdon" wrote:
>Hi Robert!
>
>>Make shure that time/date isn't waste by any software!
>
>I've been meaning to ask someone about this. My Falcons clock sometimes
>gets messes up, even stopped! Yet, when I left it over 2 week holiday I
>came back and it had work fine all on it's own. When I use it I sometimes
>notice it is fine at the start of a session but at the end its all wrong.

It may be some program indeed. While I was regularily using STarCall to
contact a local BBS some yars ago, I got the impression that it interfered
with the realtime clock on my MegaST. As I was using a RAM-based TOS2.06
I was fortunate to be able to patch TOS so that the clock could not be
set using regular OS calls. The problem disappeared then.

There may be another cause to clock problems however, but I don't know if
it is relevant to the Falcon: it has happened in my MegaST once that the 7705
chip which monitors power supply voltage and creates a reset was partially
faulty. The consequence wat that it did not properly disable chip select at
power-on and occasionally some garbage data was entered into the clock.

cu.

3696. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:25:35 UTC
From: swampfax@atlantic.net
Message-ID: <P2Ls7.29$QB4.12936@news1.atlantic.net>
Source record: 41814

>Two programs come to mind, John:
>
>GD-FLAG v1.13 by Gregor Duchalski (English translation by Joe Connor)
>Makefast v1.7 by Thomas Much (German only)
>
>Makefast allows you to not only set the Fastload bit, but also to
>specify how much RAM to clear for the program - from 128Kb to 2Mb.

Where to get?
John G.

3697. Re: Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:27:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001701989.29161.2@eos.uk.clara.net>
Source record: 41841

Hi Chris

> I've come across some settings that I don't understand - can someone
> shed any light?
>
> Control Panel: two buttons, one with an alarm bell, the other with a C
> key.

One turns off the warning bell, the other the keyclicks.

> NVRAM: in my NVRAM utility, I've got what appears to be some sort of
> sleep/wake parameter that you can set to be a number of seconds.

Screen saver settings?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3698. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:38:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001701992.29161.3@eos.uk.clara.net>
Source record: 41843

Hi Derryck

> More interesting items for sale (UK only, please):

Blimey, so if you tell people where in the old you are it makes it more
obvious that you stand a chance of getting your foot in the door.

> Link 97 host adaptor (no drivers or docs, use your favourite HD driver)
12UKP
>
> Link II host adaptor (ICD driver disks, no manual) 12UKP
>
> STFM Marpet XtraRAM memory upgrade, RAM board marked 2MB (manual but no
> utility disk) 10UKP

Which shouldnt deter potential buyers as it was only memory check utilies as
i recall, nothing that affected the operation or use of said board. DO you
mean its populated to 2Mb or that is suitable for 2Mb.

> Apex Media (Falcon only. Boxed with manual) 15UKP.
>
> Prices include postage - remember, UK only!
>
> Replies in email only please, removing NOSPAM of course...

I happen to like Spam, so I'll remove the chips if its all the same to
you!!.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3699. Re: Freaky Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:40:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001701994.29161.4@eos.uk.clara.net>
Source record: 41842

Hi Edward
> I think the Optiquest Monitor I use on my Hades is going bad. Every now
> and then I hear what seems to be a spark and the monitor's resolution
> goes wacko and I end up with something smaller. I fix it by just
> turning it off for a little while and then turning it back on. I have
> never run across something like this before and the monitor is only 5
> years old. If it does go, then that will give me an excuse to buy a
> newer more modern one.

Is it in a humid room. It may be as simple as the A1 spark gap firing,
usually non-fatal, but alarming.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3700. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:52:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001701997.29161.5@eos.uk.clara.net>
Source record: 41844
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

Hi Bobby

> hi!
> i'm still looking for a good working condition atari ST or STE 4 meg
> memory model. will pay cash for a good one. email me ASAP if you have
> one for sale, thanks!
> bobby d

And what planet are you on.

> ps: yes, i know i'm a caveman when it comes to MIDI :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3701. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 19:52:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001702000.29161.6@eos.uk.clara.net>
Source record: 41845
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Oy!, Knobhead,

<sinclap@nospam.net> wrote in message
news:260920012322387326%sinclap@nospam.net...
>
> See it at www.Amiga.com

Your flies are undone!!.

> Oh well....

Your right, nothing to show anyway!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3702. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 20:31:34 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BB38CA6.B87A0AB8@ti.com>
Source record: 41816

"Oracle ï¿½" wrote:

> is there any way I can quickly and easily connect my PC and tt together so
> as to be able to transfer files between them?
>
> I have adsl on my pc, is there a way to share it through the same
> connection??

If your DSL modem is external, you can use my Atari Floppy Firewall and use an x86 machine (386 or better) to connect between your PC, TT and DSL modem. Each could then talk to the others, and the PC and TT could get to the
DSL modem connection. You would only need a null modem cable for the connection to your TT.

If your DSL modem is internal or if you just want to connect your TT to your local network, you could also use the spare x86 machine to translate serial(ppp)
to ethernet then use a gateway program under windows, like wingate to allow the TT to get to the outside network.

Here is Atari Floppy Firewall: http://jybolac.virtualave.net/aff/afloppyf.zip

--Chris

3703. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 21:51:12 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9p06u1dev1@news4.isdnet.net>
Source record: 41817

Hello Hallvard Tangeraas !

> I've got Emagic Logic version 2.01, but I believe the latest version for
> the Atari ST version is 2.5.

I want too :-)

> Does anyone have it?
> If so, would you be willing to upload it to some web or FTP site so I
> (and someone else I know who also doesn't have the latest version) can
> update our Logic software?

I don't know if "laf0601" is only "Logic Audio" or "Logic 2.5", but you can
go there :
ftp://dir.mcc.ac.uk/pub/emagic/LOGIC/UPDATES/ATARI/

> (I see no problem in doing this concerning copyright as I've got the
> LOG-3 copy protection, and without it it's not even possible to run the
> program .... just in case someone was thinking of starting a thread
> about copying commercial software).

If you've got another anwser where there is the real "Logic 2.5", I'm
interesting too :-)

Thank you ...

--
Paul CAILLET.
paul.caillet@free.fr

3704. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 21:59:46 UTC
From: ebaiz@skyenet.net
Message-ID: <mjNs7.620$h63.85580@newsfeed.slurp.net>
Source record: 41818

On 27 Sep 2001 09:26:22 , "Oracle &#65533;" wrote:
>is there any way I can quickly and easily connect my PC and tt together so
>as to be able to transfer files between them?
>
>I have adsl on my pc, is there a way to share it through the same
>connection??

Yes, it is. You have two choices. You can use Ghostlink, but you will need a null modem cable. The other option is PARCP which is what I use. The program uses the parallel printer ports and requires a special cable that you must either build or else buy from the author. Works great. For more info goto: http://users.zln.cz/~pstehlik/home.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3705. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 22:17:11 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb3a567$0$4908@news.zetnet.co.uk>
Source record: 41819

On 27 Sep 2001 16:48:41 , Michael Schwingen wrote:
>If you are in Germany, I have a batch of used but still useable 1287 around.

Thanks for the offer, but I think it should be logistically easier to
buy one here (UK). I'll come back to you if I can't find one! Are
the chips socketted or are they usually soldered in?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3706. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 23:01:17 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0109280056380.668-100000@newgem.atari.org>
Source record: 41820

On Thu, 27 Sep 2001, Frédéric Passerin wrote:

> I've found my old Atari 520ST but isn't working.
> Could anyone tell me if the ST disks are compatible with the Falcon ?

The Falcon can read the ST disks, run most ST software. Demos and games
are a bit troublesome to run though, often to the degree that they can't
be run at all.

--
Anders Eriksson
ae@dhs.nu

3707. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-09-27 23:49:21 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0109271644120.20226-100000@shell.pacifier.com>
Source record: 41821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/specials.htm Current Atari Specials.
http://www.pacifier.com/~atari/ Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Info & Catalog Link.
http://www.pacifier.com/~atari/wantlist.htm What Ben Wants!
http://www.pacifier.com/~atari/free_cat.htm FREE Catalogs info.
http://www.pacifier.com/~atari/catalogs.htm FREE Catalogs area.
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3708. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 00:06:38 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <20010927.170638.213975407.2189@rti-zone.org>
Source record: 41822

In article <2hCs7.97483$bY5.473922@news-server.bigpond.net.au>, "Oracle ï¿½"
<thisinsntreal@no.its.not> wrote:

> is there any way I can quickly and easily connect my PC and tt together
> so as to be able to transfer files between them?
>
> I have adsl on my pc, is there a way to share it through the same
> connection??
>
> --
> Regards
>

You can buy one of those VME network card for your TT and use Sting for
the TCP/IP stack (or mintnet which now have a dhcp client that should
work with most dsl provider).
here is the link to the network card seller:

http://www.ag-computer.de/

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

3709. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 04:10:52 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1010928010825.17878A-100000@halifax.chebucto.ns.ca>
Source record: 41824

Which brings up another question; the Amiga 1200/OS3.1 and other later versions of the Amiga system featured a 'downgrader' which allowed you to turn off caches, slow down some functions and treat the software as a 68000 would so that newer Amigas could easily run the older software.

Anything like that for the Falcon?

On Fri, 28 Sep 2001, Anders Eriksson wrote:

> On Thu, 27 Sep 2001, Frédéric Passerin wrote:
>
> > I've found my old Atari 520ST but isn't working.
> > Could anyone tell me if the ST disks are compatible with the Falcon ?
>
> The Falcon can read the ST disks, run most ST software. Demos and games
> are a bit troublesome to run though, often to the degree that they can't
> be run at all.
>
> --
> Anders Eriksson
> ae@dhs.nu
>
>
>

3710. Re: About Emulators & Notator

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 04:17:36 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0109272017.6d311e44@posting.google.com>
Source record: 41825

Yala <tyala@tm.net.my> wrote in message news:<3BB2891C.B6743B56@tm.net.my>...
> I'm still using my Mega ST... but it's dying (I can feel it)! I use the
> ST for running C-Lab Notator with a Unitor dongle. I've never used
> emulation software.
>
> Question : Can a PC emulator run Notator? Where do I plug the dongle?
>

The only Atari Emulator that works WELL with Midi programs on a PC is STEEM (info on my site or google.com it) While it works with most midi programs ,it will NOT work with Notator or any dongled program. Due to the intricate Dongle that Emagic made, it is nearly impossable to "crack". They designed it well. This has been doscussed quite a bit on Hallvards Notator grp (http://www.notator.org) and also the steem list.

However having said that, there are lots of Atari-Midi software that DOES work wonderfully on Steem, and that by itself is a breakthru. For instance Dr T's KCS, Master Tracks Pro and more. Check out my site for all those downloads.

The other alternative is to find another "real" Atari as a backup. They CAN be found!!

Tim Conrardy
Tims Atari Midi World
http://tamw.atari-users.net

3711. FS : Atari ST Mega4

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 04:51:45 UTC
From: Ben <bluesky6@ix.netcom.com>
Message-ID: <6d08rtc5d9kt6v1asln9g7akgk8jquiun8@4ax.com>
Source record: 41826

I'm selling my Atari ST Mega4 on Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1278091060

Main unit, monitor, no keyboard/mouse. Working condition.

Ben

3712. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 05:34:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB40B94.A6D17302@home.com>
Source record: 41827
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

As usual Tifkas spews more irellavent bollox. Proof that it will never learn, as if the evidence wasn't already conclusive

sinclap@nospam.net wrote:

> See it at www.Amiga.com
>
> Oh well....
>
> sinclap!
> somewere in never never land

3713. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 05:40:33 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BB40CF4.13F1BD6A@home.com>
Source record: 41828

I never had a falcon (do have several other atari systems) and I remember theres a program called backwards.prg which will allow some of the incompatible programs to run on a falcon. It should be available at various pd libraries and ftp sites.

"Frï¿½dï¿½ric Passerin" wrote:

> I've found my old Atari 520ST but isn't working.
>
> Could anyone tell me if the ST disks are compatible with the Falcon ?
>
> Thanks.

3714. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 07:17:45 UTC
From: claytone@foxinternet.com
Message-ID: <3bb42419_1@news.foxinternet.com>
Source record: 41830

Hi Tony-

Yes, there are several utilities that try to make your Falcon think it's an ST or STE. They have several options including turning caches off, adjusting the cpu speed, and options for how it handles the sound, and some other things - I don't remember right now. I see 4 programs on my "Falcon2.Sts" folder:

FALCON_X
S2F_1_2
STE_X
BACKWARD.III

I haven't used any of these for a long time, so I can't be of much more help. I think you could probably find them in one of our usual ftp sites. Not sure what category to look in. Maybe emulators, or games, or utilities.

Also - if your Falcon has the Nemesis upgrade, there is a CPX file that allows you to adjust the speed to 8, 16, 20, or 24, and also to turn off 2 caches.

Hope that helps,

Clyton Murray
Seattle, WA USA

On 28 Sep 2001 01:10:52 , Tony Cianfaglione wrote:
>
>Which brings up another question; the Amiga 1200/OS3.1 and other later
>versions of the Amiga system featured a 'downgrader' which allowed you to
>turn off caches, slow down some functions and treat the software as a
>68000 would so that newer Amigas could easily run the older software.
>
>Anything like that for the Falcon?

3715. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 08:09:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB43035.EB2FCDCF@seimet.de>
Source record: 41833

"Oracle ï¿½" wrote:
>
> is there any way I can quickly and easily connect my PC and tt together so
> as to be able to transfer files between them?

If your PC has a SCSI hard disk drive you can directly connect the PC's
and TT's SCSI bus so that the PC can access the TT's drive and
vice-versa.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3716. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 08:45:31 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3bb538a5.157128118@east.usenetserver.com>
Source record: 41834

"Grazey" <grazey@tphf.karoo.co.uk> wrote:

>> Due to the syndrom of Nostalgia, I try to draw the genealogical tree of
>the past
>> ST scene (demos, cracking,...)
>>
>> If you've got some good infos, send the mto me !
>>
>> Go to : http://bookstore.free.fr/Atari/
>>
>> Matt'Us Alem

I.C.S is missing :) You can add "Zaphod Beeblebrox" and "Troed" as
members there.

To Elite, you can add "SCSI" as a subgroup, with the above mention
persons as members.

Add Sync - we _were_ one of the bigger ones .. hrmpf ;) www.sync.st
for more info.

regards,
___/
_/ - I.C.S, Elite, Sync

3717. Update to web site

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 08:48:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001664148-241248AEicMi@08002go.com>
Source record: 41831

Hi all,

I've just uploaded AREAL37, docs and software for adding a real-time clock
to an ST to my web site (MISC section).

The software addresses a date error found in earlier versions.

Thanks go to Jim DeClercq for getting the author Bill Penner to update this
utility.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3718. Re: real-time clock

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 08:54:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001664150-241684AEicMi@08002go.com>
Source record: 41832

From: northstar2010@________yahoo.no (Hallvard Tangeraas)
Date: Thu, 27 Sep 2001 13:43:31 GMT

>> >If areal37 does not come up in a web search, I have a copy.
>>
>> I'll be glad to put it on my web site if you send it to me.
>
>I haven't been able to find it using the usual websearch, so it would be
>nice if you or someone could make it available.

It's done - see my other message.

I can just see Maxim suddenly being inundated by requests for free samples,
which reminds me that I ought to seek a replacement NVRAM as per Robert's
message before I actually need it!

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3719. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 10:01:46 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p1hqabdl1@draco.stochastik.rwth-aachen.de>
Source record: 41835

In article <3bb3a567$0$4908@news.zetnet.co.uk>,
Chris Simon <osian@zetnet.co.uk> wrote:
>
>Thanks for the offer, but I think it should be logistically easier to
>buy one here (UK). I'll come back to you if I can't find one! Are
>the chips socketted or are they usually soldered in?

In the falcon, they are soldered in.

cu
Michael

3720. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 11:59:17 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9p1oml$oh5$1@news.panix.com>
Source record: 41836

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> writes:

: In article <3bb3a567$0$4908@news.zetnet.co.uk>,
: Chris Simon <osian@zetnet.co.uk> wrote:
: >
: >Thanks for the offer, but I think it should be logistically easier to
: >buy one here (UK). I'll come back to you if I can't find one! Are
: >the chips socketted or are they usually soldered in?

: In the falcon, they are soldered in.

Oh darn. But they do make J-lead sockets for J-lead chips, which is
somehow new to me. They are sort of cute little things.

Get a pair of fine wire flushcutters, and cut the leads off the dead
chip, and uproot it. Then remove the leads from the board one at a time.

Modify the socket. It will not need the internal supports when it is
mounted on a board, and they get in the way of a soldering iron. Break
them out.

Clean the board contacts with very little pressure, just enough heat, and
liquid flux and solder wick.

Put a line of liquid flux around the pin pattern, put the socket in
place, and solder it in. Two corner positions done first will make it
stay in place. The soldering iron tip goes on the inside, the solder
goes on the outside, and that repeats many times. Check for continuity
afterwards, install new chip in new socket, and wait for that battery to
die.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3721. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 12:39:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb4adaca498a0@madasafish.com>
Source record: 41726

Hi Fred!

>Hi all!
>
>Can someone tell me if having BT's Caller ID service could interrupt a
>modem connection?
>
>I think that if you had Call Waiting enabled (where you get a beep in
>your handset if another caller is trying to get through) could interrupt
>your call, making your modem lose the connection.

I've not heard about that beep thingy but it's a good point if it does occur. I'm sure BT will relaise that and they must some sort of thing to prevent it happening when using the internet as it would muck up the data flowing.
--
Lyndon Amsdon

3722. Atari Times Update 9-28-2001

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 14:24:48 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BB48881.9B1B029E@att.net>
Source record: 41837
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

New this week at TAT:

* NEW! Frostbite Review by Brian Rittmeyer.
* NEW! Was the 7800 Doomed?
* NEW! Jaguar and Lynx review forms now available!
* NEW! Jaguar and Lynx rarity guides now available!
* NEW! TAT Chat Poll.
* Revisit: Crash Dive Review

Here's a sample of 7800 Doomed, by Joey Kay:

"Once again Atari Inc. was making the same mistake they did with the
5200. There were no new games for this machine. Okay - maybe a couple,
but aside from Desert Falcon, which was merely Zaxxon with a bird, none
of the new games for this machine were a leap forward from existing
games. What Atari Inc. had to offer in 1984 was old, albeit good, arcade
translations. But they were the same games that contributed to the flop
of the 5200."

See you at TAT!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=

3723. FS: Atari Cubase 3.0 by Steinberg w/dongle, original box/disks/manual

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 15:46:14 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109280746.2de30683@posting.google.com>
Source record: 41838
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace,alt.music.makers.electronic

hi!
i have a mint condition original Cubase 3.0 for Atari, in the box,
with all program disks, the impossible to find dongle, manual, and
extras disks.

this is the premier software sequencer for the Atari platform...and as
we all know, nothing out there compares to the tightness and accuracy
of the Atari for sequencing.

Steinberg no longer sells Cubase for the Atari -- this is a rare
chance to get a legal, original copy of Cubase 3.0 with dongle,
manual, and original disks.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1469600222

yes, i put it on Ebay -- but if you want to make a cash offer direct
to me, i will consider it. i will ship worldwide if payment is made in
advance, and shipping is the responsibility of the buyer. i have lots
of references if needed.

i hae personally tested this software, and it works 100%, no excuses.

please email me directly if you have any questions -- and don't
hesitate on this one -- the only other copy of Cubase i have seen for
sale was $399. so happy bidding!

3724. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 16:23:49 UTC
From: Jordan Gibson <jordan@nospam.demon.co.uk>
Message-ID: <UavH9AAVQKt7Eweh@jordang.demon.co.uk>
Source record: 41839
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

In article <s0q4rtk8enaafq071sdon4srtrd5p2601i@4ax.com>, rob <?@?.?>
writes

>I've just been looking on ebay and there was a $MG STE for ï¿½10, snap
>it up.

Thanks for the heads up. Not as cheap as you said though - I had to
throw in another 50 pence to secure it...

:)

--
Jordan Gibson

3725. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 17:52:20 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0109281944270.668-100000@newgem.atari.org>
Source record: 41840

On Fri, 28 Sep 2001, Tony Cianfaglione wrote:

> Which brings up another question; the Amiga 1200/OS3.1 and other later
> versions of the Amiga system featured a 'downgrader' which allowed you to
> turn off caches, slow down some functions and treat the software as a
> 68000 would so that newer Amigas could easily run the older software.
> Anything like that for the Falcon?

There are several programs (as already mentioned here) which does what the Amiga kick 3.x does, but also alot more. Many ST games and (especially) demos are very hardware-close, and requires perfect syncronizing. Due to different clockcycle-tables of the 030 processor it's not possible to make it act 100% as the ST. Even with caches disabled and clockspeed the same as the ST, it still run faster.

However, games that doesn't use overscan and "synclock"-tricks quite often work using Backwards. But better buy a $15 ST for the old games and demos, then you're assured they work :)

ftp://ftp.funet.fi/pub/atari/falcon/utilities/

backw271.zip
backward.zip
bckw310.zip

--
Anders Eriksson
ae@dhs.nu

3726. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 20:36:37 UTC
From: wordfiddler@yahoo.com
Message-ID: <605c97ff.0109281236.494c5328@posting.google.com>
Source record: 41696

You actually have other options besides 4-bit parallel or serial null modem, both of which are so slow that your ADSL won't feel much like itself on the remote PC. If you have USB ports on both computers, you can set up a USB network to share files and your connection--you can also use a really fast parallel cable made by Parallel Technologies, the people who wrote DCC for Windows. USB is about 45 MB/minute; the fast parallel cable is about 30-40 MB/minute. You can buy the cables online at http://www.lpt.com. A major bonus of buying their cable, besides the speed, is that you also get free internet connection sharing software that is worth $80 with your purchase.

Mary

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message news:<mjNs7.620$h63.85580@newsfeed.slurp.net>...
> On 27 Sep 2001 09:26:22 , "Oracle ï¿½" wrote:
> >is there any way I can quickly and easily connect my PC and tt together so
> >as to be able to transfer files between them?
> >
> >I have adsl on my pc, is there a way to share it through the same
> >connection??
>
> Yes, it is. You have two choices. You can use Ghostlink, but you will
> need a null modem cable. The other option is PARCP which is what I use.
> The program uses the parallel printer ports and requires a special
> cable that you must either build or else buy from the author. Works
> great. For more info goto: http://users.zln.cz/~pstehlik/home.htm
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

3727. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 20:42:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9p2naq$g95$1@thorium.cix.co.uk>
Source record: 41697

In message <3bb0c1ff$0$4911@news.zetnet.co.uk>, osian@zetnet.co.uk said:

>On 23 Sep 2001 18:27:32 , Djordje Vukovic wrote:
>>Did you try a disk-editor or some similar program that reads the disk
>>on a block-by-block basis? If you did, did it show any data or the
>>characteristics of the "disk"?
>
>No - I haven't got one of those.

There was Harlerkin2 on one cover disk (ST Review #34 - Xmas 1994)
that has a very good monitor-disk editor to read disks as well as
files. There is also a facility for this in FCopy Pro.

Regards, /Peter/

3728. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 20:42:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9p2naq$g96$1@thorium.cix.co.uk>
Source record: 41698

In message <3bb108d0$0$4907@news.zetnet.co.uk>, osian@zetnet.co.uk said:

>On 25 Sep 2001 05:15:18 , "Lyndon Amsdon" wrote:
>>I've been meaning to ask someone about this. My Falcons clock sometimes
>>gets messes up, even stopped! Yet, when I left it over 2 week holiday I
>>came back and it had work fine all on it's own. When I use it I sometimes
>>notice it is fine at the start of a session but at the end its all wrong.
>
>Seems I've opened a can of worms here!
>
>My problem was that when I booted up I got a nonsense date. As
>suggested, a reset of the NVRAM has seemed to fix it - it looks like
>the NVRAM got corrupted in some way.
>
>As far as I'm aware, it's only the Control Panel that sets the clock,
>but I may be (probably) wrong. But it's possible that the NVRAM can
>go AWOL on its own accord. I did have problems initially with my
>NVRAM in general which seemed to be all messed up, but the utility
>I've got to reset it solved all that.

Normally the Control Panel can set the clock. But I also have
CLOCK.ACC that produces an analog chiming clock on my desktop that
allows setting the time and date (as well as alarm time) and any
corrections made are retained even after switch-off. I find my
clock only loses a few minutes over a couple of weeks or so.

Regards, /Peter/

3729. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 20:42:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9p2naq$g97$1@thorium.cix.co.uk>
Source record: 41699

In message <9ov2gq$sn8$1@wanadoo.fr>, frederic.passerin@laposte.net said:
>
>I've found my old Atari 520ST but isn't working.
>
>Could anyone tell me if the ST disks are compatible with the Falcon ?

If ther ST is very old it may have a single-sided drive. In that
case a Falcon could read disks formatted on it, but the ST won't
read Falcon double-sided disks.

Regards, /Peter/

3730. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 20:50:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001716083.47199.3@eos.uk.clara.net>
Source record: 41702

Hi Tony

Which brings up another question; the Amiga 1200/OS3.1 and other later
versions of the Amiga system featured a 'downgrader' which allowed you to
turn off caches, slow down some functions and treat the software as a
68000 would so that newer Amigas could easily run the older software.

Anything like that for the Falcon?

Its called "Backwards".

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3731. Re: Freaky Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 21:22:30 UTC
From: ebaiz@skyenet.net
Message-ID: <qS5t7.1886$CD3.172170@newsfeed.slurp.net>
Source record: 41700

On 27 Sep 2001 20:40:47 , "Steve Sweet" wrote:
>Hi Edward
>> I think the Optiquest Monitor I use on my Hades is going bad. Every now
>> and then I hear what seems to be a spark and the monitor's resolution
>> goes wacko and I end up with something smaller. I fix it by just
>> turning it off for a little while and then turning it back on. I have
>> never run across something like this before and the monitor is only 5
>> years old. If it does go, then that will give me an excuse to buy a
>> newer more modern one.
>
>Is it in a humid room. It may be as simple as the A1 spark gap firing,
>usually non-fatal, but alarming.

Hello Steve,

This never happened when the monitor was in the other room, so maybe
that is the problem. I have noticed the brightness is not as high as it
used to be. Maybe there is a control for that in the back. Is there any
way to prevent this? I have noticed that this will happen when I first
turn it on. After that, nothing happens as long as I leave it on.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3732. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 22:25:19 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-21C170.18251928092001@news.bellglobal.com>
Source record: 41701
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

> > sincrap!
> > somewere in never never land

yup, as usual sincrap send out unfortunate message of his latency: he
believe in fairies.......

3733. Re: Falcon and ST

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 22:31:08 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <98u9rt4lth20i22cfkec00ukj8rcqaduhi@4ax.com>
Source record: 41703

On Thu, 27 Sep 2001 13:29:43 +0200, "Frï¿½dï¿½ric Passerin"
<frederic.passerin@laposte.net> wrote:

>I've found my old Atari 520ST but isn't working.
>
>Could anyone tell me if the ST disks are compatible with the Falcon ?
>
>Thanks.
>

The ST uses Double Density (720K) floppy disks, NOT High Density
(1.44Meg) floppy disks.

As long as the Falcon disks are formatted as DD, they will be
compatible, as far as the ST being able to read them.

Of course, the ST wouldn't be able to actually RUN any native Falcon
(68030 CPU) software.

What seems to be the problem with the 520ST?

BobR

3734. how can I transfer Atari ST diskimages from the PC back to Atari disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 23:04:00 UTC
From: Overdoc <overdoc@yahoo.com>
Message-ID: <AI7t7.47838$0v5.1244460@news.chello.at>
Source record: 41704

Hi Atari ST users,

I recently got a Atari 520ST donated, including the 3 1/2 diskdrive and also a Oceanic 5 1/4 diskdrive. Since it came without any software I would like to download some diskimages from the net and transfer them back to real Atari ST disks.
So far I found one PC tool (stupid me forgot it's name) that told it could do the job, but all .msa images I tried ended up in a way that only the drectory could be read, and when loading files was attempted read-errors occured.

Now, is there another, safer way to transfer some diskimages ?
Maybe there is some tool that will let me read a .msa image on a PC formatted disk with the Atari's drive, copy it to ram and then write it back to a Atari formatted disk using the Atari ST itself, and not the PC as the other tool did ?

I know this method from the Amiga, and there it works perfect. So I thaught such a tool must exists for Atari STs, too, right ?

If anyone can point me in the right direction, please don't hesitate.

Thanks for any help,

Overdoc

3735. Re: Freaky Monitor

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 23:21:39 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001719675.50869.1@eos.uk.clara.net>
Source record: 41706

Hi Edward

> >>Every now
> >> and then I hear what seems to be a spark and the monitor's resolution
> >> goes wacko and I end up with something smaller. I fix it by just
> >> turning it off for a little while and then turning it back on. I have
> >> never run across something like this before and the monitor is only 5
> >> years old. If it does go, then that will give me an excuse to buy a
> >> newer more modern one.

> >Is it in a humid room. It may be as simple as the A1 spark gap firing,
> >usually non-fatal, but alarming.
>
> Hello Steve,
>
> This never happened when the monitor was in the other room, so maybe
> that is the problem. I have noticed the brightness is not as high as it
> used to be. Maybe there is a control for that in the back.

If it is a humidity problem the A1's might be low, giving a low brightness symptom.

> Is there any way to prevent this? I have noticed that this will happen
when I first
> turn it on. After that, nothing happens as long as I leave it on.

As a test, before you intend using it again, shove a fan heater or hairdryer up its butt for a while before using it and see what effect that has, if that cures the problem then you'll have to do something to decrease the humidity. Start off by strangling any pets you may have, flush any fish down the bog and drain their tanks or drop sodium pellets in the tank.

Its possible that internal dust is aggravating the situation, take the back off and blast its insides with an airline.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3736. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-09-28 23:22:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001719677.50869.2@eos.uk.clara.net>
Source record: 41705
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi Razor

> > > sincrap!
> > > somewere in never never land
>
> yup, as usual sincrap send out unfortunate message of his latency: he
> believe in fairies.......

Sincrap is a fairy..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3737. E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 01:45:09 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-F2FFAB.21442528092001@news1.on.sympatico.ca>
Source record: 41707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

having just gotten my Handspring Visor Deluxe, I decided to see just what was out there in the way of programs, and particularly those E-Books out there.

well, I just happened to go onto the Aportis website (they make a document reader for Palm OS) and saw they have an E-book section.

Wouldn't you know it - someone has come up with an E-book History of Atari, from Syzergy to Hasbro, for free download! And it's pretty good, too. Lots of info and fun facts about Atari - did you know that they sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about the Atari computers, from the 8-bit to the Falcon

If you've got a Palm or compatible and want to check it out, go to http://www.aportis.com/library/index.html and click in the Computers section. You'll need an E-book reader to load and read it.

BTW, the Visor Deluxe is pretty good, too - they've just discontinued it, and so you should be able to grab ahold of one of these for a good price. I got ahold of a refurbished one from the Handspring web site for $119 US + free shipping. This thing has as much RAM as my TT does, and it's turning out to be pretty useful for work-related stuff. Now I'm getting ready to order a digital camera Springboard module for it :)

3738. Re: Falcon clock not working

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 09:29:06 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p4492et1@draco.stochastik.rwth-aachen.de>
Source record: 41708

In article <9p1oml$oh5$1@news.panix.com>,
Jim DeClercq <jimd@panix2.panix.com> wrote:
>
>Oh darn. But they do make J-lead sockets for J-lead chips, which is
>somehow new to me. They are sort of cute little things.

J-LEAD?

The clock chips are DIP-24, through-hole parts.

>Get a pair of fine wire flushcutters, and cut the leads off the dead
>chip, and uproot it. Then remove the leads from the board one at a time.

This is a bit difficult, because the plastic cap shields access from the
pins.

cu
Michael

3739. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 11:42:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30193_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41709

In uno strano messaggio del 28 Sep 01 wordfiddler@yahoo.com (2:333/608.1)
scrisse al povero All :
w> You actually have other options besides 4-bit parallel or serial null
w> modem, both of which are so slow that your ADSL won't feel much like

It seems there still are many people that do not know ParCP, written by Petr
Stehlik that is by far the best transfer software with a very simple parallel
cable (just swap two wires), so I post few lines again:

[joy@sophics.cz | stehlik@cas3.zlin.vutbr.cz | stehlik@cyberstrider.org]

PARCP stands for PARallel CoPier. It does copy files between two computers.
It acts as a file network running over parallel (=printer) ports of those
computers. This allows you to copy many and large files very quickly from
one machine to another, either by simple drag & drop, or automated in
batch mode or you can choose from two different user interfaces (command line
like in a FTP client and fullscreen windows just like Norton Commander).

It's cheap, it's fast, it's available everywhere, and it's easy to setup and
use.
The PARCP cable is all that's needed to connect two computers, and it can
be build for very few bucks. You can even look around and if you find
parallel LapLink cable, you need nothing but PARCP!
Connecting two computers takes only a seconds decision and a few minutes
work, no need to search for a netcard. This might even be especially
important in the case of notebooks, where netcard are not easily
available.
Not requiring a netcard also means that apart from connecting the cables,
everything else is software configuration (which in principle could be
made very easy).
PARCP can connect two computers running different operating systems. No
need to search for a common network protocol, PARCP itself is a 'common
protocol'.
PARCP needs not to be 'installed' in the way you know it from Microsoft
operating systems - complicated procedure, several reboots, no ability to
uninstall. No! PARCP can be just unpacked and started - and it works!
Without reboots, without conflicts with other hardware or software
components, without headaches...
PARCP can even connect two different platforms, like is IBM PC or clone
and Atari ST (or compatible). For Atari computers it's even more
important, because there are nearly no network cards.
Sometimes a ZIP disk is used to transfer files from one computer to
another - first copy files from one computer to ZIP, then copy files from
ZIP to another computer.
Is that easy? Fast? No!

PARCP easily outperforms parallel ZIP in reading - so if you connect
those two computers with a PARCP cable, it's more than two times faster
to copy the same amount of data from one computer to another.

PARCP has been designed to work on two different computer platforms:
- Atari ST/STE/TT/Falcon and compatible computers (Medusa/Hades).
PARCP is also compatible with all sorts of accelerator cards such
as AfterBurner040 for Falcon etc. Milan is not supported yet because it
lacks the ST-compatible parallel port.
- IBM PC 386 and compatible clones (i.e. machines with 32-bit x86 CPU).
PARCP has been tested succesfully on AMD 386, Intel 486, Intel Pentium,
Cyrix 6x86 and M2 as well as on AMD K6-2 processors.
I will use the word <STRONG>Atari</STRONG> as a general reference for any of
the computers with
Motorola CPU inside and running TOS or compatible operating system
(MiNT/MagiC)
and the word <STRONG>PC</STRONG> for any computer with Intel or compatible
CPU and running
DOS or compatible operating system (Windows9x/OS/2) or Linux-ix86.

The main feature of PARCP is the ability of connecting of any two supported
computers:
Atari <=====> Atari
Atari <=====> PC
PC <=====> PC

(omitted)

PARCP comes in three different binary files compiled for three main
operating systems (OS):
- TOS on Atari (every version from 1.0 up to 4.04)
Patched TOS (e.g. Kaos) and multitasking OS running on top of TOS
(e.g. MultiGEM, Geneva) should be OK for PARCP as well.
- DOS on PC (perhaps from version 3.3?)
FreeDOS and multitasking OS running on top of DOS (DESQview,
Windows 3.x) should be OK as well.
- Linux-ix86 on PC (ELF, from v1.2.13?)
I don't mean DOSemu for Linux, PARCP comes also as a native Linux
application!

All three binary versions of PARCP look and behave exactly the same way,
which is handy for user learning its capabilities.

PARCP runs well under following pre-emptive multitasking OS:
Atari computers:
MiNT
MagiC
PC computers:
Windows95/Windows98
OS/2
Linux-ix86

Please note PARCP can't run under WindowsNT, because this operating
system doesn't allow user programs to program hardware of parallel port
directly. There are two solutions for transferring files from/to NTFS
(WindowsNT native file system). Either use <A
HREF="http://www.sysinternals.com">NTFS driver for DOS/Windows9x</A>
that will allow you to read NTFS under plain DOS or Windows, or you can
use a recent version of Linux kernel (2.2.x) that contains NTFS driver.

Main PARCP features under these enhanced OS:
non-blocking waiting for user action
PARCP doesn't hog OS nor CPU while waiting for user - the average load
is close to zero when PARCP is idle. Therefore other applications
continue working at full speed when PARCP is waiting. Thus you can have
PARCP Server running all the time in the background, always ready for
transmission.
support of long file names (LFN) and file attributes
PARCP allows you to copy files from one operating system to another
with original long file names preserved. Some rather unusual combinations
of possible transfers of long file names between different environments
are listed here:

Windows95's V-FAT <=====> MiNT's minix-fs
Linux's ext2-fs <=====> MagiC's V-FAT
MiNT's ISO9660 <=====> OS/2's HPFS

(omitted)

****
* Note: you need not to build the cable, you can simply buy it! *
* *
* Please refer to the section 6.3 of this document. *
****

The following diagram shows you how to build your own parallel cable for
use with my PARCP (PARallel CoPy). This cable allows you to connect your
computer with any other computer if both machines have either bidirectional
parallel ports or UNI-BI adapter fitted.

The easiest way how to build the cable is to buy a cable for dataswitch.
It's usually marked as 25M-25M. That means there are MALE Canon-25
connectors on both ends of that cable. The cable has either 18 or 25 wires
in itself. The 18-wires one is sufficient for our needs, because PARCP uses
just 18 wires. When you buy that cable, you just need to exchange wires on
pins 1 an 11 at one ends of cable (and to cut the wires on unused pins such
as pin 10,12,13..17).

The PARCP cable should consist of just 18 wires. The wiring diagram is as
follows:

Canon-25 MALE Canon-25 MALE
------------- -------------
pin connection pin
1 ..... 11 (Strobe => Busy)
2 ..... 2 (Data 0)

```
3 ............................. 3 (Data 1)
4 ............................. 4 (Data 2)
5 ............................. 5 (Data 3)
6 ............................. 6 (Data 4)
7 ............................. 7 (Data 5)
8 ............................. 8 (Data 6)
9 ............................. 9 (Data 7)
11 ............................ 1 (Busy <= Strobe)
18 ............................ 18 (GND of Data 0)
19 ............................ 19 (GND of Data 1)
20 ............................ 20 (GND of Data 2)
21 ............................ 21 (GND of Data 3)
22 ............................ 22 (GND of Data 4)
23 ............................ 23 (GND of Data 5)
24 ............................ 24 (GND of Data 6)
25 ............................ 25 (GND of Data 7)
```

The 'schematics' above wanted to say that all 8 data bits are straight wires, while the Strobe and Busy signals are crossed in one connector. The GND is connected in both connectors as well, of course (please note that some cables do not have enough wires for connecting pins 18-24. In this case it should be OK to connect just the 25th pin).

This cable also works with ST-Trans © Atari 1992, with plip protocol of MiNT-Net © Kay Roemer and with HDD_DMN3 by MC Soft & Hard.

Warning: if the cable length should exceed 5 meters, please get a cable with proper metal shielding, otherwise random errors may occur during the transfer.

(omitted)

Resources:

ST-Trans © Atari 1992 (Atari-Atari only)
With simple GEM interface full of bugs and rock-solid but slow routines it's not a competitor for me. However I got inspired by the handshake method used there...

MiNT-Net (PLIP driver) © Kay Roemer (MiNT-MiNT only)
PLIP driver is a modified SLIP driver for parallel port. Can connect two Atari computers running MiNT and MiNT-Net. It's interrupt driven, so it's slower than PARCP. It's a real NET, though.

HDD_DMN3 © MC Soft & Hard 1997 (Atari-PC only)
HDD Daemon is a complete solution for people with Atari ST without harddisk and with an PC computer. HDD_DMN will connect those computers so Atari is able to read PC's harddisk.
Interesting piece of software, but a bit complicated for me.

PC2Am © Michal Kara AKA Lemming (Amiga-PC only)
PC <=> Amiga parallel network software. Powerful and fast (100% assembler). Helped me in the beginning with bidirectional parallel

ports programming.

Resources2:
PARCP Home Site:
http://joy.atari.org/
Official Joy WWW site, home of PARCP. Up-to-date versions, on-line
history file.
http://cas3.zlin.vutbr.cz/~stehlik/
Backup WWW site.
RST BBS in Pilsen, Czech Republic, tel. +420-19-227944
Official PARCP BBS.
Kockens BBS in Sweden, tel. +4646250256
Another great Atari BBS supporting PARCP.
PARCP Support Site in UK:
http://www.cyberstrider.org
CyberSTrider site with latest releases of the shareware and demo
software.

Resources3:
Getting the PARCP cable

You can easily get the PARCP cable directly from me. Just send me
15 DM, 9 US$ or 5 UKP in a (registered) letter and I'll send you back the 2
metres (6 feets) long PARCP cable.

(omitted)

Feel free to send any bugreports, suggestions, remarks, registrations...
E-mail:
joy@sophics.cz
stehlik@cyberstrider.org
Snail mail:
Petr Stehlik
Pod Tlustou 5083
76001 Zlin
Czech Republic

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3740. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 18:48:35 UTC
From: Tim Anderson <tanderson@tanderson23.freeserve.co.uk>
Message-ID: <9p54qn$m9s$1@newsg2.svr.pol.co.uk>
Source record: 41711

<snip>
If you have USB ports on both computers, you
>can set up a USB network to share files and your connection--
<snip>

Errr?

<snip>
you can
>also use a really fast parallel cable made by Parallel Technologies,
>the people who wrote DCC for Windows.
<snip>

Does this software exist for the Atari as well?

3741. Re: Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 18:57:47 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb619ab$0$13421@news.zetnet.co.uk>
Source record: 41712

On 27 Sep 2001 20:27:18 , "Steve Sweet" wrote:
>One turns off the warning bell, the other the keyclicks.

Ah, quite obvious really. When you know!

>Screen saver settings?.

Don't know - it's in the NVRAM so I'd have thought it was something
that all machines have.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3742. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 18:59:29 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb61a11$0$13421@news.zetnet.co.uk>
Source record: 41713

On 28 Sep 2001 20:42:02 , xlator@cix.compulink.co.uk wrote:
>There was Harlerkin2 on one cover disk (ST Review #34 - Xmas 1994)
>that has a very good monitor-disk editor to read disks as well as
>files.

Good job I didn't throw away all my mags! (They're all still at my
parents' house...)

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3743. UK: Atari ST Stuff FS

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 19:46:19 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <Gypt7.18753$zu1.2816018@news6-win.server.ntlworld.com>
Source record: 41714
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

UK: Atari ST Stuff FS

1. Naksha B&W hand scanner with interface, software, psupply and instructions. Very good especially for text/line-art £17 inc UK P&P

2. Multiface ST Cartridge by Romantic Robot (with instructions). Rips entire memory. £8 inc UK P&P

3. Atari ST Supradrive 20 meg autobooting HD. Plugs straight into HD port. Includes utility disk and manual. £18 plus P&P (UK P&P is £6.50 extra). Re-advertised as cheque did not arrive

4. Atari badged ST Hi Res mono monitor in original box. Very slight screen burn on menu bar, but not noticeable when turned on. £14 plus P&P (UK: £10 extra - overseas £50!!! Extra). This has possibly been sold, unless the cheque does not arrive.

Keith (Lincoln, Lincolnshire)
r.franklin1@ntlworld.com

3744. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 19:55:47 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <zHpt7.18838$zu1.2825490@news6-win.server.ntlworld.com>
Source record: 41715

Are there many SLM804s still working out there? Both of mine packed up and started leaking toner everywhere. They were great while they lasted though. Calamus/HD/SLM804 - no wonder I was late moving to a PC!

What was the difference between the 604 and 804?

Keith

Oracle <thisinsntreal@no.its.not> wrote in message news:u7lp7.66613$bY5.317036@news-server.bigpond.net.au...
> What toner do you put in these machines?
>
> I work in a place that has all the toner for everything under the sun, ive
> not been game to try just anything yet...
>
> --
> Regards
>
> ---
>
>
> "Ken Springer" <wordworks@greeleynet.com> wrote in message
> news:3BA55358.C62C579F@greeleynet.com...
> > "P?l Monstad" wrote:
> > >
> > > BTW, I doubled the cable lenght from the controller to the printer,
not
> from
> > > the computer to the controller...
> >
> > This is what I plan on doing also. I just hope I can find the cable.
> >
> >
> > --
> > ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> > Ken Springer "All progress depends upon the
> > unreasonable person."
> > George Bernard
> > Shaw
> >
> > Cheap prices make for cheap goods; cheap goods make for
> > cheap men; and cheap men make for a cheap country!" -
> > President William McKinley
> >

> > http://www.greeleynet.com/~wordwork/airpage.htm
> > ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>

3745. Re: Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 20:28:06 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bb62ed6$0$13421@news.zetnet.co.uk>
Source record: 41716

Hi Chris!

On 29 Sep 2001 18:57:47 , Chris Simon wrote:

>>Screen saver settings?.

>Don't know - it's in the NVRAM so I'd have thought it was something
>that all machines have.

Actually I think it's not a screen saver, but the boot delay that pauses the boot process to give time to a hard disk driver to start up. On my Falcon, booting from an internal IDE hard drive, I've set it to off, as HD Driver doesn't need this.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3746. Re: Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 20:32:09 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb62fc9$0$13424@news.zetnet.co.uk>
Source record: 41717

On 29 Sep 2001 20:28:06 , James Haslam wrote:
>Actually I think it's not a screen saver, but the boot delay that pauses
>the boot process to give time to a hard disk driver to start up. On my
>Falcon, booting from an internal IDE hard drive, I've set it to off, as HD
>Driver doesn't need this.

I've got HDDriver too, and my setting is 1 second.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3747. Re: pc <-> tt

Newsgroup: comp.sys.atari.st
Date: 2001-09-29 23:43:04 UTC
From: SwampHick <swamphick@swamp.com.invalid>
Message-ID: <swamphick-2DFC80.19454129092001@news1.coastalnet.com>
Source record: 41718

In article <9p54qn$m9s$1@newsg2.svr.pol.co.uk>, "Tim Anderson"
<tanderson@tanderson23.freeserve.co.uk> wrote:

> <snip>
> If you have USB ports on both computers, you
> >can set up a USB network to share files and your connection--
> <snip>
>
> Errr?
>
> <snip>
> you can
> >also use a really fast parallel cable made by Parallel Technologies,
> >the people who wrote DCC for Windows.
> <snip>
>
> Does this software exist for the Atari as well?
>
>

How do you put a USB port on a TT?

3748. Atari 1040 ST For Sale

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 00:17:39 UTC
From: Dan <dan_m_sheets@hotmail.com>
Message-ID: <o0pcrtssiuaic2ck7puis6qkm47iclldsr@4ax.com>
Source record: 41719

Atari 1040 ST, 2 Color Monitors, Lots of Cables, Mouse. Take the Whole Lot for 40$ or make an offer. One monitor you have to turn on and off, then back on for it to work for some reason though.

Also have 3 Atari 520ST's you can have for free with the other stuff, but it will jack up the shipping a bit.

Email me at Dan_M_Sheets@Hotmail.com

3749. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 02:06:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BB67E11.F24FE329@greeleynet.com>
Source record: 41720

Keith wrote:
>
> Are there many SLM804s still working out there? Both of mine packed up and
> started leaking toner everywhere. They were great while they lasted though.
> Calamus/HD/SLM804 - no wonder I was late moving to a PC!

I don't know if there are or not. One was sold on Ebay about a month
ago.

> What was the difference between the 604 and 804?

The controller is the same. The 604 is an Epson Action Laser as far as
drums and cartridges go. I believe the print engine is made by the same
company, but can't swear to that any more.

3750. F030 for sale in France

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 09:10:00 UTC
From: philippe van meenen <philippe.van-meenen@club-internet.fr>
Message-ID: <9p6ni9oov1@front2m.grolier.fr>
Source record: 41723

I'm selling a Falcon 030 (tower)

* 14 Mb Ram
* Mathematic Coprocessor
* CD drive SCSI
* Hard drive IDE 750 Mb
* Hard drive SCSI 500 Mb + 1 Go
* Screen 14" Multisynchro
* PC Keyboard
* Blow up Hard 2
* 2 big boxes full of original games and soft (cds,
diskettes...).
* pad Jaguar
* mouse 256 Dpi
* Midi in / out /tru
* Cable transfert pc /falcon falcon /falcon (parcp)

it works perfectly. [ONLY IN FRANCE]

304 euros

contact : edo@atari.org

3751. Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 10:18:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001843618-95013AEicMi@08002go.com>
Source record: 41721

Hi all,

Fresh in are all the files, including text files, needed to update Magic 6.10

to a (mostly) English 6.20. The updater itself is a free download from ASH.

Please ensure that you examine the Readme.txt file in the outer level of the
DDP archive before starting the update process.

Kudos and comments on the archive's contents are welcome.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3752. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 10:25:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001843620-95510AEicMi@08002go.com>
Source record: 41722

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Thu, 27 Sep 2001 20:38:18 +0100

>> More interesting items for sale (UK only, please):
>
>Blimey, so if you tell people where in the old you are it makes it more
>obvious that you stand a chance of getting your foot in the door.

That's right - saves a lot of time-wasting ;-)

>> STFM Marpet XtraRAM memory upgrade, RAM board marked 2MB (manual but no
>> utility disk) 10UKP
>
>Which shouldnt deter potential buyers as it was only memory check utilies as
>i recall, nothing that affected the operation or use of said board. DO you

That is entirely correct :-)

>mean its populated to 2Mb or that is suitable for 2Mb.

The board is populated to that amount, but it's been some time since I last
installed one of these. I reckoned that it would add 2 MB to the existing
memory (with the usual 4 MB max).

>> Replies in email only please, removing NOSPAM of course...
>
>I happen to like Spam, so I'll remove the chips if its all the same to
>you!!.

I haven't eaten Spam since the heady days of Spam fritters in the BBC
canteen, how long ago was that!!

Anyhoo, Link II, Apex Media and said Marpet memory upgrade are still for
sale.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3753. UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 13:40:38 UTC
From: fhahn@cwcom.net
Message-ID: <qhFt7.4222$9y5.55125@news1-hme0>
Source record: 41724

Hi all!

Can someone tell me if having BT's Caller ID service could interrupt a modem connection?

I think that if you had Call Waiting enabled (where you get a beep in your handset if another caller is trying to get through) could interrupt your call, making your modem lose the connection.

Yours,

Fred

Email: fhahn@cwcom.net

Yours,

Fred

Email: fhahn@cwcom.net

3754. MyAtari magazine and MagiC Online launch new Atari forum

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 14:42:43 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0109300642.3fda5913@posting.google.com>
Source record: 41725

Dear comp.sys.atari.st users,

I am proud to announce the launch of the MyAtari / MagiC Online forum. MyAtari and MagiC Online are working in cooperation to establish a main (primarily English, but international posts welcome) web-based discussion board. German Atari users are lucky to have one or two primary web-based discussion boards such as the one on Atari-World.

Unfortunately, English discussion boards are abundant, scattered, and as a result, do not get the high level of traffic needed for engaging debates and discussions. This forum merger is an attempt to solve this problem. We hope that the MyAtari/MagiC Online Forum will become the primary forum of your choice. Discuss current news, problems, and anything Atari related - and know that a large audience of visitors will see your message.

The forum can be found at http://www.myatari.net/forum.htm

We look forward to welcoming you at myatari.net!

Matthew Bacon, Editor

3755. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 19:29:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957659.3853.1@eos.uk.clara.net>
Source record: 41741

Hi Derryck

> >> More interesting items for sale (UK only, please):
> >
> >Blimey, so if you tell people where in the old you are it makes it more
> >obvious that you stand a chance of getting your foot in the door.
>
> That's right - saves a lot of time-wasting ;-)

Thats a bloody good idea, so can anyone say where they live if they are advertising summat or is it a british thing.

> >> STFM Marpet XtraRAM memory upgrade, RAM board marked 2MB (manual but no
> >> utility disk) 10UKP
> >
> >Which shouldnt deter potential buyers as it was only memory check utilies
as
> >i recall, nothing that affected the operation or use of said board. DO
you
>
> That is entirely correct :-)
>
> >mean its populated to 2Mb or that is suitable for 2Mb.
>
> The board is populated to that amount, but it's been some time since I
last
> installed one of these. I reckoned that it would add 2 MB to the existing
> memory (with the usual 4 MB max).

I beleive thats correct, but its also possible to disable onboard RAM to give the full 4 meg range of the Marpet when populated to the max.

> >> Replies in email only please, removing NOSPAM of course...
> >
> >I happen to like Spam, so I'll remove the chips if its all the same to
> >you!!.
>
> I haven't eaten Spam since the heady days of Spam fritters in the BBC
> canteen, how long ago was that!!

Since well before you lot took the piss with the croisonts scam.

> Anyhoo, Link II, Apex Media and said Marpet memory upgrade are still for
> sale.

So get in quick, some rare items.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3756. Re: F030 for sale in France

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 19:30:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957662.3853.2@eos.uk.clara.net>
Source record: 41744

Hi Phillipe

> I'm selling a Falcon 030 (tower)
>
> * 14 Mb Ram
> * Mathematic Coprocessor
> * CD drive SCSI
> * Hard drive IDE 750 Mb
> * Hard drive SCSI 500 Mb + 1 Go
> * Screen 14" Multisynchro
> * PC Keyboard
> * Blow up Hard 2
> * 2 big boxes full of original games and soft (cds,
> diskettes...).
> * pad Jaguar
> * mouse 256 Dpi
> * Midi in / out /tru
> * Cable transfert pc /falcon falcon /falcon (parcp)
>
> it works perfectly. [ONLY IN FRANCE]

You guys are on 220Volt AC arent you, if so that will also work perfectly in GB, a nice short trip through the tunnel these days.

> 304 euros

We wont have them over here. :-) :-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3757. Re: Control Panel & NVRAM settings

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 19:32:28 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957665.3853.3@eos.uk.clara.net>
Source record: 41740

Hi Chris

> >Actually I think it's not a screen saver, but the boot delay that pauses
> >the boot process to give time to a hard disk driver to start up. On my
> >Falcon, booting from an internal IDE hard drive, I've set it to off, as
HD
> >Driver doesn't need this.
>
> I've got HDDriver too, and my setting is 1 second.

I wrote my own delay code so mine is 6 seconds.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3758. Re: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 19:34:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957668.3853.4@eos.uk.clara.net>
Source record: 41743

Hi Fred

"Fred Hahn" <fhahn@cwcom.net> wrote in message
news:qhFt7.4222$9y5.55125@news1-hme0...
> Hi all!
>
> Can someone tell me if having BT's Caller ID service could interrupt a
> modem connection?

Shouldnt do, its the call waiting aspect that poxes that.

>
> I think that if you had Call Waiting enabled (where you get a beep in
> your handset if another caller is trying to get through) could interrupt
> your call, making your modem lose the connection.

You can edit your dial string to include the number to switch off call
waiting and to turn it back on. The operator should be able to tell you the
numbers if you don't have them already.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3759. Re: Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 19:38:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957670.3853.5@eos.uk.clara.net>
Source record: 41742

Hi Derryck

> Fresh in are all the files, including text files, needed to update Magic
6.10
>
> to a (mostly) English 6.20. The updater itself is a free download from
ASH.
>
> Please ensure that you examine the Readme.txt file in the outer level of
the
> DDP archive before starting the update process.
>
> Kudos

Derryck, the world of email really can't appreciate what a handsome fella
you really are in the flesh, having met you in person i can honestly say...

> and comments on the archive's contents are welcome.

Ah!!!, right, yeah!, thanks for that!!. :-\

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3760. FA On Ebay Big Atari ST Lot

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 21:19:18 UTC
From: Patrick <pwjunmail>
Message-ID: <1j2frt0098l693hsempikoigo84u4b7d71@4ax.com>
Source record: 41727

A bunch os ST Stuff I was going to get back in to but decided to take
up metalworking....

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1279627509&r=0&t=0&showTutorial=0&ed=1002252637&indexURL=0&rd=1

3761. Re: how can I transfer Atari ST diskimages from the PC back to Atari disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-09-30 23:27:30 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0q8frt43kimvlvs5ur6ovf3jvbnatpshje@4ax.com>
Source record: 41728

On Fri, 28 Sep 2001 23:04:00 GMT, "Overdoc" <overdoc@yahoo.com> wrote:

>Hi Atari ST users,
>
>I recently got a Atari 520ST donated, including the 3 1/2 diskdrive and
>also a Oceanic 5 1/4 diskdrive. Since it came without any software I would
>like to download some diskimages from the net and transfer them back to real
>Atari ST disks.
>So far I found one PC tool (stupid me forgot it's name) that told it could
>do the job, but all .msa images I tried ended up in a way that only the
>drectory could be read, and when loading files was attempted read-errors
>occured.
>
>Now, is there another, safer way to transfer some diskimages ?
>Maybe there is some tool that will let me read a .msa image on a PC
>formatted disk with the Atari's drive, copy it to ram and then write it back
>to a Atari formatted disk using the Atari ST itself, and not the PC as the
>other tool did ?
>
>I know this method from the Amiga, and there it works perfect. So I thaught
>such a tool must exists for Atari STs, too, right >
>If anyone can point me in the right direction, please don't hesitate.
>
>Thanks for any help,
>
>Overdoc
>
>

Actually "Atari format" and "PC format" are exactly the same.

That is, a floppy disk formatted on a PC can be read on an Atari ST,
and vice versa (with a few restrictions).

First of all, the ST drives are Double Density (720K) - they will
NOT read a PC formatted High Density disk (1.44 Meg).

Secondly, depending on how old the ST is, it may have a Single Sided
disk drive (if it has an external floppy disk drive, the model number
for Single Sided drives is SF354. The Double Sided drives are
SF314).

Unfortunately, it's difficult to make a PC format a 3.5 inch disk as a
single sided (360K) disk. If you have a single sided Atari floppy
drive, you may have to use a special Atari formatting program that
fixes the buggy formatting routine so the disk can be read on the PC.

I believe the PC should be able to read and write a single sided disk, it just won't be able to format one.

Lastly, early versions of the Atari operating system had a bug in the disk formatting routines that made the disks unreadable in a PC. The solution to that is to always format the floppy disks on the PC, and then they will be readable in BOTH the PC and the Atari.

One other thing to think about, the Atari floppy drive, being a lot older, may be dirty or have gone out of alignment so it will have trouble reading a standard formatted disk. If you can format and read a floppy on the Atari, but get read errors from the PC disk, this may be the problem.

BobR

3762. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 01:50:23 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0109301750.5bb2bbdd@posting.google.com>
Source record: 41729

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:<1001060292-304964AEicMi@08002go.com>...
> From: osian@zetnet.co.uk (Chris Simon)
> Date: 19 Sep 2001 17:21:13 GMT
>
> >>there is a couple of people I know that use a SCSI card-reader.
>
> >I found Microtech's web site and the product in question, and it looks
> >quite promising.

> There's a write-up of this very system in an Atari Computing mag IIRC - it
> works very well, HDDriver recognizes the memory card when plugged into the
> adaptor and you drag files to-and-fro just like any drive.
>
The SCSI reader available from Microtech retails for a little over
$400, so it is more expensive to go that route as opposed to the
Mavica. However, the SCSI reader would allow you to use practically
any camera on your Atari now and in the near future.

Galen

3763. Re: how can I transfer Atari ST diskimages from the PC back to Atari disk ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 01:53:26 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BB7CC96.99215DE4@greeleynet.com>
Source record: 41730

Bob Retelle wrote:

> Actually "Atari format" and "PC format" are exactly the same.

::dredging up old memory patterns! <G> : I don't remember exactly the difference, but although they have the same number of tracks and sectors, something about the way the data is stored on the floppies yielded more actual data storage space on the Atari disks.

> That is, a floppy disk formatted on a PC can be read on an Atari ST,
> and vice versa (with a few restrictions).
>
> First of all, the ST drives are Double Density (720K) - they will
> NOT read a PC formatted High Density disk (1.44 Meg).

The original 3.5" PC disks were also 720k.

> Unfortunately, it's difficult to make a PC format a 3.5 inch disk as a
> single sided (360K) disk. If you have a single sided Atari floppy
> drive, you may have to use a special Atari formatting program that
> fixes the buggy formatting routine so the disk can be read on the PC.
> I believe the PC should be able to read and write a single sided disk,
> it just won't be able to format one.

IIRC, you just have to write the PC bootsector info to an Atari formatted disk for the PC to read it. There were both shareware and commercial programs to do this. I think Double Click software had a commercial formatting program for this, but I honestly don't remember. I probably have it in the Atari floppies I have.

As for the PC formatting a single sided floppy, that depends on the age of the PC and the DOS version installed. As DOS gained in abilities, MS slowly removed things from it like the ability to format a different number of sectors and/or tracks, even tho' the instructions on how to do it (i.e. type in the format command with proper switches) still remained in the manuals.

> Lastly, early versions of the Atari operating system had a bug in the
> disk formatting routines that made the disks unreadable in a PC. The
> solution to that is to always format the floppy disks on the PC, and
> then they will be readable in BOTH the PC and the Atari.

That wasn't a bug. The PC needed information in the bootsector of the floppy that the Atari didn't. Atari's formatting routines just didn't write info it didn't need. I can't remember which version of TOS added that to the formatting routine, but I think it was 1.04. I have a TOS 1.04 machine and could format a floppy and find out for those who might

be curious.

> One other thing to think about, the Atari floppy drive, being a lot
> older, may be dirty or have gone out of alignment so it will have
> trouble reading a standard formatted disk. If you can format and read
> a floppy on the Atari, but get read errors from the PC disk, this may
> be the problem.

I would format the floppy on the PC, if you can do it on your PC.
(Win98 will not format a 360k disk, I just checked.) It's just a guess
on my part, but you probably don't have the ability to write the
bootsector information you need in order for the PC to read the disk
even if there is nothing wrong with the formatting and the disk drive.
It would be best not to use a Win95 or newer machine. Try to find one
that has Windows for Workgroups installed, or better yet, one with DOS
3.x on it. Workgroups used DOS 6.22 in it's last incarnation. Then to
double check the PC formatting, you can try the floppy on a Win95 or
newer PC.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3764. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 05:28:36 UTC
From: t3q@prodigy.net
Message-ID: <1e2fe7e5.0109302128.566c3307@posting.google.com>
Source record: 41731

"Paul CAILLET" <paul.caillet@vnumail.com> wrote in message
news:<9p06u1dev1@news4.isdnet.net>...
> Hello Hallvard Tangeraas !
>
> > I've got Emagic Logic version 2.01, but I believe the latest version for
> > the Atari ST version is 2.5.
>
> I want too :-)
>

Have you tried the Updates page on the Emagic website? They have free
updates available for download.

www.emagic.de.english.com

Hal

3765. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 07:17:29 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bb81889$0$13422@news.zetnet.co.uk>
Source record: 41732

Hi Ken!

On 30 Sep 2001 19:53:26 , Ken Springer wrote:

>> Actually "Atari format" and "PC format" are exactly the same.

>::dredging up old memory patterns! <G> : I don't remember exactly the
>difference, but although they have the same number of tracks and
>sectors, something about the way the data is stored on the floppies
>yielded more actual data storage space on the Atari disks.

Actually, I think you're thinking about the Amiga formatting scheme, which
got 880K out of a disk! :)

The difference between an ST formatted disk and a PC one is the boot
sector being different. There is a program that will change the boot
sector into a PC compatible one WITHOUT destroying the data on the rest of
the disk! :)

>I would format the floppy on the PC, if you can do it on your PC.

From what I remember I think you need to do it from DOS - Windows
formatted disks are differently formatted.

Cheers!

James

| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
+---+ _/|| ||_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+---+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|

3766. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 08:05:18 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9p987o$b1c$1@news5.svr.pol.co.uk>
Source record: 41733

<snip>
> I've not heard about that beep thingy but it's a good point if it does
> occur. I'm sure BT will relaise that and they must some sort of thing to
> prevent it happening when using the internet as it would muck up the data
> flowing.
<snip>

Hi,

If you call BT there is a special code to turn off call waiting and one to
turn it back on

Tim Anderson

3767. ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 09:18:23 UTC
From: Joakim H&#65533;gberg <fake@false.no>
Message-ID: <Usenet.pdprdprm@localhost>
Source record: 41734

Hi all,

Some may have been experiencing strange behaviour from aICQ lately.
Things that appears be going wrong is that you may see the same offline
messages being recieved over and over again every time you reconnect.
It also happens that the visible list is not working correctly.

This problem is not version dependant, so all aICQ versions will be
experiencing the same problem. In fact, it seems like most clones are
currently experiencing odd behaviour, so chances are that Mirabilis is
up to some changes that it might take some time to adapt to.

Regards,

Joakim

3768. [Newton] E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 10:14:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00356fed@fmlynet.org>
Source record: 41673

FamilyNet Newsgate

Just a note to all you Newton MessagePad users out there, this file is
readily viewable on the Newton MessagePads using the PalmDoc viewer that Steve
Weyer has working (I believe it works with Newt's Cape.)

Anyway, loaded this file into my Newton this morning and works great!
Should be some great reading at the officer's club over lunch. ;)

Take care,

Doctor Clu
Sol/Atari/Newton enthusiast

PS: For a little Atari action on the Newton, stop by...
http://www.geocities.com/lady-aramis/newtonconnect.html

@>-->----------

> From: Daniel Dreibelbis <dreibel@sympatico.ca>
> having just gotten my Handspring Visor Deluxe, I decided to see just
> what was out there in the way of programs, and particularly those
> E-Books out there.
> well, I just happened to go onto the Apportis website (they make a
> document reader for Palm OS) and saw they have an E-book section.
> Wouldn't you know it - someone has come up with an E-book History of
> Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> too. Lots of info and fun facts about Atari - did you know that they
> sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> the Atari computers, from the 8-bit to the Falcon
> If you've got a Palm or compatible and want to check it out, go to
> http://www.apportis.com/library/index.html and click in the Computers
> section. You'll need an E-book reader to load and read it.
> BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> it, and so you should be able to grab ahold of one of these for a good
> price. I got ahold of a refurbished one from the Handspring web site for
> $119 US + free shipping. This thing has as much RAM as my TT does, and
> it's turning out to be pretty useful for work-related stuff. Now I'm
> getting ready to order a digital camera Springboard module for it :)

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3769. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 10:27:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001931404-159082AEicMi@08002go.com>
Source record: 41735

Hi Fred,

>Can someone tell me if having BT's Caller ID service could interrupt a
>modem connection?

It would. If you know what number to call to switch the service off
temporarily, then you can put that in front of the number you call for your
ISP. There will be the problem of turning it backon once you've finished the
data call!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3770. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 13:31:37 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <Ze_t7.487$Vj1.764960@nnrp4.proxad.net>
Source record: 41736

Hello Hal !

> Have you tried the Updates page on the Emagic website? They have free
> updates available for download.
>
> www.emagic.de.english.com

Are you sure about this URL ?
It don't work ?

Regards ...

--
Paul CAILLET.
paul.caillet@free.fr

3771. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 14:05:04 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <2001101-1654-539587@foorum.com>
Source record: 41738

Hi Grazt, hi Troed,

I updated my webpage, but the location changed : http://www.st.scene.free.fr ,
using PHP and MySQL.

Troed : In fact Sync and Omega were attached to TCB (not so good idea, I know),
be sure I can't forget Sync !!! How many times I watched the New Year demos...
???

Grazey : thanks for the information... waitning for new ones !

Both : please send me your personal online informations ! (see website)

Bye

Matt'US Alem

--
User of http://www.foorum.com/. The best tools for usenet searching.

3772. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 16:39:59 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3BB89C5F.E1EB54FE@patent.gov.uk>
Source record: 41739

Hi Paul,

try:

ftp://dir.mcc.ac.uk/pub/emagic/LOGIC/UPDATES/ATARI/

You've certainly got the last version of Logic Audio Falcon there.

Bob King

Paul CAILLET wrote:
>
> Hello Hal !
>
> > Have you tried the Updates page on the Emagic website? They have free
> > updates available for download.
> >
> > www.emagic.de.english.com
>
> Are you sure about this URL ?
> It don't work ?
>
> Regards ...
>
> --
> Paul CAILLET.
> paul.caillet@free.fr

3773. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 18:00:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011001175644.151B-100000@localhost>
Source record: 41737

On 1 Oct 2001, James Haslam wrote:

> Hi Ken!
>
> On 30 Sep 2001 19:53:26 , Ken Springer wrote:
>
> >> Actually "Atari format" and "PC format" are exactly the same.
>
> >::dredging up old memory patterns! <G> : I don't remember exactly the
> >difference, but although they have the same number of tracks and
> >sectors, something about the way the data is stored on the floppies
> >yielded more actual data storage space on the Atari disks.
>
> Actually, I think you're thinking about the Amiga formatting scheme, which
> got 880K out of a disk! :)
>
> The difference between an ST formatted disk and a PC one is the boot
> sector being different. There is a program that will change the boot
> sector into a PC compatible one WITHOUT destroying the data on the rest of
> the disk! :)
>
> >I would format the floppy on the PC, if you can do it on your PC.
>
> From what I remember I think you need to do it from DOS - Windows
> formatted disks are differently formatted.

I think that PC floppy routine was/is just too rigid.. Atari floppy
routines read number of tracks and sectors and act accordingly. Pc
routine had fixed sector and tracks number and thus cant ready anything
else.. Also i think ST writed one (or it was 3) bytes of unimportant data
diferently as PC and PC's non felxible routes craps, even if format is
exactly the same.

Janez

3774. FS: Umax Astra 610s scanner plus ScanX Pro software $65 USD$

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 19:04:04 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0110011104.65c16665@posting.google.com>
Source record: 41745

hi folks,
I have one nearly new Astra 610S Umax Scanner.
It is a couple of years old, but it was used briefly for adaptation as
part of Scanx Pro development.

I am bundling it with a copy of ScanX PRO driver for $65 US$, 100
CDN$, plus shipping. If interested, please send me an email at:
homa@canada.com or call me at 613-277-5577

For more info, refer to:
http://www.umax.de/eu/Scanner/astra610s.htm

3775. New module for VISION

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 19:07:51 UTC
From: Jean Lusetti <jlusetti@free.fr>
Message-ID: <ba3u7.325$gf7.1237060@nnrp3.proxad.net>
Source record: 41646

Hi !

VISION is proud to present you its new LDV module : Puzzle (with sources) !

Have a look at : http://www.multimania.com/jlusetti/telee.htm

See you, Jean
http://vision.atari.org
jlusetti@free.fr

3776. FS: Syquest Syjet 1.5G Ext. SCSI removable drive + 2 cartridges $50 US$

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 19:08:03 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0110011108.199a1116@posting.google.com>
Source record: 41647

Hi folks,
I have a Syquest Syjet 1.5 Gig Ext. SCSI removable drive + 2
cartridges for sale. It hasn't been used for a couple of years now.

It comes with SCSI2-SCSI 1 cable a.

Asking $50 US$, $75 CDN$ + shipping

If interested, leave me an email at homa@canada.com or call me at
613-277-5577.

cheers,
Nima

3777. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 20:07:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8cf002aed50@madasafish.com>
Source record: 41671

Hi Frank!

>I've been trying to upgrade my copyof Magic, which I believe is
>version 6.01 (but I could be wrong...) to 6.02 using the downloadable
>files available from ASH. This process requires decrypting the new
>MAGIC.RAM file by using the original one from the 6.01 installation
>disk.
>
>I've been trying this, to no avail, which means either the decryption
>program is faulty, or what I have on my floppy disk is not version
>6.01 (but rather 6.0).

That is for Magic 6.10, confusing eh? :) It will not work with magic
version .01 which is the one distributed my Atari Workshop in English.
I'm considering upgrading but not sure who to turn to, I guess ASH would
upgrade to the latest, it's just a pain.
--
Lyndon Amsdon

3778. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 20:41:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d4ec102261@madasafish.com>
Source record: 41499

Hi Jo!

>...my Milan040 arrived today! Now I only need to figure out what to use it
>for...
>

Cool! Who did you buy it from, first impressions?
--
Lyndon Amsdon

3779. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 20:41:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d4ec102264@madasafish.com>
Source record: 41500

Hi Jo!

>Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:
>
>> So now you're a power user too ;-) ...and believe me, it's a fun
>
>Actually, when it comes to raw CPU-power it's not as fast as my Falcon/AB,
>and the graphics-card is noticable slower than the Eclipse in my Falcon.
>However, I'm going to do something about this ASAP, and will hopefully
>have fitted a 33MHz upgrade and a RageII-card with fVDI this year.

33Mhz upgrade? Hmm, what's that, the 060 upgrade? I read somewhere that
it had jumpers to set bus speed, is it overclockable? :)
--
Lyndon Amsdon

3780. Re: Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 20:41:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d4ec102262@madasafish.com>
Source record: 41498

Hi Chris!

>Hello all,
>
>I've been having trouble installing an internal HD to my 1040STE. I have
>installed the TUS developments IDE controller and have soldered the wires to
>the correct pins/pads on the board. The controller is connected to a 1 Gb
>2.5" HD but the ST won't detect it via the AHDI v6.06 driver software
>supplied with the controller. The HD powers up *and* the red HD LED flashes
>on power up to confirm that the HD is in fact active. I have the original
>TOS which I think may be the problem. The ST itself works fine other than
>the non-functioning HD as the floppy drive is accessed and functions
>normally.

Hmm. OK, Make sure the board is down on the CPU good and proper. When I
bought the IDEal board it came with a small thing with lots of pins which
you push down into each side of the CPU to open up the gaps. I found it
far to difficult and ended up using a fine pin and doing each pin
individually.

TOS 1.6/1.62 will not auto boot the HD. You will need a disk in the
floppy drive with AHDI in the auto folder IIRC. Also you'll need to
partition that drive up. I'd recommend a 100Mb 'C' drive and split the
rest evenly to about 200MB each. I can't remember the limit on partition
size.

>Any ideas? I've tried pushing the controller further over the CPU but no
>joy. I have also re-soldered the wires onto the IO controller ship...no joy.

Last resort, contact Dave at TUS.
--
Lyndon Amsdon

3781. Re: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-01 21:40:05 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bb8e2b5$0$13421@news.zetnet.co.uk>
Source record: 41648

Hi Steve!

On 30 Sep 2001 20:34:58 , "Steve Sweet" wrote:

>> Can someone tell me if having BT's Caller ID service could interrupt a
>> modem connection?
>
>Shouldnt do, its the call waiting aspect that poxes that.

I thought as much (it was me that wrote the original thread, at Fred's
place! :)

>> I think that if you had Call Waiting enabled (where you get a beep in
>> your handset if another caller is trying to get through) could interrupt
>> your call, making your modem lose the connection.
>
>You can edit your dial string to include the number to switch off call
>waiting and to turn it back on. The operator should be able to tell you the
>numbers if you don't have them already.

Yeah. Fred doesn't have Call Waiting, but he does have Caller ID. He's
been getting a lot of times when he's been kicked out from his connection
so I wondered if it was that you see.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3782. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 01:49:47 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BB91D3B.A2003631@greeleynet.com>
Source record: 41649

Hi, James,

> >::dredging up old memory patterns! <G> : I don't remember exactly the

> >difference, but although they have the same number of tracks and

> >sectors, something about the way the data is stored on the floppies

> >yielded more actual data storage space on the Atari disks.

>

> Actually, I think you're thinking about the Amiga formatting scheme, which

> got 880K out of a disk! :)

Not thinking of Amiga, but I didn't know their formatting would allow

that much data. Mac disks hold 800k, maybe a tad more, I don't remember

that either! <G>

This has forced me to boot up the old Mega 4. <G> And I think I've
been thinking about Neodesk. Formatting with Neodesk 3 gives me about
2k more space than formatting with TOS 1.04.

> The difference between an ST formatted disk and a PC one is the boot

> sector being different. There is a program that will change the boot

> sector into a PC compatible one WITHOUT destroying the data on the rest of

> the disk! :)

That's the program I was referring to when I was mentioning Double Click

software. I've got it around here somewhere, I never throw anything

Atari related away! <G>

> >I would format the floppy on the PC, if you can do it on your PC.

>

> From what I remember I think you need to do it from DOS - Windows

> formatted disks are differently formatted.

I know, James, let's sound "techhie" and really confuse everyone!!!!

ROFL!!

A floppy formatted with Windows 3.x will work fine, IIRC. That's

because 3.x is just a graphical interface on top of DOS 6.x.

I just formatted a 720k diskette on this Win98 machine, and the byte count is the same as I get from Neodesk 3, unless I've managed to mix up the disks. At any rate, I could read the disk on the Mega 4, and a disk formatted on the Mega could be read by this Win98 machine.

I guess the message here is... Only true Atarians would even care! LOL

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3783. Re: ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 04:04:47 UTC
From: ebaiz@skyenet.net
Message-ID: <z1bu7.784$e9.196478@newsfeed.slurp.net>
Source record: 41650

On 1 Oct 2001 11:18:23 +, Joakim H&#65533;gberg wrote:
>Hi all,
>
>Some may have been experiencing strange behaviour from aICQ lately.
>Things that appears be going wrong is that you may see the same offline
>messages being recieved over and over again every time you reconnect.
>It also happens that the visible list is not working correctly.
>
>This problem is not version dependant, so all aICQ versions will be
>experiencing the same problem. In fact, it seems like most clones are
>currently experiencing odd behaviour, so chances are that Mirabilis is
>up to some changes that it might take some time to adapt to.

Really??? I have not seen that problem as yet, but I have not been on
the ICQ lately...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3784. My Monitor Bit the Dust

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 04:04:48 UTC
From: ebaiz@skyenet.net
Message-ID: <A1bu7.785$e9.196465@newsfeed.slurp.net>
Source record: 41651

Hello all,

Well finally happened as I feared. My monitor went bye-bye. It not only sparked today, it would not quit sparking. It sounded like a machine gun. I just packed it up and gave it to the goodwill. Maybe they can fix it. I went out to Sears and go a Compaq 17" monitor. Works great with the Hades. I just had to redo my BIB file. The thing I like about this monitor is that the on/off switch is on the front instead of the back. It also came with two speakers and it has a microphone on the front. Now if I could only get Odd's drive to work with my Hades, I could use these.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3785. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:20:20 UTC
From: sinclap@nospam.net
Message-ID: <021020010118144871%sinclap@nospam.net>
Source record: 41652
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BB40B94.A6D17302@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> As usual Tifkas spews more irellavent bollox. Proof that it will never
> learn, as if the evidence wasn't already conclusive

It's the truth. Epic thinks there is a future in the Amiga. Sounds
like ATARIUSERINDENIAL again.

> sinclap@nospam.net wrote:
>
> > See it at www.Amiga.com
> >

sinclap!
somewere in the twin cities

3786. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:23:10 UTC
From: sinclap@nospam.net
Message-ID: <021020010121045080%sinclap@nospam.net>
Source record: 41653
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <1001702000.29161.6@eos.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> wrote:

> Oy!, Knobhead,
>
> <sinclap@nospam.net> wrote in message
> news:260920012322387326%sinclap@nospam.net...
> >
> > See it at www.Amiga.com
>
> Your flies are undone!!.

Where?

> > Oh well....
>
> Your right, nothing to show anyway!!.

It's a start. At least new titles are planned. So who is developing
for the fuji?

> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sinclap!
somewere in the twin cities

3787. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:25:04 UTC
From: sinclap@nospam.net
Message-ID: <021020010122591981%sinclap@nospam.net>
Source record: 41654
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor Rikel <upyours@nunyabeezwax.com> wrote:

> > > sincrap!
> > > somewere in never never land
>
> yup, as usual sincrap send out unfortunate message of his latency: he
> believe in fairies.......

That Epic is developing for the Amiga? Or a fantasy on yourself? Or just denial?

sinclap!
somewere in mpls

3788. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:26:11 UTC
From: sinclap@nospam.net
Message-ID: <021020010124055979%sinclap@nospam.net>
Source record: 41655
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <1001719677.50869.2@eos.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> wrote:

> Hi Razor
>
> > > > sincrap!
> > > > somewere in never never land
> > >
> > yup, as usual sincrap send out unfortunate message of his latency: he
> > believe in fairies.......
>
> Sincrap is a fairy..

your ma ma is...

>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

sinclap!
somewere in mpls

3789. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:30:12 UTC
From: sinclap@nospam.net
Message-ID: <021020010128070493%sinclap@nospam.net>
Source record: 41656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <3BAFFE20.4037CB19@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > Scott reg paper is the best though. A smoother wipe, not a mushy one
> > like charmin....
>
> Most of the mush is in your shorts, the remainder is in your otherwise empty
> head.

Oh sure..

> No...Been busy..Looks like comp.sys.atari.advocacy bit the dust...
>
> Wrong again. Your crap bit the dust. How do we all know? cause your the
> last of
> the kooks who try to bs people here. Btw, you never did give a real reason
> why you
> don't visit mac.advocacy at all. Truth is you never have. You haven't been
> busy
> since you've never left your parents basement for years. The reality of it
> is you
> aren't a mac advocate at all but rather a pathetic loser who attempts to bully
> others. Its unfortunate the pommelling you've taken over the years hasn't yet
> taught you the futility of your lies, arrogance and outright stupidity.

Sounds like you have a problem. The one that makes the loudest voice
alleging above is actually living the life above.

sinclap!
somewere in mpls

3790. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 06:36:20 UTC
From: sinclap@nospam.net
Message-ID: <021020010134092251%sinclap@nospam.net>
Source record: 41657
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <dreibel-104633.00443325092001@news.bellglobal.com>, Daniel
Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <240920012225030531%sinclap@nospam.net>,
> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
> > As usual, Chretein up north is late to the game...
>
> nope, he's quite ahead of it. Conrad "Tubby" Black thought he had the
> drop on Jean, and look what happened - he had to sell the National Pest
> because, despite all his lies and his attacks about Jean (just like a
> certain fake "Apple Power Rep" in his attacks on "Atari Jihads" who are
> "out to get him") they all fell apart like a deck of cards. Tubby has
> now left the country with his tail between his legs, blaming everyone
> but himself.

What does Conrad Black have to do with Chretein being last of the
major world leader to visit down south? Sheesh, even the Japanese PM
was there before up north.

Sounds like you and Conrad share something...

> And now look at TiFKAS - once again, trapped like a rat, it has to go
> and try to attack an entire country in order to feed its frail little
> ego.

Attack who? No beloved up north. I do have sinclap cousins and a
uncle up north.

> And , of course, the real reason TiFKAS is too chicken to go into
> mac.advocacy: thirty seconds after it opens its big yap and puts its
> foot in it, it''ll be reduced to a pile of onion rings by .advocacy's
> denizens. Indeed, one true Mac advocate there who's seen TiFKAS in
> action has advised it to buy a PC and mirrored glasses with the mirrors
> facing inward so that it can finish its metamorphosis into a Wintroll :)

Said whom?
>
> TiFKAS will, as usual, deny all and start replying to his imaginary
> friend "Chunks". Dance for us, monkey boy.......

Your doing just fine...

sinclap!
somewere in mpls

3791. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 08:07:59 UTC
From: troed@apollo.thisshouldnotbehere.nu
Message-ID: <3bb9755f.85608087@east.usenetserver.com>
Source record: 41658

Matt'Us Alem <MattUsAlem@canada.com> wrote:

>Troed : In fact Sync and Omega were attached to TCB (not so good idea, I know),
>be sure I can't forget Sync !!! How many times I watched the New Year demos...
>???

Thanks, looking good now :) (Although, Sync was never part of The
Union ;)

>Both : please send me your personal online informations ! (see website)

Couldn't find where to do this?

It's an enormous task you've taken upon yourself, but it's nice to see
someone trying to connect all the dots! :)

___/
_/

PS: Info on myself and Zaphod Beeblebrox correctly says "previous
group I.C.S" - but on the I.C.S page we're not listed ... ? And you
can remove the '?' from "Cracker?" ;)

3792. ST items for disposal

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 10:06:41 UTC
From: Brian <brian.wyndham@btinternet.com>
Message-ID: <+BJ8IvAxGZu7Ewzu@btinternet.com>
Source record: 41659
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

ST items for disposal, mostly all original boxes.

The Complete Colour Solution comprising:
Vidi-ST, Video Colour Splitter, Vidichrome ST.
Calligrapher Professional, Diamond Back 3,
EasyDraw 2 + 3 upgrade, Fontfit Plus 4,
Power CD Vol 1, UVK 6.0,
Mini Office Pro (still sealed),
Lattice C 6.5, Power Basic, STOS.

Kick Boxing, Barbarian II, Mig-29, Cyber Sculpt, Cyber Studio
Starglider 2, Corporation, Powerdrome, Magic Fly, Harrier
CAB 2.5, Imagecopy 2 (1 disc), Rainbow 1.2

For collection Worcestershire, UK. Regret cannot be demonstrated -
no Atari available. Any offers?
--
Brian

3793. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 11:04:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002101516-905708AEicMi@freeuk.com>
Source record: 41679

Hi Steve,

>> That's right - saves a lot of time-wasting ;-)
>
>Thats a bloody good idea, so can anyone say where they live if they are
>advertising summat or is it a british thing.

It's just sensible, so isn't a country-centric thing;-)

>> The board is populated to that amount, but it's been some time since I
>last
>> installed one of these. I reckoned that it would add 2 MB to the existing
>> memory (with the usual 4 MB max).
>
>I beleive thats correct, but its also possible to disable onboard RAM to
>give the full 4 meg range of the Marpet when populated to the max.

Ah, I think you're referring to the SIMM board Marpet kit - this one is a PCB
with soldered in RAM chips. Different kettle of chips altogether!

>> Anyhoo, Link II, Apex Media and said Marpet memory upgrade are still for
>> sale.
>
>So get in quick, some rare items.

That's what I thought too, I can't believe that no-one wants Apex Media in
its box, manual and all...

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3794. Re: Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 11:09:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002101520-906375AEicMi@freeuk.com>
Source record: 41678

Hi Stever,

>> Kudos
>
>Derryck, the world of email really can't appreciate what a handsome fella
>you really are in the flesh, having met you in person i can honestly say...

[blush]

>> and comments on the archive's contents are welcome.
>
>Ah!!!, right, yeah!, thanks for that!!. :-\

No complaints so far, so all must be OK. All this is a cover-up because I haven't had a chance to try any of this stuff out, but didn't want to sit on it any longer.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3795. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 11:49:43 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-40BA26.07494302102001@news1.on.sympatico.ca>
Source record: 41660
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

In article <021020010122591981%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor
> Rikel <upyours@nunyabeezwax.com> wrote:
>
> > > > sincrap!
> > > > somewere in never never land
> > >
> > yup, as usual sincrap send out unfortunate message of his latency: he
> > believe in fairies.......
>
> That Epic is developing for the Amiga? Or a fantasy on yourself? Or
> just denial?

so, yer in a denial dat yer homer sexual?

As usual , sincrap fantasy is dat sincrap has a life.

>
> sincrap!
> somewere in mpls

jerkin' his gherkin' ta picture of Phil Schiller.....

3796. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 12:16:36 UTC
From: baz.allen@removethisbit.uk.thalesgroup.com
Message-ID: <3bb9affd.104584524@news.rrds.co.uk>
Source record: 41661

On Tue, 02 Oct 2001 08:07:59 GMT, troed@apollo.thisshouldnotbehere.nu
(Troed) wrote:

>Matt'Us Alem <MattUsAlem@canada.com> wrote:
>
>>Troed : In fact Sync and Omega were attached to TCB (not so good idea, I know),
>>be sure I can't forget Sync !!! How many times I watched the New Year demos...
>>???
>
>Thanks, looking good now :) (Although, Sync was never part of The
>Union ;)
>
>>Both : please send me your personal online informations ! (see website)
>
>Couldn't find where to do this?
>
>It's an enormous task you've taken upon yourself, but it's nice to see
>someone trying to connect all the dots! :)
>
>___/
>_/
>
>PS: Info on myself and Zaphod Beeblebrox correctly says "previous
>group I.C.S" - but on the I.C.S page we're not listed ... ? And you
>can remove the '?' from "Cracker?" ;)
>

Oops I missed the URL to this... could you post it again please?! :)

Sounds rather interesting!

3797. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 12:25:08 UTC
From: Matt'Us Alem <MattUsAlem@canada.com>
Message-ID: <2001102-14258-399786@foorum.com>
Source record: 41664

Hi Troed,

I updated the informations... (cracker ? is the default skill if unknown).

Really hard to design people moves... :-)

Cocnerning your personal informations, there no form to send them, juste send me
an email with (see for example Tsunoo Rhilty from TROLL & Co) :

- Real Name (every field is optional of course)
- email
- country
- major skill (cracker, demomaker, swapper, musician,....)
- description
- history :
1987 : founded the toto crew
1988-1989 : left for tata crew...
2001 : has 5 children and no Atari :)
..

Do you have good logos for ICS, SCSI and SYNC (320x200) ?

Thanks for your help
I'll take time to summarize your SYNC history (so good to read it !
) in order to fill the website.

Bye

MAtt'Us Alem

--
User of http://www.foorum.com/. The best tools for usenet searching.

3798. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 12:28:50 UTC
From: richardhutnik@hotmail.com
Message-ID: <37bc9e37.0110020428.3b0ab91f@posting.google.com>
Source record: 41662
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

<sinclap@nospam.net> wrote in message news:<260920012322387326%sinclap@nospam.net>...
> See it at www.Amiga.com
>
> Oh well....
>
> sinclap!
> somewere in mn

Petey, one would of thought you would of gotten a life by now. I
guess those that did were wrong.

- Richard Hutnik

3799. My Monitor Bit the Dust

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 12:54:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00356fef@fmlynet.org>
Source record: 41674

FamilyNet Newsgate

> From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
> Hello all,
> Well finally happened as I feared. My monitor went bye-bye. It not only
> sparked today, it would not quit sparking. It sounded like a machine
> gun. I just packed it up and gave it to the goodwill. Maybe they can
> fix it. I went out to Sears and go a Compaq 17" monitor. Works great
> with the Hades. I just had to redo my BIB file. The thing I like about
> this monitor is that the on/off switch is on the front instead of the
> back. It also came with two speakers and it has a microphone on the
> front. Now if I could only get Odd's drive to work with my Hades, I
> could use these.
> Edward S. Baiz Jr.
> (Gamer)

I was sorry to hear this. I for one hate it when a trusted piece of
hardware goes out. I remember the cool monitor I had for my TT.. the one that
Atari made with the base to match the TT. That was fun.

But it started to have the blue jet go out. I worked with it, and tried to
get it repaired, but it was just a VGA monitor afteral. Eventually I gave it
to another Atari user to work with. But I missed it.

The monitor and TT are long gone. I would like to get my STE hooked up to
a VGA monitor, but connecting those two can be a bear!

Oh well... still working with it.

Rest well, oh monitor of the Gamer... you will be missed. ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3800. [NEW] fVDI Configurator

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 13:17:23 UTC
From: ptonthat@club-internet.fr
Message-ID: <9pcep3qqp2@front2m.grolier.fr>
Source record: 41663

Bonjour :)

You can download and discover the last of my products named
fVDI Configurator. It's a program that generates the
FVDI.SYS file easily in a GEM interface.

This version is made for the fVDI version 0.958b

Download at : http://www.multimania.com/nef/
or directly at http://rajah.atari.org/files/fvdiconf.zip (55 Kb)

The GFA sources are given in another archive.

Bye

Rajah Lone

3801. Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 17:10:33 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <dymu7.3244$XO2.398294@newsb.telia.net>
Source record: 41665

Does anyone have the Atari ST game Utopia?

3802. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 17:19:50 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb9f736$0$13421@news.zetnet.co.uk>
Source record: 41666

On 30 Sep 2001 18:50:23 , Galen wrote:
>The SCSI reader available from Microtech retails for a little over
>$400, so it is more expensive to go that route as opposed to the
>Mavica. However, the SCSI reader would allow you to use practically
>any camera on your Atari now and in the near future.

I've been doing a bit of surfing and found another company called Adtron who do a similar device. SCSI card reader which has a PCMCIA slot and comes with a CompactFlash adaptor. (SmartMedia adaptors are more expensive at between 50 and 70 UKP). The reader itself is $95 which is substantially cheaper than the Microtech model. I've found the UK distributor and have emailed them for a price.

It seems it will behave in the same way as the Microtech device. The description says it works like any SCSI-compatible hard disk or Zip drive, and it will work on any system with a SCSI controller. Even Unix machines are listed as being compatible!

Does anyone have any experience with this device?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3803. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 17:27:37 UTC
From: osian@zetnet.co.uk
Message-ID: <3bb9f909$0$13421@news.zetnet.co.uk>
Source record: 41667

On 2 Oct 2001 17:19:50 G, Chris Simon wrote:
>I've been doing a bit of surfing and found another company called
>Adtron who do a similar device...

PS. This device is SCSI II. Presumably this is backwards compatible
with SCSI I which I've got in my Falcon?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3804. Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 18:11:48 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3bb9a0fa1680970@nucleus.com>
Source record: 41668

I've been trying to upgrade my copyof Magic, which I believe is version 6.01 (but I could be wrong...) to 6.02 using the downloadable files available from ASH. This process requires decrypting the new MAGIC.RAM file by using the original one from the 6.01 installation disk.

I've been trying this, to no avail, which means either the decryption program is faulty, or what I have on my floppy disk is not version 6.01 (but rather 6.0).

Apart from the first line in the MAGX.INF file, is there any way to determine which version I have? My MAGIC.RAM file (the installed one on my boot disk) is 239382 bytes, and dated Dec. 13, 1999.

Can anyone help?

Thanks,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

3805. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 18:54:55 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3bba0d2c$0$204$436a75cc@news.free.fr>
Source record: 41669

Hello Bob !

> ftp://dir.mcc.ac.uk/pub/emagic/LOGIC/UPDATES/ATARI/
>
> You've certainly got the last version of Logic Audio Falcon there.

Yes, of course ;-)
I have got Logic 2.01 ;-)
We are searching Logic 2.5 ... and we can't find Logic 2.5 on this FTP :-(

Does anyone have it?
Please ... help ... I need somebody to help ...

Thank you in advance ...

--
Paul CAILLET.
paul.caillet@free.fr

3806. Re: Remembrances of the things past :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 19:15:43 UTC
From: Mark Davies <pov@nospam.btinternet.com>
Message-ID: <9pd3nm$q12$1@neptunium.btinternet.com>
Source record: 41670

Not bad but no Persistence Of Vision or Adrenalin

Mark
Mac Sys Data Of Persistence Of Vision

"Matt'Us Alem" <MattUsAlem@nospam.canada.com> wrote in message
news:2001926-114935-638418@foorum.com...
>
> Hi,
>
> Due to the syndrom of Nostalgia, I try to draw the genealogical tree of
the past
> ST scene (demos, cracking,...)
>
> If you've got some good infos, send the mto me !
>
> Go to : http://bookstore.free.fr/Atari/
>
> Matt'Us Alem
>
> (do not keep the nospam to my email address)
>
> ------
> User of http://www.foorum.com/. The best tools for usenet searching.

3807. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 19:28:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131201.35221.4@hebe.uk.clara.net>
Source record: 41688

Hi Derryck

> >Can someone tell me if having BT's Caller ID service could interrupt a
> >modem connection?
>
> It would. If you know what number to call to switch the service off
> temporarily, then you can put that in front of the number you call for
your
> ISP. There will be the problem of turning it backon once you've finished
the
> data call!

That wont be a problem, it can be appended to the hang-up string.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3808. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 19:44:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131204.35221.5@hebe.uk.clara.net>
Source record: 41687

Hi James

> From what I remember I think you need to do it from DOS - Windows
> formatted disks are differently formatted.

Formatting is done by the floppy drive device, not the OS and so is the same on any platform. The OS sometimes puts its own mark on things by customising the OEM section of the bootsector, which in the case of Atari/Dos.Win-dose compatible disks is "MSDOS"

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3809. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-02 22:03:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131207.35221.6@hebe.uk.clara.net>
Source record: 41686
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Hi Sinclap

> > Your flies are undone!!.
>
> Where?

I can understand your confusion.

> > > Oh well....
> >
> > Your right, nothing to show anyway!!.
>
> It's a start. At least new titles are planned. So who is developing
> for the fuji?

I was actually referring to the lack of any visible evidence of genitalia in
conjunction with your flies being undone.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3810. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 00:47:54 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7DFBC59.386C%bengy@mac.com>
Source record: 41672

> That is for Magic 6.10, confusing eh? :) It will not work with magic
> version .01 which is the one distributed my Atari Workshop in English.
> I'm considering upgrading but not sure who to turn to, I guess ASH would
> upgrade to the latest, it's just a pain.

Europe Shareware or ESNA has the upgrade for $39 US, a better alternative if you're not in Germany.

B.

3811. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 04:36:45 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BBA9566.C45F0227@home.com>
Source record: 41675
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

sinclap@nospam.net wrote:

> It's the truth. Epic thinks there is a future in the Amiga. Sounds
> like SINCRAPLOSERINDENIAL again.
>

Yes what I say is fact (ie truth). The amiga has always had its adherants
who like its stronger features. and unlike you most of them don't spew utter
bullshit at every oppurtunity. Btw, when are you gonna admit the real
reason you NEVER visit csma even though you claim to be a mac advocate and
"apple power rep"?

>
> > sinclap@nospam.net wrote:
> >
> > > See it at www.jerquedujour.com
> > >
>
> sinclap!
> somewere in the twit city

3812. STNICCC 2000 Site / Atari 16-bit Scene Central

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 07:20:15 UTC
From: Richard Karsmakers <sorry@nospam.com>
Message-ID: <fnelrt8816p5n21grispcfjhr8rje2ikvj@4ax.com>
Source record: 41676
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

3813. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 08:09:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200110031009.a22805@wun.maus.de>
Source record: 41683

Hi Chris!

CS>PS. This device is SCSI II. Presumably this is backwards compatible
CS>with SCSI I which I've got in my Falcon?

Of course it is, as your Falcon _is_ SCSI-II :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3814. TOSbox and Windows ME

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 08:15:35 UTC
From: Chris <capw@the-wire.com>
Message-ID: <3BBAC927.2E83D1BB@the-wire.com>
Source record: 41677

Hi folks,

I'm trying to setup TOSbox v1.10a on a HP Pavilion 700 mhz Intel Celeron processor with 192 megs of RAM and 30 gig hard drive.. The OS is Windows ME.
The problem is that Papyrus 8 doesn't work too well and TOSbox seems to get all the drive letters mixed up. That is when the HD is partitioned.

Anyone has had any success with TOSbox on a Windows ME computer? What about other Windows based Atari ST emulators? Do they work well with Windows ME? Will any of them run Papyrus 8?

Thanks.
g'day

3815. Change of email address!

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 11:18:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002104324-409576AEicMi@cwcom.net>
Source record: 41680

Important!

My email address is now:

derryck @ cix . co . uk

(Remove the spaces to generate a valid address).

Apologies for the bandwidth, but I know that some people have problems with
their email ATM and may not see the emails I've sent (hello Dennis!).

Please don't use any other addresses that you might have for me.

Cheers
--
Regards,

Derryck Croker

3816. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 11:30:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002106718-888256AEicMi@cwcom.net>
Source record: 41681

From: "Frank Lockwood" <lockwood@nucleus.com>
Date: Tue, 02 Oct 2001 12:11:48 -0600 (MDT)

>I've been trying to upgrade my copyof Magic, which I believe is
>version 6.01 (but I could be wrong...) to 6.02 using the downloadable

Won't work. The upgrade is from 6.10 to 6.20

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3817. Re: SLM 804 question

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 14:07:07 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <fYEu7.117382$bY5.585001@news-server.bigpond.net.au>
Source record: 41682

the 804 is a TEC laser printer, minus formatter board and control panel, all Atari done to it is made a cable to the rear of the machine from the DC controller for the box to plug into and made a bodgie looking buttonless control panel. the biggest problem with the 804 is that in the drum kit the cleaner/wiper blade rubber goes yellow and doesn't clean the drum properly as it rotates, and creates ghosting down the page, this is not uncommon in any laser printer or photocopier that uses toner that's not 100% efficient. myself actually working in the field of laser printer repair can actually fix the 804's drum kit by fitting a canon CX engine wiper blades (first generation) its not the same but you can do some modifying to make it fit.as for the drum it self it can be recoated and the fuser heat roller as well.

as there's no demand for it in Perth, Western Australia, mines the only one ive ever done!

--
Regards

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:3BB67E11.F24FE329@greeleynet.com...
> Keith wrote:
> >
> > Are there many SLM804s still working out there? Both of mine packed up and
> > started leaking toner everywhere. They were great while they lasted though.
> > Calamus/HD/SLM804 - no wonder I was late moving to a PC!
>
> I don't know if there are or not. One was sold on Ebay about a month
> ago.
>
> > What was the difference between the 604 and 804?
>
> The controller is the same. The 604 is an Epson Action Laser as far as
> drums and cartridges go. I believe the print engine is made by the same
> company, but can't swear to that any more.

3818. The New Beat homepage.

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 14:27:20 UTC
From: Daniel Hedberg <nospam@thank.you>
Message-ID: <cfFu7.5421$aM.534375@newsc.telia.net>
Source record: 41689

```
The New Beat homepage has been completely re-designed and moved to a new
server.
Check out the new homepage at:

http://newbeat.atari.org

Take care,
Daniel Hedberg,
New Beat
```

3819. Re: Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 17:17:54 UTC
From: steve666@clara.co.uk
Message-ID: <1f0ps4h.1vl99h2128v98gN%steve666@clara.co.uk>
Source record: 41684

u can get the shareware version via the net, just search. I think u need to register still to this day to get the full version... i might be wrong tho! (hope so)

> Does anyone have the Atari ST game Utopia?

3820. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 17:26:33 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <WTHu7.68$s4.29954@newsfeed.slurp.net>
Source record: 41685

"Ekkehard Flessa" <Ekkehard_Flessa@wun.maus.de> wrote in message
news:200110031009.a22805@wun.maus.de...
> Hi Chris!
>
>
> CS>PS. This device is SCSI II. Presumably this is backwards compatible
> CS>with SCSI I which I've got in my Falcon?
>
> Of course it is, as your Falcon _is_ SCSI-II :-)

Are you sure though? Maybe the connector is of SCSI-II type but I hear that
it is actually SCSI-I. I mean the speeds are pathetic as well.

Joshua.

> mit freundlichem Gru aus Ahornberg
> Ekkehard
>
>

3821. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 19:04:51 UTC
From: osian@zetnet.co.uk
Message-ID: <3bbb6153$0$13423@news.zetnet.co.uk>
Source record: 41690

On 3 Oct 2001 10:09:00 +, Ekkehard Flessa wrote:
>Of course it is, as your Falcon _is_ SCSI-II :-)

Hmm, I thought it was SCSI I. I can't imagine Atari having anything
as modern as SCSI II in 1993!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3822. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 19:51:56 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110031151.2f990c4d@posting.google.com>
Source record: 41691

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bb9f909$0$13421@news.zetnet.co.uk>...
> On 2 Oct 2001 17:19:50 G, Chris Simon wrote:
> >I've been doing a bit of surfing and found another company called
> >Adtron who do a similar device...
>
> PS. This device is SCSI II. Presumably this is backwards compatible
> with SCSI I which I've got in my Falcon?
Can you post an URL so I can look at it?

Galen

3823. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 20:59:24 UTC
From: osian@zetnet.co.uk
Message-ID: <3bbb7c2c$0$13421@news.zetnet.co.uk>
Source record: 41692

On 3 Oct 2001 12:51:56 -, Galen wrote:
>Can you post an URL so I can look at it?

http://www.adtron.com/pdaspc.htm (the manufacturer's page)

It's also on www.kodak.com where it's advertised as coming with the
CompactFlash adaptor, and the UK supplier I've found is Peak I think -
haven't got a URL to hand for that.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3824. Re: My Monitor Bit the Dust

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 21:44:00 UTC
From: ebaiz@skyenet.net
Message-ID: <AELu7.155$s4.69419@newsfeed.slurp.net>
Source record: 41693

> I was sorry to hear this. I for one hate it when a trusted piece of
>hardware goes out. I remember the cool monitor I had for my TT.. the one that
>Atari made with the base to match the TT. That was fun.
>
> But it started to have the blue jet go out. I worked with it, and tried to
>get it repaired, but it was just a VGA monitor afteral. Eventually I gave it
>to another Atari user to work with. But I missed it.

Thanks for the sentiment, but it is not all that bad. I at least found
a monitor that worked. Actually, I love the new monitor better
eventhough it is a Compaq. The on/off switch in on the front and not
the back like the Optiquest.

> The monitor and TT are long gone. I would like to get my STE hooked up to
>a VGA monitor, but connecting those two can be a bear!

Not actually. I did it with my STe. The actual screen output was not
the best, but it is usable. All you need is a Video Key and a video
converter box...

> Rest well, oh monitor of the Gamer... you will be missed. ;)
> Doctor Clu

Well put.... Almost brought a tear to my eye... <g>

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3825. PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 22:36:07 UTC
From: "Vladan L." <vla_dan_l@yahoo.com>
Message-ID: <qi4nrtsr77n771fek2s257i568equakmsk@4ax.com>
Source record: 41695

Hi, First time I write to this NGs.

I gues this was asked too many times already, but here it is...

How to attach PC mouse to an STE.

I've even found an old 3-button mouse with a large serial connector to it, and ST software supposed to do the thing, but...

I plug the mouse into MODEM port, *.prg runs from a aUTO folder and....

Left and right buttons do work, but it won't follow the moves. Ocasionally a pointer will slide down and to the left, out of the screen. Reminded me of a bad cable thing, but ohm meter showed cable is o.K.

I don't have original ATARI mouse at all, but have the working body of something called "Beatle mouse" (only cable and the jack are missing). It has 8 pin connector inside, as oposed to original 9. If someone could give me a hint where to look for a pinout scheme of this mouse, that could be the easiest way.

Thank you.

Vladan L.

www.mp3.com/lesly2
www.mp3.com/lesly
www.mp3.com/shook

Now then...

3826. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-10-03 23:13:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pg62j$p12$1@thorium.cix.co.uk>
Source record: 41694

In message <1002101516-905708AEicMi@freeuk.com>, derryck@NOSPAMcix.co.uk said:

>That's what I thought too, I can't believe that no-one wants Apex Media in
>its box, manual and all...

Is that different from Apex Animator? Actually my manual and 2 HDs
are just marked 'Apex'. If yours is different, I'm interested.

Regards, /Peter/

3827. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 00:26:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BBBAC99.71D9103F@greeleynet.com>
Source record: 41596

Steve Sweet wrote:

> Formatting is done by the floppy drive device, not the OS and so is the same
> on any platform. The OS sometimes puts its own mark on things by customising
> the OEM section of the bootsector, which in the case of Atari/Dos.Win-dose
> compatible disks is "MSDOS"

The OS must have something to do with it, as formatting under Windows 98
writes something to the disks in order to support long filenames and the
old DOS 8 & 3 filenames at the same time. You can see this when you
write files to the floppy on a Win98 machine and then open that floppy
on a TOS machine. You'll see extra files listed on the TOS machine that
you cannot access nor delete via TOS. At least not TOS 1.04 and 3.XX
(what ever is on my TT! <G>)

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3828. Re: Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 01:01:56 UTC
From: Bjarni Juliusson <bjju1185@student.uu.se>
Message-ID: <8yOu7.3480$XO2.447324@newsb.telia.net>
Source record: 41597

Oh I have searched. But I just got an email from a guy who says he will send me a copy, so I think the problem has been solved.

3829. Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 04:27:55 UTC
From: paint_progs@hotmail.com
Message-ID: <7ffbdd0f.0110032027.10189124@posting.google.com>
Source record: 41598

I'm researching the history of computer graphics, and I want to make sure that no platform is neglected. I wasn't an ST owner (I was using Targa boards at the time) and am not very familiar with what appeared on the ST. What were some of the paint programs? Also, I'm looking to buy an ST system and original boxed copies of the programs (I need the manuals). Any help is appreciated. I want to make sure I give it it's due.

3830. [ebay} Atari T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 07:06:26 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BBC0A72.1210B9F4@jps.net>
Source record: 41599

Offering the official Atari Corp T-shirt:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1281724479

Thanks for looking.

3831. CAB vs. Lynx local URLs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 08:01:17 UTC
From: nospam@zonnet.nl
Message-ID: <hHUu7.29278$2z4.153996@zonnet-reader-1>
Source record: 41600

Experimenting with my ever growing SpareMiNT setup I came across an annoying difference between the way CAB and Lynx handle local URL's.

I wanted to configure my setup so that both CAB and Lynx would make use of the same startup page. In my case: a hotlist.html file containing both remote and local links.
It's the local links that gave trouble:
In CAB a local URL could be something like
file://localhost/e:/homepage/index.html
But with Lynx this URL couldn't be found because Lynx wants something like this:
file://localhost/e/homepage/index.html ("/e" without ":")
And this URL can't be found when I use CAB.
Solution: I had to make 2 different versions of this html file.

Also I had trouble getting the Options <o> and Download <d> menu working in Lynx, as I mentioned in an earlier thread ("MiNT questions").
This was solved after changing "setenv TMPDIR u:\tmp" into "setenv TMPDIR /tmp"
in my mint.cnf file.

Both problems are a result of the difference between the TOS/DOS and UNI*X way of life.
I just thought i'd mention this.

3832. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 08:45:49 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9ph7cnqpr1@newsg4.svr.pol.co.uk>
Source record: 41601

Chris Williams <paint_progs@hotmail.com> wrote in message
news:7ffbdd0f.0110032027.10189124@posting.google.com...
> I'm researching the history of computer graphics, and I want to make sure
that
> no platform is neglected. I wasn't an ST owner (I was using Targa boards
at the
> time) and am not very familiar with what appeared on the ST. What were
some
> of the paint programs? Also, I'm looking to buy an ST system and original
boxed
> copies of the programs (I need the manuals). Any help is appreciated. I
want to
> make sure I give it it's due.

Chris,

One thing about the ST was that it was successful world wide, and so this is
a world wide group.
From the times in your posting I guess you are on the west coast of the USA
so any thing I have here
in the UK is probably useless....

You should pick up an ST on E-Bay or one of the other auction sites for a
few pounds (sorry dollars).
If you want paint programs you might be better to stick to a ST FM rather
than go for the later ST E
because I think some of the paint programs which supported extra colours did
not work on that box.
If you want to use paint programs you probably want a colour monitor as
well, as the Tv Out gets
very wearing on the eyes after a while...

As for programs, well I never had an artistic bent, so I will leave that for
others to answer...

Dave.

3833. FS: 68030/50 Accelerator, Mega ST, ET4000 Graphics Card

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 08:50:44 UTC
From: Ian <info@dotqr.com>
Message-ID: <1002185764.25673.0.nnrp-01.9e98e6ee@news.demon.co.uk>
Source record: 41602

Ive got the following for sale from an unfinished project.

Mega ST Accelerator
==========
This neat board includes a 50MHz 68030, a 50MHz FPU,
4M Fast RAM and TOS 2.0.6 on board. Fits into a Mega ST
box. Switchable back to a 68000 (on board) for compatibility.
Drivers on disk.

120UKP

Mega ST 4M with twin HD
==========
Mega ST with 4M RAM. Twin HD in separate unit which goes
under the Mega ST.

60UKP

ET4000 Graphics Card
==========

ET4000 graphics card and adapter for Mega ST. This
gives high resouliton SVGA style graphics, and plugs
into a standard SVGA monitor. Although working when
used by the previous owner Ive never managed to
get this working with my Mega ST above :-(

50UKP

Cheers

Ian (Yorkshire, UK)

ian@dotqr.com

3834. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 10:56:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002190206-551361AEicMi@cwcom.net>
Source record: 41603

Hi Steve,

>> ISP. There will be the problem of turning it backon once you've finished
>the
>> data call!
>
>That wont be a problem, it can be appended to the hang-up string.

Yep, except that I mis-read the message as referring to "caller waiting" and
not the CLID service, which won't make a ha'porth* of difference!

*ha'porth - a half-penny's worth, in pre-decimalisation coinage, for non-
English readers! :-)

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3835. Re: real-time clock

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 10:59:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002190210-551813AEicMi@cwcom.net>
Source record: 41604

Hi Hallvard,

>> I can just see Maxim suddenly being inundated by requests for free
>samples,

>It works!!!
>I mean, I looked up Maxim's website (forgot the URL, but do a search for
>something like: maxim ic), filled out the form and less than a week
>later I received two of those Dallas chips!

You can now look forward to receiving lots of literature, some of those chip
packages look like fly-spots on the paper!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3836. Re: More stuff f/sale (UK)

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 11:02:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002190212-552281AEicMi@cwcom.net>
Source record: 41605

Hi Peter,

>>That's what I thought too, I can't believe that no-one wants Apex Media in
>>its box, manual and all...
>
>Is that different from Apex Animator? Actually my manual and 2 HDs
>are just marked 'Apex'. If yours is different, I'm interested.

Sounds like it's the same as yours then.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3837. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 14:49:23 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BBC7749.C14AC861@att.net>
Source record: 41606

Chris Williams wrote:
>
> I'm researching the history of computer graphics, and I want to make sure that
> no platform is neglected. I wasn't an ST owner (I was using Targa boards at the
> time) and am not very familiar with what appeared on the ST. What were some
> of the paint programs? Also, I'm looking to buy an ST system and original boxed
> copies of the programs (I need the manuals). Any help is appreciated. I want to
> make sure I give it it's due.

Four big ones off the top of my head:

Deluxe Paint by Electronic Arts (the best IMO)
Neochrome
Degas
Spectrum 512

After that, there are literally HUNDREDS of ST art programs either by
commercial companies or shareware authors. Here are some sitting on my
hard drive:

ArtST
Canvas
Cyberpaint
Smooth Draw
ColorBurst
AniST
PrismPaint

Good luck!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=

3838. Re: Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 15:04:52 UTC
From: steve666@clara.co.uk
Message-ID: <1f0rgn2.1rw2hvk1hcalfoN%steve666@clara.co.uk>
Source record: 41607

don't suppose you could forward that email to me? If its the complete
version, pleeeease?

> Oh I have searched. But I just got an email from a guy who says he will send
> me a copy, so I think the problem has been solved.

3839. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 16:08:43 UTC
From: paint_progs@hotmail.com
Message-ID: <7ffbdd0f.0110040808.5ee2913c@posting.google.com>
Source record: 41608

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in message news:<9ph7cnqpr1@newsg4.svr.pol.co.uk>...
> Chris Williams <paint_progs@hotmail.com> wrote in message
> news:7ffbdd0f.0110032027.10189124@posting.google.com...
> > I'm researching the history of computer graphics, and I want to make sure
> that
> > no platform is neglected. I wasn't an ST owner (I was using Targa boards
> at the
> > time) and am not very familiar with what appeared on the ST. What were
> some
> > of the paint programs? Also, I'm looking to buy an ST system and original
> boxed
> > copies of the programs (I need the manuals). Any help is appreciated. I
> want to
> > make sure I give it it's due.
>
> Chris,
>
> One thing about the ST was that it was successful world wide, and so this is
> a world wide group.
> From the times in your posting I guess you are on the west coast of the USA
> so any thing I have here
> in the UK is probably useless....

I'm in the US, but in Chicago (with late habits). But help is welcome from everywhere.

> You should pick up an ST on E-Bay or one of the other auction sites for a
> few pounds (sorry dollars).

That's pretty much my plan, but I didn't know which one was the best choice a 520ST or a 1040ST.

> If you want paint programs you might be better to stick to a ST FM rather
> than go for the later ST E
> because I think some of the paint programs which supported extra colours did
> not work on that box.

I'll have to do a bit more research. I wish to run the largest range of graphics programs, both older and more recent. What is the best choice?

> If you want to use paint programs you probably want a colour monitor as
> well, as the Tv Out gets
> very wearing on the eyes after a while...

I have some analog color monitors from that period like an Electrohome
long-persistance monitor.

> As for programs, well I never had an artistic bent, so I will leave that for
> others to answer...

Thank you for your assistance.

3840. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 17:07:19 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0110041905300.668-100000@newgem.atari.org>
Source record: 41609

> I'm researching the history of computer graphics, and I want to make sure that
> no platform is neglected. I wasn't an ST owner (I was using Targa boards at the
> time) and am not very familiar with what appeared on the ST. What were some
> of the paint programs? Also, I'm looking to buy an ST system and original boxed

http://www.dhs.nu/ click on pixel painters. There you can download the
most common ones, and also see a screenshot.

--
Anders Eriksson
ae@dhs.nu

3841. Re: Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 18:49:49 UTC
From: BMaedicke@t-online.de
Message-ID: <1f0rtfb.pmihg99v5u9mN%BMaedicke@t-online.de>
Source record: 41610

Zamiel <steve666@clara.co.uk> wrote:

> don't suppose you could forward that email to me? If its the complete
> version, pleeeease?

Utopia is on the D-Bug menue disc #22b. :-)

--
Url: http://home.t-online.de/home/BMaedicke/

3842. DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 18:52:03 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <041020011952035091%rking@zetnet.co.uk>
Source record: 41611

Hi All

All the Digital-Arts web sites seem to be down. Has anyone got the demo version of DA's Layout for the Mac. I've looked very closely at PageMaker and Quark, and they are not a patch IMHO on either LayoutTC or Calamus. I'm getting PageStream 4, but rally would like to get Layout. Layout Atari, wont run in MagicMac, or at least not for me. It doesn't like multitasking I think. One more reasn for holding onto my Milan.

Bob King

3843. Memory dump under Magic.

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 19:01:06 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.6d8ac82e.a04612a2.ovanoni@icor.fr>
Source record: 41612

Hi.
Sometime when Magic crashes, the Os asks for a drive to
dump the memory into a file, as big as the Ram size.
Do you know if the file can be used to determine the reason
of the crash and how to use it ?
Thanks.

--

--

Olivier VANONI
Mailto:ovanoni@PASDEPUB.icor.fr

Magic Hades 6.10 - Jinnee - WS 3.30c
Le tout Compatible ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

3844. Re: DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 19:44:16 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbcc98430b51f0@pandora.be>
Source record: 41613

on Thu 04-10-2001 19:52 Bob King wrote:

> Hi All
>
>All the Digital-Arts web sites seem to be down. Has anyone got the demo
>version of DA's Layout for the Mac.

You can try this URL
http://www.zdnetasia.com/downloads/mac/swinfo/0,2000040393,20074839s,00.htm

>Layout. Layout Atari, wont run in MagicMac, or at least not for me. It
>doesn't like multitasking I think. One more reasn for holding onto my
>Milan.

Hmm, I surely runs in freeMiNT.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3845. Re: TOSbox and Windows ME

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 20:20:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9pigaa$3jl$1@news.eunet.yu>
Source record: 41614

On 3 Oct 2001 04:15:35 -, Chris wrote:
>I'm trying to setup TOSbox v1.10a on a HP Pavilion 700 mhz Intel Celeron
>processor with 192 megs of RAM and 30 gig hard drive.. The OS is
>Windows ME.
>The problem is that Papyrus 8 doesn't work too well and TOSbox seems to
>get all the drive letters mixed up. That is when the HD is partitioned.
>
>Anyone has had any success with TOSbox on a Windows ME computer? What
>about other Windows based Atari ST emulators? Do they work well with
>Windows ME? Will any of them run Papyrus 8?

My opinion is that TOSbox is not an optimum choice if you want to use
the emulator through Windows. TOSbox is best used in DOS. Perhaps
you should try other emulators- Gemulator or STem. I have used Gemulator,
admittedly on NT4, not ME, and found it quite Atari-compatible; in fact,
somewhat more compatible than TOSbox. It was also significantly faster.

If I remember correctly, I tried a demo of papyrus 8 both on TOSbox/DOS
and Gemulator/NT4 and it seemed to work. In what way it "didn't work
too well" for you?

Concerning drive-letters being mixed up, is it possible that maybe the
emulator was not configured properly (mounted directores, etc.)?

cu.

3846. Re: DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 20:40:48 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <041020012140484688%rking@zetnet.co.uk>
Source record: 41616

In article <3bbcc98430b51f0@pandora.be>, "Martin \"Nightowl\"
Byttebier" <tos4ever@pandora.be> wrote:

> on Thu 04-10-2001 19:52 Bob King wrote:
>
> > Hi All
> >
> >All the Digital-Arts web sites seem to be down. Has anyone got the demo
> >version of DA's Layout for the Mac.
>
> You can try this URL
> http://www.zdnetasia.com/downloads/mac/swinfo/0,2000040393,20074839s,00.htm
>
>
> >Layout. Layout Atari, wont run in MagicMac, or at least not for me. It
> >doesn't like multitasking I think. One more reasn for holding onto my
> >Milan.
>
>
> Hmm, I surely runs in freeMiNT.
>
> CU
> Martin

Hi Martin,

I've tried it already, using Explorer, it just loops back to the same
page. I'll try it with iCab, but I think that Digital have pulled
everything or the rest of the world just couldn't care less about the
(joint) best DTP program on the planet.
As for freeMint, I run Magic on my Milan, and have to reboot it in
single task mode (Magicboot disabled) to get Layout to work. The Mac
version seemed to be inferior in that it did not have the 'Services'
'plug-ins' and there was not the use of the Mac's builkt in printing
drivers.

3847. Oh crap!

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 20:44:11 UTC
From: Hellraiser <hellraiser1@blueyonder.nospam.co.uk>
Message-ID: <1002228249.42203.1@eurus.uk.clara.net>
Source record: 41615

What's with this?

No further AMS events will be held at Bingley Hall, Stafford County
Showground.

Thanks to all our loyal customers and traders for your support over the
years.
We wish you all the best for the future.

So, no Atari stuff this year at Stafford then?

Hellraiser.............>

3848. Re: DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 20:47:20 UTC
From: Bob King <rking@zetnet.co.uk>
Message-ID: <041020012147204701%rking@zetnet.co.uk>
Source record: 41617

In article <041020012140484688%rking@zetnet.co.uk>, Bob King
<rking@zetnet.co.uk> wrote:

> In article <3bbcc98430b51f0@pandora.be>, "Martin \"Nightowl\"
> Byttebier" <tos4ever@pandora.be> wrote:
>
> > on Thu 04-10-2001 19:52 Bob King wrote:
> >
> > > Hi All
> > >
> > >All the Digital-Arts web sites seem to be down. Has anyone got the demo
> > >version of DA's Layout for the Mac.
> >
> > You can try this URL
> > http://www.zdnetasia.com/downloads/mac/swinfo/0,2000040393,20074839s,00.htm
> >
> >
> > >Layout. Layout Atari, wont run in MagicMac, or at least not for me. It
> > >doesn't like multitasking I think. One more reasn for holding onto my
> > >Milan.
> >
> >
> > Hmm, I surely runs in freeMiNT.
> >
> > CU
> > Martin

Hi Martin,

I've just tried that URL in iCab, when you click on Download now, you
get the error message servor digital-arts.ca is unknown, so it looks
like Layout has disapeared for good :(

Bob King

3849. Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 21:19:04 UTC
From: Chris O'Regan <ANTISPAM###c.oregan@btinternet.com>
Message-ID: <9pijlnkjh1@plutonium.btinternet.com>
Source record: 41618

Hello all,

I've been having trouble installing an internal HD to my 1040STE. I have installed the TUS developments IDE controller and have soldered the wires to the correct pins/pads on the board. The controller is connected to a 1 Gb 2.5" HD but the ST won't detect it via the AHDI v6.06 driver software supplied with the controller. The HD powers up *and* the red HD LED flashes on power up to confirm that the HD is in fact active. I have the original TOS which I think may be the problem. The ST itself works fine other than the non-functioning HD as the floppy drive is accessed and functions normally.

Any ideas? I've tried pushing the controller further over the CPU but no joy. I have also re-soldered the wires onto the IO controller ship...no joy.

HELP!

Chris O'Regan

3850. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-04 21:48:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200110042348.a23054@wun.maus.de>
Source record: 41620

Hallo Joshua!

JK>Are you sure though? Maybe the connector is of SCSI-II type but I hear
JK>that it is actually SCSI-I.

Anyway, SCSI is mostly up- and downwards-compatible.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3851. Re: Memory dump under Magic.

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 02:46:23 UTC
From: ebaiz@skyenet.net
Message-ID: <3a9v7.5793$Nq.219908@newsfeed.slurp.net>
Source record: 41619

On 4 Oct 2001 21:01:06 +, Olivier VANONI wrote:
>Hi.
>Sometime when Magic crashes, the Os asks for a drive to
>dump the memory into a file, as big as the Ram size.
>Do you know if the file can be used to determine the reason
>of the crash and how to use it ?
>Thanks.

I believe so. When I was beta testing a program for Anodyne that
crashed under Magic, Roger asked for that file.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3852. Re: UK: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 03:59:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <e1cqrto6d4qfq6hm21hdeu7qcuu9a3gbja@4ax.com>
Source record: 41621

I'll be the first to admit that I don't know anything about how the phone system in the UK may differ from the phones in the USA, but unless it's VERY different, I can't think of ANY reason why CallerID should interfere with a modem call already in progress.

As far as I'm aware, CallerID only puts data on the line when a call is ringing, not when a call is already connected.

Once a modem is using the line, any new calls coming in should get a busy signal, thus no CallerID data on the line-

Except- when you have Call Waiting.

Call Waiting WILL disconnect a modem call already in progress because of the "beep" tone it puts on the line.

(There will also be CallerID data, but you wouldn't have this during an existing call unless you also have Call Waiting.)

The way the Call Waiting cancel code works, at least here in the US, is that you prefix your call string with *70

This will disable the Call Waiting feature - FOR THE DURATION OF THAT CALL ONLY.

When you hang up, or disconnect your modem, the Call Waiting feature is re-enabled AUTOMATICALLY- there is no need to append anything to a "hang up string".

Most people just put the *70 in their dialler strings, or many terminal programs have an option to have it pre-pended to the number being dialled automatically.

I'd say definitely give the phone company a call and find out how to disable Call Waiting- that's most likely the problem.

BobR

3853. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 03:59:51 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <l1cqrtcs84i65ci8v0c1lhmsbpr070bf0t@4ax.com>
Source record: 41622

On 4 Oct 2001 09:08:43 -0700, paint_progs@hotmail.com (Chris Williams)
wrote:

>"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in message
news:<9ph7cnqpr1@newsg4.svr.pol.co.uk>...
>> Chris Williams <paint_progs@hotmail.com> wrote in message
>> news:7ffbdd0f.0110032027.10189124@posting.google.com...
>> > I'm researching the history of computer graphics, and I want to make sure
>> that
>> > no platform is neglected. I wasn't an ST owner (I was using Targa boards
>> at the
>> > time) and am not very familiar with what appeared on the ST. What were
>> some
>> > of the paint programs? Also, I'm looking to buy an ST system and original
>> boxed
>> > copies of the programs (I need the manuals). Any help is appreciated. I
>> want to
>> > make sure I give it it's due.
>>
>> Chris,
>>
>> One thing about the ST was that it was successful world wide, and so this is
>> a world wide group.
>> From the times in your posting I guess you are on the west coast of the USA
>> so any thing I have here
>> in the UK is probably useless....
>
> I'm in the US, but in Chicago (with late habits). But help is welcome from
>everywhere.
>
>> You should pick up an ST on E-Bay or one of the other auction sites for a
>> few pounds (sorry dollars).
>
> That's pretty much my plan, but I didn't know which one was the best choice
>a 520ST or a 1040ST.

Definitely go for the 1040ST. The extra RAM (total of 1 Megabyte)
will probably be needed for any serious work with graphics.

There are RAM expansion kludges available for that class of machine,
up to a physical limit of 4 Megabytes, but in my experience, none of
them are totally reliable. Atari simply did not design these machines
to be user expanded (much like early Macs).

The 1 Megabyte 1040ST should be able to handle most of the graphics
programs you'll likely be working with. (Moving into Desktop
Publishing graphics will require as much RAM as you can get)

Also, the 1040ST has a built-in floppy drive, while some of the early
520STs required external drives.

>
>> If you want paint programs you might be better to stick to a ST FM rather
>> than go for the later ST E
>> because I think some of the paint programs which supported extra colours did
>> not work on that box.
>
> I'll have to do a bit more research. I wish to run the largest range of
>graphics programs, both older and more recent. What is the best choice?
>

The 1040STe is an "enhanced" version of the 1040ST. It has several
expanded capabilities, most notable of which is the use of standard
SIMMs for its memory. It can be expanded to 4 Megabytes very easily.

It also has improved sound capability and analog joystick ports (which
were hardly ever used).

More to your purposes, it also has an extended graphics color palette
which while nice, can be incompatible with some of the earlier
graphics software. Some of those programs used software tricks or
features of the hardware to trick the eye into seeing more colors than
the standard machine could deliver, but they may not run on the STe.

There were a very few graphics programs which actually did make use of
the extended capabilities of the STe, but very little software was
ever released which specifically took advantages of the new features.

For your project, probably the best approach would be to use a
"normal" 1040ST, and simply make reference to the extended
capabilities of the STe.

>> If you want to use paint programs you probably want a colour monitor as
>> well, as the Tv Out gets
>> very wearing on the eyes after a while...
>
> I have some analog color monitors from that period like an Electrohome
>long-persistance monitor.
>

Umm... maybe.

The Atari monitors have a proprietary 15 pin DIN connector. In all
reality, it might be easier to just obtain a system which comes with
an Atari color monitor than to try to kludge up a cable, or try to
find one commercially available.

>> As for programs, well I never had an artistic bent, so I will leave that for
>> others to answer...

>
> Thank you for your assistance.

Probably the best suggestion for obtaining Atari hardware is to check the "Vintage Computers" category on eBay. There are often complete systems being sold for a song. (It almost makes me want to cry when I recall how much my first 520ST cost, with a monochrome monitor no less).

Also, it's been reported that Atari systems can be found in "thrift shops" like Goodwill stores, or in pawn shops, usually for only a few dollars. That approach might take more time than you want to invest, but it's an option. At least it wouldn't involve any shipping cost, which can end up being almost as much as an entire eBay system would cost.

And finally, there are usually a few systems being sold right here in the Atari newsgroups.

BobR

3854. Re: WANTED: working Atari ST or STE 4 meg computer

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 05:56:01 UTC
From: Lew <LewJenkins@home.com>
Message-ID: <3BBD4F51.24E2@home.com>
Source record: 41623
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

I have a Mega ST2 in the garage waiting for a good home.
Never used after keyboard was rebuilt.

bobby d wrote:
>
> hi!
> i'm still looking for a good working condition atari ST or STE 4 meg
> memory model. will pay cash for a good one. email me ASAP if you have
> one for sale, thanks!
> bobby d
>
> ps: yes, i know i'm a caveman when it comes to MIDI :-)

3855. Atari Times Update - 10-5-2001

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 13:53:11 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BBDBB9B.C53D3CFA@att.net>
Source record: 41624
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

New this week at The Atari Times!

* New! Preview of Songbird's Cyber Virus for Lynx!
* New! Cosmic Ark Review
* New! Val d'Isere Review
* New! Fruitman writes about collecting
* New! E-JagFest coming soon!
* New! Chu Chu Rocket for the ST!

See you there!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

3856. Re: Utopia

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 16:14:30 UTC
From: steve666@clara.co.uk
Message-ID: <1f0teig.1y75l66zlt42gN%steve666@clara.co.uk>
Source record: 41625

you know, i never thought of that! i've just been emailed utopia (thanks dude!) but i'll check out dbugs website also @ the wkend.
Thanks :-) Steve

> > don't suppose you could forward that email to me? If its the complete
> > version, pleeeease?
>
> Utopia is on the D-Bug menue disc #22b. :-)

3857. Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 16:38:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pknml$6f$1@snipp.uninett.no>
Source record: 41626

```
...my Milan040 arrived today! Now I only need to figure out what to use it
for...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3858. Re: DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 17:21:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbdf2201c93e41@pandora.be>
Source record: 41627

on Thu 04-10-2001 21:40 Bob King wrote:

>In article <3bbcc98430b51f0@pandora.be>, "Martin \"Nightowl\"
>Byttebier" <tos4ever@pandora.be> wrote:
>
>
>>You can try this URL
>> http://www.zdnetasia.com/downloads/mac/swinfo/0,2000040393,20074839s,00.htm
>>

>I've tried it already, using Explorer, it just loops back to the same
>page. I'll try it with iCab, but I think that Digital have pulled
>everything or the rest of the world just couldn't care less about the
>(joint) best DTP program on the planet.

>>Layout. Layout Atari, wont run in MagicMac, or at least not for me. It
>>doesn't like multitasking I think. One more reasn for holding onto my
>>Milan.
>
>As for freeMint, I run Magic on my Milan, and have to reboot it in
>single task mode (Magicboot disabled) to get Layout to work. The Mac
>version seemed to be inferior in that it did not have the 'Services'
>'plug-ins' and there was not the use of the Mac's builkt in printing
>drivers.

I've tried Da's Layout 6.2 demo under magicMac today. It seems to work.
There are some redraw problems but other then that it looks ok.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3859. Re: DA's Layout Mac

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 17:21:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbdf2201c93e42@pandora.be>
Source record: 41628

on Thu 04-10-2001 21:47 Bob King wrote:

>In article <041020012140484688%rking@zetnet.co.uk>, Bob King
><rking@zetnet.co.uk> wrote:
>
>> In article <3bbcc98430b51f0@pandora.be>, "Martin \"Nightowl\"
>> Byttebier" <tos4ever@pandora.be> wrote:
>
>> > You can try this URL
>> > http://www.zdnetasia.com/downloads/mac/swinfo/0,2000040393,20074839s,00.htm
>> >
>
>I've just tried that URL in iCab, when you click on Download now, you
>get the error message servor digital-arts.ca is unknown, so it looks
>like Layout has disapeared for good :(

Yes it seems so. The Suise URL doesn't work either.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3860. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 17:27:11 UTC
From: osian@zetnet.co.uk
Message-ID: <3bbded6f$0$13423@news.zetnet.co.uk>
Source record: 41629

I have been and gone and ordered the Adtron SCSI card reader plus CF adaptor from Peak UK. Unfortunately, the $95 including the adaptor as advertised on www.kodak.com translated into 163 UKP for the reader plus 8.50 for the adaptor, plus VAT. Oh well, at least it's cheaper than the Microtech reader.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3861. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 18:10:08 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <YImv7.1893$881.98737@newsfeed.slurp.net>
Source record: 41630

Did you buy it new? If you did, where did you get it and how much? Thanks.

Joshua.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:9pknml$6f$1@snipp.uninett.no...
> ...my Milan040 arrived today! Now I only need to figure out what to use it
> for...
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

3862. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 18:22:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pktopsp1@snipp.uninett.no>
Source record: 41631

Joshua Kaijankoski <gaiyan@atari.org> wrote:
> Did you buy it new? If you did, where did you get it and how much? Thanks.

No, I bought it second-hand. Frank Naumann found one for me in Hannover, I
paid DEM1000 for it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3863. Dead monitor - any ideas what might be wrong ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 19:37:27 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bbe0bf7$0$13425@news.zetnet.co.uk>
Source record: 41632

Hi all,

One of my SM124 monitors just went blank the other day. It was being used on an STe but I know the computer's O.K. as it works fine with a spare monitor.

The only clue is that the power LED on the front is very dim, in fact it seems to fade (but stay on) shortly after power-up, and the screen stays dark. Any chance this might be a simple one-component repair, or does it sound fairly disastrous, like maybe the tube blown ?

Thanks in advance

Paul

3864. September issue of MyAtari magazine now available to download!

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 20:16:35 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0110051216.692c3f85@posting.google.com>
Source record: 41633

Dear Atari users,

I am pleased to inform you that the September 2001 issue of MyAtari magazine now available to download!

To download your copy visit http://www.myatari.net. Alternatively, visit www.myatari.net/latest.htm to read it online.

Best Regards,

Matthew Bacon, Editor

3865. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 21:24:39 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9pl8en$lo9$1@dos.canit.se>
Source record: 41634

Vladan L. <vla_dan_l@yahoo.com> skrev:
: Hi, First time I write to this NGs.

Ciao, Vladan.

: I gues this was asked too many times already, but here it is...

: How to attach PC mouse to an STE.

: I've even found an old 3-button mouse with a large serial connector to
: it, and ST software supposed to do the thing, but...

: I plug the mouse into MODEM port, *.prg runs from a aUTO folder
: and....

: Left and right buttons do work, but it won't follow the moves.
: Ocasionally a pointer will slide down and to the left, out of the
: screen. Reminded me of a bad cable thing, but ohm meter showed cable
: is o.K.

Try another PC mouse, with a D9->D25 adaptor if necessary.

: I don't have original ATARI mouse at all, but have the working body of
: something called "Beatle mouse" (only cable and the jack are missing).
: It has 8 pin connector inside, as oposed to original 9. If someone
: could give me a hint where to look for a pinout scheme of this mouse,
: that could be the easiest way.

The Beetle mouse is a lovely mouse. You don't need all nine pins if you're
just using two buttons. You should be able to trace the pin assignments
with a voltmeter.

If you're into conversions, you have two options. Either you may get an
old PC bus mouse (recognised through their odd-looking mini-DIN connector
with a lot of pins, which uses the same quadrature signals as an Atari,
and solder a D9 connector on that one. Alternative 2 is a bit more
involved. You take a common PC serial mouse, remove the serial encoding
chip and add some discrete electronics in order to get the right
quadrature. This procedure is described somewhere on the NetBSD/atari page
(http://www.netbsd.org/Ports/atari/).

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

3866. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 21:27:46 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9pl8ki$lo9$2@dos.canit.se>
Source record: 41635

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> skrev:

: One thing about the ST was that it was successful world wide, and so this is
: a world wide group.

Wouldn't it be more correct to say that the ST was successful in Europe,
moderately well-known in the USA and virtually unknown in the rest of the
world (not counting Oceania of course =)?

: You should pick up an ST on E-Bay or one of the other auction sites for a
: few pounds (sorry dollars).
: If you want paint programs you might be better to stick to a ST FM rather
: than go for the later ST E
: because I think some of the paint programs which supported extra colours did
: not work on that box.

But the STE's got better graphics.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

3867. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 21:36:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9pl94t$lo9$3@dos.canit.se>
Source record: 41636

Gregory D. George <greggeorge@att.net> skrev:

: Four big ones off the top of my head:

: Deluxe Paint by Electronic Arts (the best IMO)
: Neochrome
: Degas
: Spectrum 512

A good coverage of modern programs (pixel-based, not vector or Photoshoppy things) is available at the DHS site: http://www.dhs.nu/files_gfx.jsp

BTW, Chris, when you're covering the Amiga, get in touch with me. I know everything.

--
/Iggy, the irregular regular

3868. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 22:00:13 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <o_pv7.13283$GT3.1878177@news2-win.server.ntlworld.com>
Source record: 41637

Iggy Drougge wrote:

> Vladan L. <vla_dan_l@yahoo.com> skrev:
> : Hi, First time I write to this NGs.
>
> Ciao, Vladan.
>
> : I gues this was asked too many times already, but here it is...
>
> : How to attach PC mouse to an STE.
>
> : I've even found an old 3-button mouse with a large serial connector to
> : it, and ST software supposed to do the thing, but...
>
> : I plug the mouse into MODEM port, *.prg runs from a aUTO folder
> : and....
>
> : Left and right buttons do work, but it won't follow the moves.
> : Ocasionally a pointer will slide down and to the left, out of the
> : screen. Reminded me of a bad cable thing, but ohm meter showed cable
> : is o.K.
>
> Try another PC mouse, with a D9->D25 adaptor if necessary.
>
> : I don't have original ATARI mouse at all, but have the working body of
> : something called "Beatle mouse" (only cable and the jack are missing).
> : It has 8 pin connector inside, as oposed to original 9. If someone
> : could give me a hint where to look for a pinout scheme of this mouse,
> : that could be the easiest way.
>
> The Beetle mouse is a lovely mouse. You don't need all nine pins if you're
> just using two buttons. You should be able to trace the pin assignments
> with a voltmeter.
>
> If you're into conversions, you have two options. Either you may get an
> old PC bus mouse (recognised through their odd-looking mini-DIN connector
> with a lot of pins, which uses the same quadrature signals as an Atari,
> and solder a D9 connector on that one. Alternative 2 is a bit more
> involved. You take a common PC serial mouse, remove the serial encoding
> chip and add some discrete electronics in order to get the right
> quadrature. This procedure is described somewhere on the NetBSD/atari page
> (http://www.netbsd.org/Ports/atari/).
>

If you're feeling really adventerous you could build an interface that lets you connect a standard PC serial mouse to the ST's mouse port.
I tried this a couple of years ago, it takes a little electronics knowledge, but it works very well, is completely transparent to the Atari and requires no extra software to be loaded.
Unfortunately I can't seem to find any links to the site that contained the circuit, it seems to have completely vanished :-(

--
~~~~
FBM
~~~~

3869. Re: Dead monitor - any ideas what might be wrong ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 22:33:34 UTC
From: David Smith <david11125@home.com>
Message-ID: <3BBE353E.4B29CFA8@home.com>
Source record: 41638

If you have a SM124 made by Goldstar, which has the brightness, contrast
and off/on volume recessed on the right side of the monitor, the most
likely cause is blown capacitor(s). Just look for the burned, brown
colored circuit board. This also means you have a blown fuse or two.
The capacitors and fuses can be replaced, soldering required.

Paul Williamson wrote:
>
> Hi all,
>
> One of my SM124 monitors just went blank the other day. It was being
> used on an STe but I know the computer's O.K. as it works fine with a
> spare monitor.
>
> The only clue is that the power LED on the front is very dim, in fact it
> seems to fade (but stay on) shortly after power-up, and the screen stays
> dark. Any chance this might be a simple one-component repair, or does it
> sound fairly disastrous, like maybe the tube blown ?
>
> Thanks in advance
>
> Paul

3870. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-05 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <39a1b4de9c0550@madasafish.com>
Source record: 41517

Hi Jo!

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> 33Mhz upgrade? Hmm, what's that, the 060 upgrade? I read somewhere that
>> it had jumpers to set bus speed, is it overclockable? :)
>
>It does have jumpers to select clock speed, in fact it can be set to run
>at upto 50Mhz. However, some of the logic on the motherboard doesn't work
>reliable above 25MHz, so I have to replace three small 74157-chips with
>faster ones.

It's based on PC chipset right? It'll probably do 66Mhz, as most 486s
will do 66Mhz bus even though the manuals say 50Mhz max. You going to do
it? You know you want to Jo!
--
Lyndon Amsdon

3871. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 00:15:05 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9plie9$j2k$1@zingo.tninet.se>
Source record: 41639

```
On 5 Oct 2001 16:38:45 G, Jo Even Skarstein wrote:
>....my Milan040 arrived today! Now I only need to figure out what to use it
>for...
>
So now you're a power user too ;-) ...and believe me, it's a fun
little machine. Use it for? Well, put your Linux box in the attic,
and become an Atarian again ;-)
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3872. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 06:30:53 UTC
From: paint_progs@hotmail.com
Message-ID: <7ffbdd0f.0110052230.dbee7a8@posting.google.com>
Source record: 41640

Iggy Drougge <optimus@canit.se> wrote in message news:<9pl94t$lo9$3@dos.canit.se>...

> A good coverage of modern programs (pixel-based, not vector or Photoshoppy
> things) is available at the DHS site: http://www.dhs.nu/files_gfx.jsp

Will do, thanks.

> BTW, Chris, when you're covering the Amiga, get in touch with me. I know
> everything.

I was an Amiga user at the time as well, but didn't mention it for fear
of arousing any long simmering bad blood. I have a pretty decent collection
of Amiga paint programs, although I am looking to expand that collection
as well. I'd like to get boxed copies of as many of these Atari and Amiga
paint programs as I can.

3873. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 06:40:09 UTC
From: paint_progs@hotmail.com
Message-ID: <7ffbdd0f.0110052240.7c3ae8fa@posting.google.com>
Source record: 41641

Bob Retelle <bobr1@provide.net> wrote in message
news:<l1cqrtcs84i65ci8v0c1lhmsbpr070bf0t@4ax.com>...
> On 4 Oct 2001 09:08:43 -0700, paint_progs@hotmail.com (Chris Williams)
> wrote:
>
> Definitely go for the 1040ST. The extra RAM (total of 1 Megabyte)
> will probably be needed for any serious work with graphics.

Will do.

> The 1 Megabyte 1040ST should be able to handle most of the graphics
> programs you'll likely be working with. (Moving into Desktop
> Publishing graphics will require as much RAM as you can get)
>
> Also, the 1040ST has a built-in floppy drive, while some of the early
> 520STs required external drives.

Are there hard disk drives available for the 1040ST?

> For your project, probably the best approach would be to use a
> "normal" 1040ST, and simply make reference to the extended
> capabilities of the STe.

I'll take your suggestion. Unless there were some really amazingly
innovative programs that used the capabilities of the later machine.
It sounds like the situation with the Amigas that used after-market
graphics cards.

> The Atari monitors have a proprietary 15 pin DIN connector. In all
> reality, it might be easier to just obtain a system which comes with
> an Atari color monitor than to try to kludge up a cable, or try to
> find one commercially available.

OK. Hopefully the monitors will still be functional.

> Probably the best suggestion for obtaining Atari hardware is to check
> the "Vintage Computers" category on eBay. There are often complete
> systems being sold for a song. (It almost makes me want to cry when I
> recall how much my first 520ST cost, with a monochrome monitor no
> less).

I'll look, thanks. Hopefully I can get a decent selection of software
at the same time. I'm looking for other older systems, including a
Mindset. I remember how much I lusted after that one back then.

Thanks again for the help.

3874. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 06:47:47 UTC
From: paint_progs@hotmail.com
Message-ID: <7ffbdd0f.0110052247.4b3ed45e@posting.google.com>
Source record: 41642

"Gregory D. George" <greggeorge@att.net> wrote in message
news:<3BBC7749.C14AC861@att.net>...

> Four big ones off the top of my head:
>
> Deluxe Paint by Electronic Arts (the best IMO)
> Neochrome
> Degas
> Spectrum 512

I know Deluxe Paint from the Amiga and PC. Dan Silva wrote Deluxe Paint, Deluxe Paint II and Deluxe Paint III on the Amiga (IV was written by someone else and lost the clean design). The PC version was roughly feature equivilant to Amiga Deluxe Paint II. Was there more than one release of Deluxe Paint on the ST, and what was it equal to on the Amiga? Did it take advantage of the ST's feature set?

Degas was familiar as well, as was Neochrome.

I'd love to get ahold of official copies of these, as I'd like to get the manuals. I'm getting old, and don't seem to be able to figure out a program at first glance anymore. :-)

Thanks!

3875. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 08:30:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pmfg2$850$1@snipp.uninett.no>
Source record: 41643

Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:

> So now you're a power user too ;-) ...and believe me, it's a fun

Actually, when it comes to raw CPU-power it's not as fast as my Falcon/AB,
and the graphics-card is noticable slower than the Eclipse in my Falcon.
However, I'm going to do something about this ASAP, and will hopefully
have fitted a 33MHz upgrade and a RageII-card with fVDI this year.

> little machine. Use it for? Well, put your Linux box in the attic,

I don't have a Linux-box, and I don't plan to retire my newly upgraded
Wintel-box ;-)

> and become an Atarian again ;-)

The fact that the Falcon has occupied my best and most expensive monitor
all this time suggests that I've never stopped being an Atarian ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3876. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 08:44:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pmga2$850$2@snipp.uninett.no>
Source record: 41644

fbm <fbm@thefunkybluemonkey.f2s.com> wrote:

> If you're feeling really adventerous you could build an interface that lets
> you connect a standard PC serial mouse to the ST's mouse port.
> I tried this a couple of years ago, it takes a little electronics
> knowledge, but it works very well, is completely transparent to the Atari
> and requires no extra software to be loaded.
> Unfortunately I can't seem to find any links to the site that contained the
> circuit, it seems to have completely vanished :-(

Could this be it?

http://members.aol.com/tgkirk/pcstmous.htm

It's a pretty simple circuit and can easily be assembled on a piece of
Veroboard, but most people doesn't have equipment to program PICs. It's
probably easier to buy an adapter from Mario Becroft, they're not
expensive and works extremely well (I have one).

Some Amiga-shops still have Amiga-mice, these can easily be converted to
work on a ST.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3877. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 10:38:13 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0110061236480.82-100000@freemint>
Source record: 41645

Hello Jo!

> Actually, when it comes to raw CPU-power it's not as fast as my Falcon/AB,
> and the graphics-card is noticable slower than the Eclipse in my Falcon.
> However, I'm going to do something about this ASAP, and will hopefully
> have fitted a 33MHz upgrade and a RageII-card with fVDI this year.

Yes, yes, yes, a working RageII card would be super!

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3878. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 10:58:53 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <ooBv7.18464$GT3.2392356@news2-win.server.ntlworld.com>
Source record: 41496

Jo Even Skarstein wrote:

> fbm <fbm@thefunkybluemonkey.f2s.com> wrote:
>
>> If you're feeling really adventerous you could build an interface that
>> lets you connect a standard PC serial mouse to the ST's mouse port.
>> I tried this a couple of years ago, it takes a little electronics
>> knowledge, but it works very well, is completely transparent to the Atari
>> and requires no extra software to be loaded.
>> Unfortunately I can't seem to find any links to the site that contained
>> the circuit, it seems to have completely vanished :-(
>
> Could this be it?
>
> http://members.aol.com/tgkirk/pcstmous.htm
>
> It's a pretty simple circuit and can easily be assembled on a piece of
> Veroboard, but most people doesn't have equipment to program PICs. It's
> probably easier to buy an adapter from Mario Becroft, they're not
> expensive and works extremely well (I have one).
>
> Some Amiga-shops still have Amiga-mice, these can easily be converted to
> work on a ST.
>

That's the one!

Thanks, I'm glad you posted the link to it. I've been trying to locate the
sourse code for the PIC as some of it may be usefull for another project
I'm working on.

--
~~~~
FBM
~~~~

3879. Megafile problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 11:07:34 UTC
From: J&B <j_b@pandora.be>
Message-ID: <WBBv7.88322$6x5.19652733@afrodite.telenet-ops.be>
Source record: 41497

Hi,

My Megafile 30 is not responding anymore and I suspenct the cable to be broken. Does someone has the wire diagram for this cable so I make a new one and test it again?
The problem is: when I start the system, without the megafile connected but with a diskette inserted I get the GIU. When I start it with the Megafile connected, I get the same GIU. I can not see the hard drives I once partitionned and formatted. I used this system some years ago for the last time and It was working perfectly. Now I donnot remember anymore how this TOS worked.
Could someone give me a hint please?

Thanks a lot,

Jake

3880. John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 12:11:27 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bbef4ef$0$13422@news.zetnet.co.uk>
Source record: 41501

Hi all!

Anyone have a new email/URL for John Rojewski?

The Newsie homepage is down and his email just bounces.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3881. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:32:19 UTC
From: ebaiz@skyenet.net
Message-ID: <TBEv7.296$vF1.73780@newsfeed.slurp.net>
Source record: 41502

On 5 Oct 2001 17:27:11 G, Chris Simon wrote:
>I have been and gone and ordered the Adtron SCSI card reader plus CF
>adaptor from Peak UK. Unfortunately, the $95 including the adaptor as
>advertised on www.kodak.com translated into 163 UKP for the reader
>plus 8.50 for the adaptor, plus VAT. Oh well, at least it's cheaper
>than the Microtech reader.

That sounds good. Loony Purcell has the Microtech card reader and he
likes it. I have a Sony Mavica that puts the images on a 3.5" disk and
that works well for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3882. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:32:21 UTC
From: ebaiz@skyenet.net
Message-ID: <VBEv7.297$vF1.73931@newsfeed.slurp.net>
Source record: 41503

On 5 Oct 2001 16:38:45 G, Jo Even Skarstein wrote:
>....my Milan040 arrived today! Now I only need to figure out what to use it
>for...

I would be smiling too if I was you. Shoot, I would use it for anything
and everything just like I do with my Hades060.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3883. Re: Dead monitor - any ideas what might be

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:32:23 UTC
From: ebaiz@skyenet.net
Message-ID: <XBEv7.298$vF1.73918@newsfeed.slurp.net>
Source record: 41504

On 5 Oct 2001 19:37:27 G, Paul Williamson wrote:
>Hi all,
>
>One of my SM124 monitors just went blank the other day. It was being
>used on an STe but I know the computer's O.K. as it works fine with a
>spare monitor.
>
>The only clue is that the power LED on the front is very dim, in fact it
>seems to fade (but stay on) shortly after power-up, and the screen stays
>dark. Any chance this might be a simple one-component repair, or does it
>sound fairly disastrous, like maybe the tube blown ?

Could be a componet repair. I would see how much it would cost to
repair it, then decide if you want to do that or else buy a new one. I
have seen many for sale for only about $50.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3884. Re: ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:32:25 UTC
From: ebaiz@skyenet.net
Message-ID: <ZBEv7.299$vF1.73161@newsfeed.slurp.net>
Source record: 41505

On 1 Oct 2001 11:18:23 +, Joakim H&#65533;gberg wrote:
>Hi all,
>
>Some may have been experiencing strange behaviour from aICQ lately.
>Things that appears be going wrong is that you may see the same offline
>messages being recieved over and over again every time you reconnect.
>It also happens that the visible list is not working correctly.

I have not seen this problem at all, but I have not been on the ICQ
lately.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3885. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:33:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pn4ms$aj3$1@snipp.uninett.no>
Source record: 41506

Lyndon Amsdon <bindon@madasafish.com> wrote:

> 33Mhz upgrade? Hmm, what's that, the 060 upgrade? I read somewhere that
> it had jumpers to set bus speed, is it overclockable? :)

It does have jumpers to select clock speed, in fact it can be set to run
at upto 50Mhz. However, some of the logic on the motherboard doesn't work
reliable above 25MHz, so I have to replace three small 74157-chips with
faster ones.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3886. Re: real-time clock

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:39:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383937.44283.4@eurus.uk.clara.net>
Source record: 41510

Yo!, Dezza

> >> I can just see Maxim suddenly being inundated by requests for free
> >samples,
>
> >It works!!!
> >I mean, I looked up Maxim's website (forgot the URL, but do a search for
> >something like: maxim ic), filled out the form and less than a week
> >later I received two of those Dallas chips!
>
> You can now look forward to receiving lots of literature, some of those
chip
> packages look like fly-spots on the paper!

You need a change of guide-dog!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3887. Re: Change of email address!

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:42:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383943.44283.5@eurus.uk.clara.net>
Source record: 41509

You!< Dezza

> My email address is now:
>
> derryck @ cix . co . uk
>
> (Remove the spaces to generate a valid address).

Wot you mean!!, Dreryck@cox.ci.uk, is that an anti smap thing, will you get loads of dross now?.

BTW, WTF is spam, I don't get any!!, and you're on anti-depressants coz of the fear of it!!!. :-)

3888. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:44:38 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9pn5cm$aj3$2@snipp.uninett.no>
Source record: 41507

Frank Naumann <fnaumann@cs.uni-magdeburg.de> wrote:

>> have fitted a 33MHz upgrade and a RageII-card with fVDI this year.

> Yes, yes, yes, a working RageII card would be super!

I have already tried a spare 4Mb RageII-card I have. fVDI didn't find it,
in fact it crashed horribly. I'll send a report to Johan Klockars next
week.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3889. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:48:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383947.44283.6@eurus.uk.clara.net>
Source record: 41511
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,rec.games.video.atari

Yo, Sinclap

> > > yup, as usual sincrap send out unfortunate message of his latency:
he
> > > believe in fairies.......
> >
> > Sincrap is a fairy..
>
> your ma ma is...

I'm mortally wounded by that!!, NOT!!, arsehole bandit!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3890. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 14:54:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002383950.44283.7@eurus.uk.clara.net>
Source record: 41512

Hi Ken

> > Formatting is done by the floppy drive device, not the OS and so is the
same
> > on any platform. The OS sometimes puts its own mark on things by
customising
> > the OEM section of the bootsector, which in the case of
Atari/Dos.Win-dose
> > compatible disks is "MSDOS"
>
> The OS must have something to do with it, as formatting under Windows 98
> writes something to the disks in order to support long filenames and the
> old DOS 8 & 3 filenames at the same time. You can see this when you
> write files to the floppy on a Win98 machine and then open that floppy
> on a TOS machine. You'll see extra files listed on the TOS machine that
> you cannot access nor delete via TOS. At least not TOS 1.04 and 3.XX
> (what ever is on my TT! <G>)

That's nothing to do with the format, I save LFN's on floppies under Windows
ME that were formatted on a TOS platform.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3891. I SELL

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 15:34:53 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3bbf25aa$1$3116$626a54ce@news.free.fr>
Source record: 41508

```
I sell the book :
68040 USER'S MANUAL de Motorola.
16 EUR + shipping

Thanks
```

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3892. Re: ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 16:07:05 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.icckdmom@localhost>
Source record: 41514

Edward S. Baiz Jr. wrote:
may have been experiencing strange behaviour from aICQ lately.
> >Things that appears be going wrong is that you may see the same
> >offline messages being recieved over and over again every time you
> >reconnect. It also happens that the visible list is not working
> >correctly.
>
> I have not seen this problem at all, but I have not been on the ICQ
> lately.

I turns out that this is affecting pretty much all older clients that rely on version 5 of the ICQ protocol. Seems to be affecting even ICQ 98a as well as mICQ, Licq and a bunch of other clients according to messageboards around the www.

There is a chance that the feature to save contact list on server must be supported by the client in order to get rid of the newly introduced problems.

Regards,

Joakim

3893. Re: Icons, MagicMac and palettes

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 16:14:52 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.cmmchder@localhost>
Source record: 41513

Hi Hallvard,

> The problem is that depending on the resolution I choose to run
> MagiCMac in, the icons either show up correctly, or they end up
> extremely ugly. I believe this has something to do with the palettes,
> but what do I do in order to make them show up properly -all of them?

Since no one else seems to be keen to reply, I will do my best.

I think the main problem is that the icons afaik depend on a certain system palette, where up to 256 colours are specified. IIRC the CICON addresses the AES colour index directly, hence why the palette must be set to match the palette under which the icons were created/mapped. The only standard we have these days, is the NVDI palette (also used by CAB I think)

At least I think this is what needs to be done. I don't know if CICONS with >256 colours are possible, and the icons in the Atari Icon Library are only 16->256 colours.

I found this from an older thread about the same thing:

-- SNIP --

> I have used GEM-view 3.16/3.17 extensively for 2 years now, and its a
> fine program. One thing always has annoyed me...what IS the STANDARD
> 256 colour system palette? This issue I have not been able to sort
> out, because always I cannot get software retaining the system
> palette when I have created 256 XIMG piccies for my old MagiC
> desktop. I'm having trouble as well with 16 colour XIMG pics and
> converting them to CICON's for use as desktop/window icons. Is there
> a standard for the Atari system palette? If there is, no 2 pieces of
> software seem to have the same interpretation of that...

I battled with this myself. In the end I simply used the system palette that CAB adheres to. Run CAB while in 256-color mode and then, with an ACC or CPX, look at the system palette: it's comprised of the 16 core colors, followed by the "Web-safe" colors, and then finally by 30 or so "special" colors. These special colors are significant because they compensate for the limitations of the core and Web-safe colors, allowing for more accurate color definitions when remapping an icon or background image. The key is for the system palette to have the broadest spectrum of colors available.

If your system palette is matched with CAB's, there'll be no palette swapping when alternating between the desktop, especially important if you're using icons and a background image with more than the 16 core

colors. Jinnee users won't experience this because the system palette
is integrated.

-- END SNIP --

3894. UK auctions of various items including many ST items and a few amiga items.

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 16:58:32 UTC
From: Martin Wilson <martin.wilson@ukonline.co.uk>
Message-ID: <d1eurtc2akiq8ovmhh8mok3jael1e42r8k@4ax.com>
Source record: 41515
Cross-posted to: comp.sys.atari.st,news.misc.sys.atari.st,rec.games.video.atari,comp.sys.amiga.marketplace

```
l
Many items not currently listed so if your interested check back over
the next few days. Always interested in swops too.

http://user.auctions.yahoo.com/uk/user/bonzo_banana?
```

3895. Re: Megafile problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 17:49:50 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <fhdurtg1r9pjbb75041iclsm04bc2eelsb@4ax.com>
Source record: 41516

On Sat, 06 Oct 2001 11:07:34 GMT, "J&B" <j_b@pandora.be> wrote:

>Hi,
>
>My Megafile 30 is not responding anymore and I suspenct the cable to be
>broken. Does someone has the wire diagram for this cable so I make a new one
>and test it again?
>The problem is: when I start the system, without the megafile connected but
>with a diskette inserted I get the GIU. When I start it with the Megafile
>connected, I get the same GIU. I can not see the hard drives I once
>partitionned and formatted. I used this system some years ago for the last
>time and It was working perfectly. Now I donnot remember anymore how this
>TOS worked.
>Could someone give me a hint please?
>
>Thanks a lot,
>
>Jake
>

The first thing to check is whether or not the hard disk drive
mechanism inside the Megafile case is actually "spinning up".

When you turn the power on you should hear the drive start up (not
just the fan noise) and begin turning, and then start "clicking" a bit
as the heads seek.

You might have to put your ear right against the case to be able to
hear these "startup" sounds.

There used to be a problem with the hard drives used in the era of the
Megafiles, where the read/write heads would actually "stick" to the
surface of the disks (a condition called "stiction"), and sometimes
the motor wouldn't have enough power to break the bond, especially if
the drive had been sitting unused for a long period of time.

If you do hear all the startup noises, and the drive spinning up,
that's good news-

Other "good news" is that those hard drive cables are pretty tough- it
would take a lot of abuse to break one. It's a possibility, but it's
likely to be something else.

Do you have the hard drive driver floppy disk to install the Megafile?

BobR

3896. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 18:57:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbf61967ac7391@pandora.be>
Source record: 41518
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
----------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/2nd_text.zip (22.262 bytes)
(old German-only texteditor)

**game**
ftp://chapelie.rma.ac.be/atari/game/airwarrior.zip (132.790 bytes)
(Air Warrior is a multiplayer aerial combat simulation. ST-MID)

ftp://chapelie.rma.ac.be/atari/game/anduril.zip (19.786 bytes)
(Labyrinth game with nice mono graphics)

ftp://chapelie.rma.ac.be/atari/game/go_up.zip (17.198 bytes)
(Go-up is very similar to Loderunner. German only)

ftp://chapelie.rma.ac.be/atari/game/scribble.zip (21.632 bytes)
(Scrabble for ST-high, German only)

ftp://chapelie.rma.ac.be/atari/game/shogun.zip (37.326 bytes)
(An old board game. German only)

ftp://chapelie.rma.ac.be/atari/game/thinkwork.zip (7.133 bytes)
(A small version of Sokaban (ST-high/Low). German only)

ftp://chapelie.rma.ac.be/atari/game/wator.zip (24.249 bytes)
(A old game of life simulation with fishes and sharks. scr included.
German language)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/stik2/qdial53.zip (61.999 bytes)
(Dialer interface for STik 2)
```

midi
ftp://chapelie.rma.ac.be/atari/midi/musicedd-660.zip (897.714 bytes)
(a notation prg with Midi in/output. German only)

mint
ftp://chapelie.rma.ac.be/atari/mint/filesys/ext2/ext2fs-0.61.tgz (22.409 bytes)
(Ext2 filesystem driver for freeMiNT)

ftp://chapelie.rma.ac.be/atari/mint/net/mfp-0.30.tgz (45.325 bytes)
(fast MFP driver for frreMiNT)

network
ftp://chapelie.rma.ac.be/atari/network/other/c64copy.lzh (33.026 bytes)
(copy files from C64 and vice versa.
English, German, Swedish version)

ftp://chapelie.rma.ac.be/atari/network/other/c64demo.lzh (13.637 bytes)

ftp://chapelie.rma.ac.be/atari/network/other/magic-net/magxnet_1_3_7b.zip (230.759 bytes)
(MiNT-net port for MagiC.
The full archive (driver, MIFs, tools, config, /etc files, cab.ovl,
aFTP patch). MagiCNet now passes a MiNT compatible kernel structure
to the loadable interfaces, most ethernet drivers should work now by
just renaming them to <driver>.MIF.)

programming
ftp://chapelie.rma.ac.be/atari/programming/wndm0901.zip (1.176.641 bytes)
(WinDom is GEM library, a tool for GEM programming)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/disktools/diskus38_demo.zip (71.079 bytes)
(Universal harddisk/floppy tool. Defragmentation, data check,
data save, disk monitor. German only)

ftp://chapelie.rma.ac.be/atari/utilities/disktools/hddriver81_demo.zip (129.822 bytes)
(Harddisk driver. German/English version)

ftp://chapelie.rma.ac.be/atari/utilities/file_search/find_it.tos (187.190 bytes)
(very powerfull and nice programmed search tool. For the moment
French only)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3897. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 19:41:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200110062141.a23271@wun.maus.de>
Source record: 41527

Hallo Jo Even!

JES>However, some of the logic on the motherboard doesn't work reliable
JES>above 25MHz, so I have to replace three small 74157-chips with faster
JES>ones.

That's my experience, too. My Milan would even work with jumpers set to 30MHz,
but only as long as I don't try to access the SCSI card :-(

My SMD soldering experience being non-existant, I don't want to do this
modification myself. Thus, I've got to stay at 25Mhz :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3898. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 21:36:23 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9pntgn$q3d$1@zingo.tninet.se>
Source record: 41519

```
On 6 Oct 2001 12:38:13 +, Frank Naumann wrote:
>Hello Jo!
>
>> Actually, when it comes to raw CPU-power it's not as fast as my Falcon/AB,
>> and the graphics-card is noticable slower than the Eclipse in my Falcon.
>> However, I'm going to do something about this ASAP, and will hopefully
>> have fitted a 33MHz upgrade and a RageII-card with fVDI this year.
>
>Yes, yes, yes, a working RageII card would be super!
>
>
>Tschuess
> ...Frank
>
A RageII would in deed be a nice card, let's go Johan!
```

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3899. Re: John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 22:32:04 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9po0p4$1dp$1@news.panix.com>
Source record: 41520

James Haslam <jfhaslam@zetnet.co.uk> writes:

: Hi all!

: Anyone have a new email/URL for John Rojewski?

: The Newsie homepage is down and his email just bounces.

: Cheers!

: James

So sad, too bad, but the lastest version of Newsie, found on chapelie,
makes my STe behave better. Newsie 94 works fine on my TT, but my STe
crashed when the message count in a usenet group was wrong.

Do not know what changed, but I like it.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3900. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 22:48:16 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9po1ng$14n$1@zingo.tninet.se>
Source record: 41521

On 6 Oct 2001 14:33:00 G, Jo Even Skarstein wrote:
>
>It does have jumpers to select clock speed, in fact it can be set to run
>at upto 50Mhz. However, some of the logic on the motherboard doesn't work
>reliable above 25MHz, so I have to replace three small 74157-chips with
>faster ones.
>
Could you tell me exactly which three chips it is? Some more speed is
always useful ;-) I remember seeing something about this on a German
page, but my understanding of German isn't up to start messing about
with the hardware.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3901. Re: Dead monitor - any ideas what might

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 22:51:35 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bbf8af7$0$13421@news.zetnet.co.uk>
Source record: 41522

Hi David and Edward,

Thanks for the replies.

On 5 Oct 2001 22:33:34 G, David Smith wrote:
>If you have a SM124 made by Goldstar, which has the brightness, contrast
>and off/on volume recessed on the right side of the monitor, the most
>likely cause is blown capacitor(s).....

I'll take a look and see if I can spot anything, I know it's not worth a whole lot of money, I just hate throwing away stuff that could maybe be repaired.

Cheers

Paul

3902. Re: Dead monitor - any ideas what might be

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 22:56:25 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9po26p$4pm$1@news.panix.com>
Source record: 41523

Edward S. Baiz Jr. <ebaiz@skyenet.net> writes:

: On 5 Oct 2001 19:37:27 G, Paul Williamson wrote:
: >Hi all,
: >
: >One of my SM124 monitors just went blank the other day. It was being
: >used on an STe but I know the computer's O.K. as it works fine with a
: >spare monitor.

That is a new one on me, I think. I have fixed a bunch of them, and have a lot of spares.

I, personally, would check the rectifier diode bridge, since you may be getting half-wave rectification. I would replace all the diodes, since on of those 120 volt diodes on 20 volt service failed, and caused me to rewind the power transformer twice, by hand.

And while I was in there, I would replace the flyback timing 2.2 uf unpolarized capacitor, which can cause flyback failure. I made up a 2.2 uf out of plastic capacitors, which are unpolarized, and electrical tape to make them into a bundle. Soldered long leads to the bottom of the original holes, and tossed the bundle up under the bottom of the tube.

The tube is not a big problem, if you know of a tube rebuilder. The sm124 design started out life as a NCR bank machine monitor, and tube rebuilders have a lot of spare guns. So, for that matter, did the SM1224 and there might be guns for those.

So, even if only one component has failed, I would replace at least five, before putting the case back on.

: >
: >The only clue is that the power LED on the front is very dim, in fact it
: >seems to fade (but stay on) shortly after power-up, and the screen stays
: >dark. Any chance this might be a simple one-component repair, or does it
: >sound fairly disastrous, like maybe the tube blown ?

Yes, does sound like half wave rectification. Get better rating diodes than the ones in there, which are pretty good at it is.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

3903. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 23:42:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9po4spfdk1@snipp.uninett.no>
Source record: 41524

Lyndon Amsdon <bindon@madasafish.com> wrote:

> It's based on PC chipset right? It'll probably do 66Mhz, as most 486s
> will do 66Mhz bus even though the manuals say 50Mhz max. You going to do
> it? You know you want to Jo!

No, 486-based systems rarely runs above 33Mhz, and 33Mhz is the limit on
the PCI-bus anyway. I don't think the Milan would run reliably above 33MHz
even with modifications.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3904. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-06 23:49:37 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9po5ahfdk2@snipp.uninett.no>
Source record: 41525

Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:

> Could you tell me exactly which three chips it is? Some more speed is

Yes, there are three 74xx157 (don't know the exact spec, as I haven't checked it myself) under the CPU that needs to be replaced with faster ones. Check Ingo Schmidt's homepage for more info, I don't have the URL here but check my PC's hotlist at http://jo-even.dyndns.org/default.asp?page=search (check the Atari-directory).

> always useful ;-) I remember seeing something about this on a German
> page, but my understanding of German isn't up to start messing about
> with the hardware.

You have to remove the CPU, and replace three surface mounted chips. It's not really difficult, but don't do it if you don't trust your soldering skills...

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

3905. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 02:56:43 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110061856.7612f9e2@posting.google.com>
Source record: 41526

Wow, at only $95 it seems worth the risk -- are you going to go for it?

Galen

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bbb7c2c$0$13421@news.zetnet.co.uk>...
> On 3 Oct 2001 12:51:56 -, Galen wrote:
> >Can you post an URL so I can look at it?
>
> http://www.adtron.com/pdaspc.htm (the manufacturer's page)
>
> It's also on www.kodak.com where it's advertised as coming with the
> CompactFlash adaptor, and the UK supplier I've found is Peak I think -
> haven't got a URL to hand for that.

3906. [ebay] Falcon w/ Centurbo

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 03:56:25 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BBFD269.FCC62E7F@jps.net>
Source record: 41528

Offering a Falcon equipped with the fabulous Centurbo IIB accelerator.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1282600374

Thanks for looking.

3907. [ebay] Falcon w/ Centurbo

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 03:58:18 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BBFD2DA.EB4F4753@jps.net>
Source record: 41529

Offering a Falcon equipped with the fabulous Centurbo IIB accelerator.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1282600374

Thanks for looking.

3908. Re: Cable Modem for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 05:28:50 UTC
From: sinclap@nospam.net
Message-ID: <071020010026364512%sinclap@nospam.net>
Source record: 41530

In article <CL9s7.2366$n12.36817@newsfeed.slurp.net>, Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

Looked at a Global Village Cable Modem kit today. Compatibility lists only the Mac with ethernet. Nothing about ST or Falcon support on the box

> Hello,
>
> Carey Christenson emailed with a question regarding a cable modem for
> the Falcon. It is below. If you can help, post your message here.
> Thanks...
>
> ==
>

sinclap!
somewere in mn

3909. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 05:33:48 UTC
From: sinclap@nospam.net
Message-ID: <071020010031342425%sinclap@nospam.net>
Source record: 41531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <dreibel-F2FFAB.21442528092001@news1.on.sympatico.ca>,
Daniel Dreibelbis <dreibel@sympatico.ca> wrote:

Looks like know one cares since there has been no follow up.

> having just gotten my Handspring Visor Deluxe, I decided to see just
> what was out there in the way of programs, and particularly those
> E-Books out there.

Have the Visor as well. The new Sony one with integrated MP3 playback
plus awesome styling has begun to eat in Palm's and Handspring's donut

> well, I just happened to go onto the Aportis website (they make a
> document reader for Palm OS) and saw they have an E-book section.
>
> Wouldn't you know it - someone has come up with an E-book History of
> Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> too. Lots of info and fun facts about Atari - did you know that they
> sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> the Atari computers, from the 8-bit to the Falcon

Sure made your day did it not?

> If you've got a Palm or compatible and want to check it out, go to
> http://www.aportis.com/library/index.html and click in the Computers
> section. You'll need an E-book reader to load and read it.
>
> BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> it, and so you should be able to grab ahold of one of these for a good
> price. I got ahold of a refurbished one from the Handspring web site for
> $119 US + free shipping. This thing has as much RAM as my TT does, and
> it's turning out to be pretty useful for work-related stuff. Now I'm
> getting ready to order a digital camera Springboard module for it :)

You must be estatic...-) Not!

sinclap!
somewere in mn

3910. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 06:35:10 UTC
From: sinclap@nospam.net
Message-ID: <071020010132573934%sinclap@nospam.net>
Source record: 41532
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <upyours-40BA26.07494302102001@news1.on.sympatico.ca>, Razor
Rikel <upyours@nunyabeezwax.com> wrote:

> In article <021020010122591981%sinclap@nospam.net>,
> <sinclap@nospam.net> wrote:
>
> > In article <upyours-21C170.18251928092001@news.bellglobal.com>, Razor
> > Rikel <upyours@nunyabeezwax.com> wrote:
> >
> > > > > > > sincrap!
> > > > > > somewere in never never land
> > > >
> > > yup, as usual sincrap send out unfortunate message of his latency: he
> > > believe in fairies.......
> >
> > That Epic is developing for the Amiga? Or a fantasy on yourself? Or
> > just denial?
>
> so, yer in a denial dat yer homer sexual?

You disapprove of homosexuals? If so, does 'Chunks' no this?

> As usual , sincrap fantasy is dat sincrap has a life.
>
> >
> > sincrap!
> > somewere in mpls
>
> jerkin' his gherkin' ta picture of Phil Schiller...

How long have you been thinking about that?

sinclap!
somewere in mn

3911. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 06:36:55 UTC
From: sinclap@nospam.net
Message-ID: <071020010134410220%sinclap@nospam.net>
Source record: 41533
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <37bc9e37.0110020428.3b0ab91f@posting.google.com>, Richard Hutnik <richardhutnik@hotmail.com> wrote:

> <sinclap@nospam.net> wrote in message
> news:<260920012322387326%sinclap@nospam.net>...
> > See it at www.Amiga.com
> >
> > Oh well....
> >
> > sinclap!
> > somewere in mn
>
> Petey, one would of thought you would of gotten a life by now. I
> guess those that did were wrong.
>
> - Richard Hutnik

I have one thank you...and you? If you notice the time stamp when most of my posts go out..This is fun time..

sinclap!
somewere in mn

3912. Re: Cable Modem for the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 06:38:28 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <eGSv7.26586$jE3.3171876@news6-win.server.ntlworld.com>
Source record: 41534

sinclap@nospam.net wrote:

> In article <CL9s7.2366$n12.36817@newsfeed.slurp.net>, Edward S. Baiz
> Jr. <ebaiz@skyenet.net> wrote:
>
>
> Looked at a Global Village Cable Modem kit today. Compatibility lists
> only the Mac with ethernet. Nothing about ST or Falcon support on the
> box
>
>> Hello,
>>
>> Carey Christenson emailed with a question regarding a cable modem for
>> the Falcon. It is below. If you can help, post your message here.
>> Thanks...
>>
>>
==========
>>
>
> sinclap!
> somewere in mn

A cable modem should be happy connecting to your toster - as long as it's
got an ethernet port.

--
~~~~
FBM
~~~~

3913. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 06:47:06 UTC
From: sinclap@nospam.net
Message-ID: <071020010144476659%sinclap@nospam.net>
Source record: 41535
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BBA9566.C45F0227@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

>
> Yes what I say is fact (ie truth). The amiga has always had its adherants
> who like its stronger features. and unlike you most of them don't spew utter
> bullshit at every oppurtunity. Btw, when are you gonna admit the real
> reason you NEVER visit csma even though you claim to be a mac advocate and
> "apple power rep"?
>

Oh..You have not been in comp.sys.amiga.advocacy lately have you?

Yes, I do read through c.s.m.a. Whats your excuse?

sinclap!
somewere in mn

3914. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 09:51:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad552@madasafish.com>
Source record: 41542

Hi Jo!

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> It's based on PC chipset right? It'll probably do 66Mhz, as most 486s
>> will do 66Mhz bus even though the manuals say 50Mhz max. You going to do
>> it? You know you want to Jo!
>
>No, 486-based systems rarely runs above 33Mhz, and 33Mhz is the limit on
>the PCI-bus anyway. I don't think the Milan would run reliably above 33MHz
>even with modifications.

Ahem, ever heard of Vesa bus, or VL as it's sometimes called. I had it
running as 66Mhz with my AMD DX4 set to 2x multiply to give me a CPU speed
of 133Mhz. Problem was that the VL bus was a bit unstable when it came ti
running DOS and I think the DRAM was being pushed way over it's limits,
especially as it's only FPM!!! But it runs everyday with 50Mhz bus and VL
cards are stable, it clocked in the speed of a DEC 486 server, nice :)
--
Lyndon Amsdon

3915. Re: Anyone using Emagic Logic 2.5?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 10:27:26 UTC
From: d.briel@free.fr
Message-ID: <3bc02e0d$0$3657$626a54ce@news.free.fr>
Source record: 41536

On 2 Oct 2001 20:54:55 +, "Paul CAILLET" wrote:
Hi Paul,

>Hello Bob !
>
>> ftp://dir.mcc.ac.uk/pub/emagic/LOGIC/UPDATES/ATARI/
>>
>> You've certainly got the last version of Logic Audio Falcon there.
>
>Yes, of course ;-)
>I have got Logic 2.01 ;-)
>We are searching Logic 2.5 ... and we can't find Logic 2.5 on this FTP :-(
Not surprising. As far as I know, the upgrade to Logic 2.5 was/is
commercial. I paid 995 FF for it from the French distributor.

>Does anyone have it?
>Please ... help ... I need somebody to help ...
If you're willing to buy it, I think someone in the French newsgroup
should be able togive you the address of a French distributor (it was IML,
but my understanding is that Emagic activities were taken over by another
company).

No idea who would be the English distributor.

Hope this helps.

--
Didier BRIEL

3916. Long overview of Mac OS 10 audio features

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 10:30:31 UTC
From: dennis.scp@multiweb.neespem.nl.invalid
Message-ID: <1f0wpvb.i6ephz18itvi8N%dennis.scp@multiweb.neespem.nl.invalid>
Source record: 41537

Apple betting audio pros will like Mac OS X 10.1
by Dennis Sellers, dsellers@maccentral.com
October 5, 2001 2:30 am ET
http://maccentral.macworld.com/news/0110/05.audio.php

Now that Mac OS X is quite polished with version 10.1, Apple is betting that the next generation operating system will continue to keep the Mac popular among musicians, audio pros and music educators.

In promotional/review materials for Mac OS X 10.1, Apple boasts that the operating update "introduces an array of audio capabilities that will ensure Apple's place as the preferred platform for music and audio." The new audio services are designed to make music systems more powerful and easier to configure than ever before. So what's included in the feature set that "lays the foundation of the next generation of killer music and audio applications"? Let's see what Apple is promising.

High resolution audio, for starters. The professional standard for high-resolution audio is 24-bit/96-kHz audio. Mac OS X 10.1 goes beyond this standard by managing all audio as 32-bit, floating-point data. "So your Mac not only efficiently handles today's high-resolution audio, but it's prepared for tomorrow's even higher resolution audio formats," Apple says.

Multichannel audio. The Mac operating system has historically offered two-channel stereo output only. While that may be okay for some applications, Mac OS X 10.1 is designed to handle higher-end software by delivering native multichannel audio capability scaleable to "n" channels, which enables features like 5.1 channel surround sound from your Mac. It also provides software with multichannel recording capability, which gets rid of the third-party middleware that was once needed to deliver over two channels of audio to hardware devices.

Mac OS X's HAL (Hardware Abstraction Layer) provides high-performance, ultra-low latency communication between apps and I/O (in/out) devices that's "measurably more efficient than in previous solutions," according to Apple. The result: there's no delay for timing sensitive audio data as it makes its way from the input device through the Mac OS X audio infrastructure to output. Apple says that Mac OS X is fast enough that musicians can play MIDI instruments through the computer in real-time. This means they could use the Mac as an effective synthesizer for live performance. Apple says "this kind of audio performance hasn't been available on any other computer platform without expensive and time-consuming system modifications" and that it "rivals the performance of specialized audio hardware."

Mac OS X also makes another break from tradition. No longer does the Mac operating system have to use third-party software to manage MIDI. Mac OS X includes MIDI services that Apple describes as "world class," providing software apps with the ability to manage MIDI and define a system wide MIDI configuration that's available to all applications. What's more, Mac OS X provides music services (the fundamental functions of MIDI sequencers, including common MIDI editing routines like cut, copy, paste and repeat) to applications.

Digital audio can also be enhanced with digital signal processing (DSP) plug-ins that process audio, such as applying reverb or distortion, and send the processed audio back through the audio system. Though DSP plug-ins for the Mac have flourished over the years, they come in a variety of formats that aren't always compatible so developers have often ended up making different versions of their plug-ins for different applications. Mac OS X is designed to make audio plug-ins more universal by offering a system-level plug-in protocol called Audio Units.

Apple says that Audio Units offer the Mac developer community a way to deliver plug-ins that will work with all the audio apps running on the Mac. Mac OS X 10.1 delivers several Audio Units, including a Velocity Engine optimized reverb and a sample rate converter.

The new audio architecture of Mac OS X will combat two problems that relate to timing, one endemic to the process of recording and the other a by-product of its new "industrial strength" OS.

A significant challenge of music recording and production is to ensure that tracks presently being recorded can be synchronized to previously recorded tracks, and also to ensure that they can be written back to disk correctly in time. (The delay between reading the previous tracks from the hard disk and routing them to the musician is called latency.)

Prior to Mac OS X, companies developed their own technologies, which included buffering, to combat latency and to allow audio tracks and MIDI channels to be routed to the artist in unison, enabling the musician to play "in sync." Digidesign's TDM (time-division multiplexing) and Steinberg's VST (Virtual Studio Technology) are two examples of this type of technology for dealing with audio. (The inclusion of folders bearing these acronyms in OS X's libraries indicates both these technologies will be accommodated in OS X.)

The preemptive multitasking and virtual memory capabilities of OS X's BSD core, where the CPU will be called upon to regulate computing time between a variety of applications and processes, would have proven too great a challenge for a third party developer to combat. (Under previous versions of Mac OS, most sequencer developers have required that virtual memory be turned off.) Moving these services inside the OS frees developers to concentrate on enhancing their interfaces and adding post-production capabilities.

And MIDI (Musical Instrument Digital Interface) timing and device control in OS X will finally move beyond the venerable OMS (Open Music

System) and Mark of the Unicorn's FreeMIDI applications. The presence of Doug Wyatt (the developer of OMS) on Apple's music team shows that the company will build upon -- and presumably surpass -- the world standard in this area. The document distributed at WWDC claims that OS X will handle MIDI with a latency factor of one millisecond, almost real-time performance.

Of course, the power of this audio infrastructure won't be realized until music apps go Mac OS X native. But it's happening. BIAS is bringing Peak and Deck to the next generation operating system; Logic is on the way from E-Magic. And others are in the works.

Peak and Deck are the two flagship products from BIAS. Peak is the company's two-channel digital audio editing program for the Mac. The Carbonized version is scheduled to be released in November, making BIAS one of the first developers to release a professional audio tool to support the new Mac operating system, according to Christine Berkley, BIAS vice president of marketing.

A Carbonized version of BIAS Deck -- the multitrack audio editing, mixing, and signal processing program, with support for up to 999 virtual tracks, real-time automated mixing and multiple plug-ins -- is due soon after the Peak release, she added. Along with supporting all the enhancements provided by MX OS X, the forthcoming versions of Peak and Deck will also run under OS 9. In developing these new versions of Peak and Deck, BIAS is working to ensure that both programs are fully compliant with Core Audio, a key component of Mac OS X, Berkley said.

"Our customers will certainly benefit from OS X's more publicized features, such as protected memory space for enhanced system stability and of course, the very cool Aqua interface," she added. "But thanks to Core Audio, Peak and Deck will also support new generations of multichannel, multiclient hardware, with performance that can exceed 24-bit / 96kHz. Just imagine, for instance, running Deck on channels 1 through 6 of an audio interface, while simultaneously running Peak on channels 7 and 8 -- and that's just the tip of the iceberg."

Details such as pricing and new feature enhancements for the forthcoming Mac OS X-compatible versions of Peak and Deck haven't been announced yet.

A Carbonized version of Deck VST 3.0, their multitrack digital audio workstation, is also in the works. Deck offers support for VST, Steinberg's widely adopted real-time plug-in format. The latest version, Deck VST 3.0, ships with more that 25 free VST plug-ins, including Waves AudioTrack, featuring Paragraphic EQ, Compressor, Limiter, Expander and Gate.

Emagic, a manufacturers of software and hardware for music and audio production, is beta testing Mac OS X versions of Logic Audio 5.0, and drivers for the Unitor8 MkII, AMT8 and MT4 MIDI interfaces and the EMI 2I6 audio interface are due any day now.

The company's Mac OS X support reinforces the Mac's position as the platform of choice within the professional music, film and multimedia industries, according to Dr. Gerhard Lengeling, founder and chief developer of Emagic.

Logic Audio is a music and audio production software package that combines digital audio recording and editing, digital signal processing, MIDI sequencing and music notation. It's targeted for those into music and audio production and post-production.

"From the very beginning, it was important for us to support Apple's new driver concept for MIDI and audio hardware because it's the best way to use recording programs with Mac OS X," he said in a statement. "Our new music production suite will support many of Mac OS X's new features, such as memory protection for increased system reliability, the new graphics engine with transparency and flicker-free performance, real-time window sliding and improved memory management."

Drivers for the Emagic MIDI and audio interface series fulfill the requirements of the new MIDI and audio driver standards of Mac OS X, Lengeling said. By chaining up to eight Unitor8 MkII and AMT8, up to 64 separate MIDI inputs and outputs, or 1024 MIDI channels, are supported. In addition, the EMI 2I6, the 24 Bit-capable USB audio interface, has two analog inputs and six analog outputs, as well as one S/PDIF digital input and one S/PDIF output.
***
Well that looks promising, I'd say.
Please note that Apple is still selling (G3) models without Altivec/Velocity Engine. Besides DSP/vector stuff the engine can also do multiple floating-point operations per cycle making it run as if there are multiple cores on the chip. So you are better off buying a Powerbook G4 than the cool iBook. Also note that you can upgrade a cheaper Powermac G4 tower to include dual G4 chips, with 2MB high speed cache. Whatever you do don't buy regular RAM from Apple, get GBs dead cheap elsewhere. If you're tinking of secondhand, you should probably wait untill new models are introduced early next year.

--
Dennis SCP [nl,en,(de)] Kuyichi
Je sponsort nu TV reclames van je merkkleding, waarom geen merkkleding kopen waarbij jouw geld arbo verbetering in arme landen eist?
Kuyichi - Trendy jeansware & fair trade - Amsterdam: Jeff

3917. Re: John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 10:42:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad553@madasafish.com>
Source record: 41543

Hi Jim!

>James Haslam <jfhaslam@zetnet.co.uk> writes:
>
>: Hi all!
>
>: Anyone have a new email/URL for John Rojewski?
>
>: The Newsie homepage is down and his email just bounces.
>
>
>: Cheers!
>: James
>
>So sad, too bad, but the lastest version of Newsie, found on chapelie,
>makes my STe behave better. Newsie 94 works fine on my TT, but my STe
>crashed when the message count in a usenet group was wrong.
>
>Do not know what changed, but I like it.

Why not try Okami? It's great, I will register Jos but I've had a lot of
expensies recently and now my soldering irons element has gone and I'm
left with an underpowered (15W) Weller.
--
Lyndon Amsdon

3918. ATARI ste editors (take500)

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 11:04:20 UTC
From: quincysmith84@hotmail.com
Message-ID: <5daa04b7.0110070304.4f2b6631@posting.google.com>
Source record: 41538

I'd be very pleased if anyone could instruct me on how to use software found on the net on an atari computer. The software in question is an editor for the Yamaha tg500 sound module. I think its called 'take 500'. I dont have a PC but have access to one at university. At home i have an Atari STe midi'd up to a Yamaha tg500. The problem is that the Atari doesnt read the software i've downloaded at univeristy. Do i need some kind of conversion?. It's the same problem i have with sound samples for my Emu 6400 sampler, it doesnt read the wav. files that i download through the internet, i should imagine i need some kind of conversion for this as well. If anyone can help, it would be great but bare in mind that i am a novice when it comes to using P.Cs
THANKS

Quin.

3919. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 11:08:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110071308.a9528@su2.maus.de>
Source record: 41589

SS>I'm mortally wounded by that!!, NOT!!, arsehole bandit!!.
^^^^^^^^
I'm sad there are people with restricted vocabulary.

3920. Re: Long overview of Mac OS 10 audio featur

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 11:37:12 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bc03e68$0$13422@news.zetnet.co.uk>
Source record: 41539

Hi Dennis!

On 7 Oct 2001 12:30:31 +, Dennis SCP wrote:
>Apple betting audio pros will like Mac OS X 10.1
>by Dennis Sellers, dsellers@maccentral.com

I'm sorry but why have you just wasted bandwidth for all of us? It might be of interest to those who have Macs, but there is nothing about Atari mentioned here.

It should have only been posted to a Mac group and not to here.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

3921. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 11:56:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ppftn$kt2$1@snipp.uninett.no>
Source record: 41540

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> My SMD soldering experience being non-existant, I don't want to do this
> modification myself. Thus, I've got to stay at 25Mhz :-(

Just take it to a local electronics shop. A skilled professional will only
use a few minutes to replace those chips.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3922. Re: Long overview of Mac OS 10 audio featur

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 12:18:14 UTC
From: dennis.scp@multiweb.neespem.nl.invalid
Message-ID: <1f0wvmb.13u9pokuf2wl9N%dennis.scp@multiweb.neespem.nl.invalid>
Source record: 41541

James Haslam <jfhaslam@zetnet.co.uk> wrote:

> It should have only been posted to a Mac group and not to here.

Whoops, picked the wrong group from the popup list. Sorry about that.
--
Dennis SCP [nl,en,(de)] Kuyichi
Je sponsort nu TV reclames van je merkkleding, waarom geen merkkleding
kopen waarbij jouw geld arbo verbetering in arme landen eist?
Kuyichi - Trendy jeansware & fair trade - Amsterdam: Jeff

3923. Re: John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 12:27:41 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3bc049d1$0$3120$626a54ce@news.free.fr>
Source record: 41544

Hello Jim !

> So sad, too bad, but the lastest version of Newsie, found on chapelie,
> makes my STe behave better. Newsie 94 works fine on my TT, but my STe
> crashed when the message count in a usenet group was wrong.
>
> Do not know what changed, but I like it.

If someone need Newsie 96, you can got it at
http://atari.music.free.fr/download/newsie96.zip

I've got Newsie 96 patch1 too ...
If someone need it, please send me an e-mail at paulcaillet@altern.org

Bye ...

--
Paul CAILLET.
paul.caillet@free.fr

3924. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 12:40:34 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9ppig2$kt2$2@snipp.uninett.no>
Source record: 41545

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Ahem, ever heard of Vesa bus, or VL as it's sometimes called. I had it
> running as 66Mhz with my AMD DX4 set to 2x multiply to give me a CPU speed

Yes, I had one of those myself, although it never worked properly above
50MHz. But the Milan doesn't have VESA, but PCI (thus nothing in common
with pure VL-based 486 except that both fit in AT-cases.), and PCI is
limited to 33MHz. It's *possible* that the Milan itself will work above
33MHz, but what about the PCI-cards?

> of 133Mhz. Problem was that the VL bus was a bit unstable when it came ti
> running DOS and I think the DRAM was being pushed way over it's limits,
> especially as it's only FPM!!! But it runs everyday with 50Mhz bus and VL
> cards are stable, it clocked in the speed of a DEC 486 server, nice :)

I had one of those rare and late 486 with both ISA, VESA and PCI, and a
Pentium Overdrive clocked at 133Mhz (PCI 33MHz, VL 66MHz). What a piece of
junk... It's by far the worst PC I've owned, I think I had it for a month
or so before I sold it with a huge loss. It did finance a 14Mb card for my
Falcon though, which at that time cost me around GBP330...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

3925. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:01:32 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-006E2D.09013207102001@news1.on.sympatico.ca>
Source record: 41546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <071020010031342425%sinclap@nospam.net>,
The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:

>
> Looks like know one cares since there has been no follow up.

ironically, there has, TiFKAS. You just have been too stupid to look.

And speaking of stupid: it's spelled "no". More proof that no one in
the Mac industry would hire such a drooling moron as you to represent
them.

>
> > having just gotten my Handspring Visor Deluxe, I decided to see just
> > what was out there in the way of programs, and particularly those
> > E-Books out there.
>
> Have the Visor as well. The new Sony one with integrated MP3 playback
> plus awesome styling has begun to eat in Palm's and Handspring's donut

yes, TiFKAS, we all know about how much you like to "Palm" yourself :)

>
> > well, I just happened to go onto the Aportis website (they make a
> > document reader for Palm OS) and saw they have an E-book section.
> >
> > Wouldn't you know it - someone has come up with an E-book History of
> > Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> > too. Lots of info and fun facts about Atari - did you know that they
> > sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> > the Atari computers, from the 8-bit to the Falcon
>
> Sure made your day did it not?

it did - the whole book is tull of the facts about Atari - and proved
that, as far as your disinformation campaigns, you're full of it.....

> > BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> > it, and so you should be able to grab ahold of one of these for a good
> > price. I got ahold of a refurbished one from the Handspring web site for
> > $119 US + free shipping. This thing has as much RAM as my TT does, and
> > it's turning out to be pretty useful for work-related stuff. Now I'm
> > getting ready to order a digital camera Springboard module for it :)
>
> You must be estatic...-) Not!

You're certainly not serious about getting ahead and bettering
yourself, can't even spell "ecstatic"

Now go out and play in traffic, little boy.....

>
> sinclap!
> somewere in mn

burrowing his head "you-know-where" in order to keep his prodigious
ears warm.....

3926. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:09:38 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-FDBAF3.09093807102001@news1.on.sympatico.ca>
Source record: 41547
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <071020010132573934%sinclap@nospam.net>,
<sincrap@nospam.net> wrote:

> > so, yer in a denial dat yer homer sexual?
>
> You disapprove of homosexuals? If so, does 'Chunks' no this?

no, I don't. But yer in obvious denial dat you have homer sexual
tendencies...

an' lookit you, now yer once again claimin' dat Dan is homer sexual,
after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
like a homophobe an' claimin yer a big stud - read, YOU - often turn out
ta have homer sexual tendencies.

> > jerkin' his gherkin' ta picture of Phil Schiller...
>
> How long have you been thinking about that?

how long have ya been poundin' yer poodle ta same picture?

3927. Re: Long overview of Mac OS 10 audio featur

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:13:12 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-C3ED2F.09131207102001@news1.on.sympatico.ca>
Source record: 41548

In article
<1f0wvmb.13u9pokuf2wl9N%dennis.scp@multiweb.neespem.nl.invalid>,
dennis.scp@multiweb.neespem.nl.invalid (Dennis SCP) wrote:

> > It should have only been posted to a Mac group and not to here.
>
> Whoops, picked the wrong group from the popup list. Sorry about that

that's okay, mistakes will happen.

Now if TiFKAS had done this... wait, TiFKAS has shriveled up to such
a babbling old buffoon that it's not much as fun to flame him anymore.
We need a better challenge than that old fraud :)

3928. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:16:52 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-E352AE.09165207102001@news1.on.sympatico.ca>
Source record: 41549
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <071020010144476659%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> Oh..You have not been in comp.sys.amiga.advocacy lately have you?
>
> Yes, I do read through c.s.m.a. Whats your excuse?

but the problem is you never post there. What's you're excuse? Oh,
yeah, some Mac user, embarrassed by your constant babbling and stupid
behaviour in the name of the platform, will do some investigating and
bring proof that you aren't an "Apple Power Rep". Which we in .atari
have known for years. :)

3929. Re: ATARI ste editors (take500)

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:39:15 UTC
From: ebaiz@skyenet.net
Message-ID: <7WYv7.171$M82.63729@newsfeed.slurp.net>
Source record: 41550

On 7 Oct 2001 04:04:20 -, quin wrote:
>I'd be very pleased if anyone could instruct me on how to use software
>found on the net on an atari computer. The software in question is an
>editor for the Yamaha tg500 sound module. I think its called 'take
>500'. I dont have a PC but have access to one at university. At home i
>have an Atari STe midi'd up to a Yamaha tg500. The problem is that the
>Atari doesnt read the software i've downloaded at univeristy. Do i
>need some kind of conversion?. It's the same problem i have with sound
>samples for my Emu 6400 sampler, it doesnt read the wav. files that i
>download through the internet, i should imagine i need some kind of
>conversion for this as well. If anyone can help, it would be great but
>bare in mind that i am a novice when it comes to using P.Cs
>THANKS

What was the file extension of the program you downloaded? An "exe"
entension means it is a PC program. I would think the the wave files
you downloaded should work if they are PC files. If they are Mac files,
then they possibly may have to be ran through a conversion program. I
have a program that converts MID Mac files to a format than can be used
by a PC or Atari.

I would check out Tim's Atari Midi World and see if the program is
there or else ask Tim about it.

http://tamw.atari-users.net/timidi.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3930. Re: John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 13:55:20 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bc0726c13a00a0@free.fr>
Source record: 41551

Hello,

in article <3bbef4ef$0$13422@news.zetnet.co.uk> (comp.sys.atari.st)
James Haslam wrote on Sat 06-10-2001 12:11 (GMT):

> The Newsie homepage is down and his email just bounces.

If you go there: http://www.primenet.com you'll be redirected to a site
where there is some info about a change being done.

Hope John still reads us :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

3931. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 14:03:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc061121941820@madasafish.com>
Source record: 41557

Hi Jo!

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> Ahem, ever heard of Vesa bus, or VL as it's sometimes called. I had it
>> running as 66Mhz with my AMD DX4 set to 2x multiply to give me a CPU speed
>
>Yes, I had one of those myself, although it never worked properly above
>50MHz. But the Milan doesn't have VESA, but PCI (thus nothing in common
>with pure VL-based 486 except that both fit in AT-cases.), and PCI is
>limited to 33MHz. It's *possible* that the Milan itself will work above
>33MHz, but what about the PCI-cards?

Yeh, thats true, I didn't think about that. I know some cards will work
above 33Mhz but then we have limited choice with Ataris. Is it not
possible to put in waitstates, does the Milan have a PC style BIOS? I've
heard of PCI running around 40Mhz but you have to be picky on the cards
you use.

>> of 133Mhz. Problem was that the VL bus was a bit unstable when it came ti
>> running DOS and I think the DRAM was being pushed way over it's limits,
>> especially as it's only FPM!!! But it runs everyday with 50Mhz bus and VL
>> cards are stable, it clocked in the speed of a DEC 486 server, nice :)
>
>I had one of those rare and late 486 with both ISA, VESA and PCI, and a
>Pentium Overdrive clocked at 133Mhz (PCI 33MHz, VL 66MHz). What a piece of
>junk... It's by far the worst PC I've owned, I think I had it for a month
>or so before I sold it with a huge loss. It did finance a 14Mb card for my
>Falcon though, which at that time cost me around GBP330...

Wow, I never knew they did mobos with all 3 sorts of slot! Yeah, it isn't
great but it cost me ï¿½5 which came with a tape streamer (one that plugs
onto shugart bus though :(so you can't complain. I don't know how VL
compares to PCI for graphics.
--
Lyndon Amsdon

3932. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 14:30:22 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9ppotu$55u$1@zingo.tninet.se>
Source record: 41552

On 6 Oct 2001 14:33:00 G, Jo Even Skarstein wrote:
>
>It does have jumpers to select clock speed, in fact it can be set to run
>at upto 50Mhz. However, some of the logic on the motherboard doesn't work
>reliable above 25MHz, so I have to replace three small 74157-chips with
>faster ones.
>
Could you tell me exactly which three chips it is? Some more speed is
always useful ;-) I remember seeing something about this on a German
page, but my understanding of German isn't up to start messing about
with the hardware.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3933. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 15:43:13 UTC
From: osian@zetnet.co.uk
Message-ID: <3bc07811$0$13425@news.zetnet.co.uk>
Source record: 41553

On 6 Oct 2001 19:56:43 -, Galen wrote:
>Wow, at only $95 it seems worth the risk -- are you going to go for it?

Well, as I've already posted, yes I've ordered it, but it was slightly
more expensive than $95 in the UK!

I did think about asking someone in the USA to get one for me....but
it's a bit of a hassle!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3934. [PUB] Your Atari at light speed ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 17:06:37 UTC
From: ptonthat@club-internet.fr
Message-ID: <9pq22t$1m1$2@front5m.grolier.fr>
Source record: 41556

Bonjour :)

Just for fun, you can find the last of my products at
http://rajah.atari.org/files/stars.zip (17 Kb carefull,
you cannot access to it via my homepage). The GFA source
is given for the curious.

'Tis yet another starfield, but in pure VDI and not blocking
the multitasking. I just made it to see how the new graphic
cards, the lastest machines or acceleration cards were quick.
At light speed like in Star Trek ? ;-)
Carefull: runs since 256c and above.

Bye

Rajah

3935. Re: Writing computer graphics history &

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 17:08:26 UTC
From: vdjole@EUnet.yu
Message-ID: <9pq266$59r$1@news.eunet.yu>
Source record: 41554

On 4 Oct 2001 09:08:43 -, Chris Williams wrote:
> I'm researching the history of computer graphics, and I want to make sure
> that no platform is neglected. I wasn't an ST owner (I was using Targa boards
> at the time) and am not very familiar with what appeared on the ST. What were
> some of the paint programs? Also, I'm looking to buy an ST system and original
> boxed copies of the programs (I need the manuals). Any help is appreciated.
> I want to make sure I give it it's due.
> [...]
> That's pretty much my plan, but I didn't know which one was the best choice
> a 520ST or a 1040ST.

Of the two above, definitely a 1040ST (or 1040STFm). Larger RAM (1MB)
would make quite a difference, and the all-in-one design was very
convenient.

Note that there were also a 1040STe (in the same box but with enhanced
graphics, and easiy expandable to 4MB), MegaST (nice-loking design with
separate keyboard, existed in 4MB variant) and MegaSTe (a different looking
4MB design, somwhat faster and with enhanced graphics too). And there were
two Atari models significantly different from the ST series, and yet
reasonably compatible: the TT (a much faster 32-bit design, noted for
high-resolution monochrome video), and, of course, the Falcon, with DSP
capabilities, a good choice of colour video modes and resolutions
(the ultimate colour-graphics Atari computer). The last two models were
(and still are!) rather expensive relative to the ST series.

> I'll have to do a bit more research. I wish to run the largest range of
> graphics programs, both older and more recent. What is the best choice?

Beside the already mentioned programs, Megapaint, Papillon, Chagalle,
DA's Paint and Photoline deserve attention, but they are best suited or
machines with at least 1MB of RAM, preferrably more than that. There were also
some quite good Falcon-only paint programs, but I am not familiar with those.

Some paint programs are developed even today, e.g. Vision
(see http://vision.atari.org), which is shareware.

> I have some analog color monitors from that period like an Electrohome
> long-persistance monitor.

Attention: for the ST series (520ST, 1040ST, 10140STe, MegaST, megaSTe)
you would need an analog-RGB colour monitor with 15.6kHz horizontal sync and
50-60Hz vertical sync rate! Monochrome high-resolution mode was run on
a different (TTL-level) monitor with 35.7kHz horizontal sync and 71Hz vertical
sync rate. Most (s)VGA monitors could be used for monochrome mode after some
fiddling with connectors and cables. There were some, like Nec Multisync II

and some monochrome multisync monitors, which could be used for all
ST video modes.

For a ST or a Falcon a good SVGA monitor would do in most cases (except
the monochrome-high on TT which needed an ECL- compatible monitor).

Regards;

3936. Re: Dead monitor - any ideas what might be

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 17:08:30 UTC
From: vdjole@EUnet.yu
Message-ID: <9pq26b$59r$2@news.eunet.yu>
Source record: 41555

On 5 Oct 2001 19:37:27 G, Paul Williamson wrote:
>Hi all,
>
>One of my SM124 monitors just went blank the other day. It was being
>used on an STe but I know the computer's O.K. as it works fine with a
>spare monitor.
>
>The only clue is that the power LED on the front is very dim, in fact it
>seems to fade (but stay on) shortly after power-up, and the screen stays
>dark. Any chance this might be a simple one-component repair, or does it
>sound fairly disastrous, like maybe the tube blown ?

If the LED barely works, it looks as if the power-supply is not delivering proper voltages. So it could be a power-supply malfunction, but locating the faulty component may not be obvious.

Otherwise, some other component (an electrolytic capacitor?) has burned horribly and is practically shorting the power-supply. See if you can find a blown capacitor inside (probably looking swollen instead of normal cyllindrical shape). Also, look for a component which is very hot or maybe it even burned (yellowed) the PCB.

ATTENTION! lethal voltages can remanin in the monitor even after it has been disconnected from the mains.

Cu.

3937. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 18:20:50 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9pq6e2$rs8$1@draco.stochastik.rwth-aachen.de>
Source record: 41558

In article <39a1b4de9c0550@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>It's based on PC chipset right? It'll probably do 66Mhz, as most 486s
>will do 66Mhz bus even though the manuals say 50Mhz max. You going to do
>it? You know you want to Jo!

No. The PCI->ISA bridge comes from an Intel PC chipset.

The CPU->PCI host bridge is a PLX 9080, and the glue logic and memory
controller are custom designed using CPLDs.

It will work up to 33MHz if you have good DRAMs (and use 74FCT or similar
for the DRAM address multiplexers), however, the chances at 30MHz are
better.

cu
Michael

3938. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 18:24:54 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9pq6lmrth1@draco.stochastik.rwth-aachen.de>
Source record: 41559

In article <3bc061121941820@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Yeh, thats true, I didn't think about that. I know some cards will work
>above 33Mhz but then we have limited choice with Ataris. Is it not
>possible to put in waitstates, does the Milan have a PC style BIOS? I've
>heard of PCI running around 40Mhz but you have to be picky on the cards
>you use.

The PCI hostbridge can operate using an asynchronous clock, so with some
"minor" modifications (you do have the PCI specs, don't you?), it should be
possible to run PCI at 33MHz and the CPU core at a higher frequency.

However, that will definitely require reworking the DRAM controller - the
current timing is just enough for 33MHz (where the bootblock already sets
one waitstate, compared to zero at 25MHz).

cu
Michael

3939. Re: John Rojewski author of Newsie?

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 18:32:10 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3bc09f2d$0$3115$626a54ce@news.free.fr>
Source record: 41560

Hello Pascal ;-)

> If you go there: http://www.primenet.com you'll be redirected to a site
> where there is some info about a change being done.

I'm going to www.primenet.com and that be redirected to
www.globalcrossing.com , but I can't find anythings about
http://www.primenet.com/~rojewski/newsie.html :-(

> Hope John still reads us :-)

I hope too ... I hope too ;-)

Bye ...

--
Paul CAILLET.
paul.caillet@free.fr

3940. PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 20:15:15 UTC
From: Mille Babic <atari@goteborg.utfors.REMOVE.se>
Message-ID: <nJ2w7.4058$XO2.573510@newsb.telia.net>
Source record: 41561

Hi all!

Is there a development somewhere to write a new PDF-reader for Atari?
What problems need to be solve to compile a app for this?

More and more manuals, books etc is in this format. A CAB look-a-like reader
would just be great to use.

Mille Babic

3941. Replay 16 Sampler

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 20:33:07 UTC
From: Andrew Emberson <A.D.Emberson@tesco.net>
Message-ID: <9pqe17$9rn$1@epos.tesco.net>
Source record: 41562

Hello,

I've got a Replay 16 Sampler that plugs into the cartridge port on the side
of the computer.
It comes with the software disks, manual, sampler and box.
All I'm asking for it is £20 + P&P
Cheers,
Andrew.

3942. Re: PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 21:09:13 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9pqg6c$nu8$01$1@news.t-online.com>
Source record: 41563

Hi Mille,
>
> Is there a development somewhere to write a new PDF-reader for Atari?
> What problems need to be solve to compile a app for this?
>

There is currently a PDF reader in the works. I am not involved in this
project so I don't know how far it is yet.

Greetings,
Matthias

3943. Re: Dead monitor - any ideas what might be

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 22:17:54 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-12F27A.18204107102001@news1.coastalnet.com>
Source record: 41564

In article <9pq26b$59r$2@news.eunet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:

> On 5 Oct 2001 19:37:27 G, Paul Williamson wrote:
> >Hi all,
> >
> >One of my SM124 monitors just went blank the other day. It was being
> >used on an STe but I know the computer's O.K. as it works fine with a
> >spare monitor.

There is one electrolytic on the power supply that typically fails. As I recall its a 2.2 mfd 50v non polarized capacitor. It should look burned and leaking some black stuff if thats the problem.

3944. Re: Atari is coming to cell phones !

Newsgroup: comp.sys.atari.st
Date: 2001-10-07 23:24:35 UTC
From: werner.romstorfer@chello.at
Message-ID: <werner.romstorfer-0810010124350001@chello213047083021.12.vie.surfer.at>
Source record: 41565

In article <3b34f26b$0$7282@news.zetnet.co.uk>, jfhaslam@zetnet.co.uk
(James Haslam) wrote:

> http://news.bbc.co.uk/hi/english/sci/tech/default.stm

The up-to-date links is:
<http://news.bbc.co.uk/hi/english/sci/tech/newsid_1403000/1403100.stm>

Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>

3945. Re: CSS Formating

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 00:28:37 UTC
From: werner.romstorfer@chello.at
Message-ID: <werner.romstorfer-0810010228370001@chello213047083021.12.vie.surfer.at>
Source record: 41566
Body handling: HTML body converted to readable text

In article <7b81f281.0108101957.249d829b@posting.google.com>,
madmax@bfree.on.ca (madmax) wrote:

> Therefore new changes to the Little Green Desktop will not be CAB friendly.
> I always like these Atari Sites that have no regard for Atari Users:-).

But you can write a HTML-File using CSS without harming the 'look' in CAB
or older Draconis-Versions. For example:

Best Greetings, Werner

--

3946. New Drawing Contest

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 00:30:47 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7E64FD8.3A88%bengy@mac.com>
Source record: 41567

New Drawing Contest!

We're happy to announce the sponsorship from a local gift shop, allowing MagiC Online (http://www.magical-sides.de), already one of the premiere Atari sites on the Internet, to hold weekly and semi-weekly competitions. The contests are short and fun - designed to bring the community together and showcase some of the talent we have on this platform.

First Contest:

It's almost Halloween, so the first contest will have a spooky theme.

The challenge: Draw a "scary" picture with an Atari theme. It could be a picture of a boy trick-and-treating wearing an Atari shirt, a spooky floating Fuji symbol, an Atari computer in flames, or any other creepy image you can think of. Use your imagination, and have fun!

The prize for this week's contest:

Cyber Chuck
It's not easy to keep up with technology. Just ask Charlie Brown. When it comes to the information superhighway...well, let's just say he's in the slow lane. Which is not to say that he doesn't keep trying. We are talking about Charlie Brown, here. For your favorite cyberspace fan ï¿½ a fun look at our favorite cyberspace traveler. (Porcelain figurine sculpted by Anita Marra Rogers.)

Dimensions: 3 5/8" high.

A certificate of authenticity accompanies this Hallmark Keepsake Collections Numbered Edition. Carefully crafted from the very finest materials, this heirloom-quality piece was designed to be treasured for years to come.

Rules
Pictures may be created by traditional means (pencil, paper etc) and scanned, or can be created completely dgitially.

All pictures must be your own work!

Submissions must be sent to support@magical-sides.de by Monday Oct. 15

Submission of picture means you agree to MagiC Online using your work in promotional or site-related material.

That's it! The executive (static) staff of MagiC Online will judge who the winner is, and the first prize winner will be sent the prize. Remember, this contest is to have fun, so make sure to!

Contest page: http://www.magical-sides.de/contests.html

3947. Need help with SupraDrive

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 02:48:20 UTC
From: Ivan <ivan--w@home.com>
Message-ID: <3642st4fd4dhpu7080flvtvcm5iu1gl2kd@4ax.com>
Source record: 41568

Saturday at a thrift store I picked up a 30mg SupraDrive harddisk
for Atari unfortunately there was no disk or manual. The problem is
my 1040 STf doesn't see the drive, I've used ahdi but it's no help (it
bombs).

Has anyone got any sugestions! any help would be appreciated!

3948. Re: Writing computer graphics history &

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 06:26:20 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9prh8h$2a6r$1@news.comnet.co.nz>
Source record: 41569

"Djordje Vukovic" <vdjole@EUnet.yu> wrote ...
> Attention: for the ST series (520ST, 1040ST, 10140STe, MegaST,
megaSTe)
> you would need an analog-RGB colour monitor with 15.6kHz horizontal
sync and
> 50-60Hz vertical sync rate! Monochrome high-resolution mode was run
on
> a different (TTL-level) monitor with 35.7kHz horizontal sync and
71Hz vertical
> sync rate. Most (s)VGA monitors could be used for monochrome mode
after some
> fiddling with connectors and cables. There were some, like Nec
Multisync II
> and some monochrome multisync monitors, which could be used for all
> ST video modes.
>
> For a ST or a Falcon a good SVGA monitor would do in most cases
(except
> the monochrome-high on TT which needed an ECL- compatible monitor).

(I think you mean "For the TT or a Falcon...")

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

3949. Update to the Westfront PC Translation Project :)

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 07:50:32 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0110072350.1bce0569@posting.google.com>
Source record: 41570
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.st,comp.sys.dec,comp.sys.msx,comp.sys.ti

Hello,

For those interested, I have been working feverishly to produce a version of Westfront PC: The Trials of Guilder for the following platforms:

Apple II/IIe
Commodore 64/128
Atari 400/800
Sinclair
MSX
CP/M 2.2 and above
Commodore Amiga
DEC Rainbow
Acorn
Palm IIIc
Amstrad
Atari ST
Apple Macintosh
TI 99/4A

Since the game itself is already ported to MS-DOS and Windows-compatible computers, playing it shouldn't be all that difficult:

http://www.geocities.com/dunric/westfront.html
(or an alternative link to)
http://members.tripod.com/~panks/westfront.html

I believe this game is possible to port to any of the platforms listed above, although each version would have to be suited to the individual system's capabilities. Since the game was coded in a flavor of BASIC, it shouldn't be too difficult to port to those systems:

http://www.geocities.com/dunric/wftrans.html

I have tried using UBASIC, PowerBASIC, ByWater BASIC, Chip Munk BASIC, GFA BASIC, and a host of other interpreters/compilers but few seem to handle the game in even the MS-DOS size.

Therefore, I am calling upon all programmers proficient enough in the BASIC or C language that are willing to port a version of the Trials of Guilder for their specific systems to write me at: dunric@yahoo.com

The reward is nothing more or less than a playable version of the game on whatever system it is attempted to be ported to. The best method I

can think of is to write the data files for the game to disk and to keep variables and arrays to a bare minimum. Verbs can be cut down to a minimum of 14-18, depending on the system. Nouns in the game...well...use your imagination. :) If there are fifteen different swords and shield and helmets, that's probably too much.

So to aid in the translation efforts, I have compiled a "bare bones" list of the items and monsters available in a "minimal" version of Westfront PC: The Trials of Guilder.

Here's the list:

VERBS

GO,GET,WIELD,UNWIELD,WEAR,REMOVE,DROP,KILL (or
ATTACK),BUY,SELL,PUT,READ,EXAMINE
LIGHT,USE,EAT,DRINK,INVENTORY,LOOK,CLIMB,SCORE,SAVE,QUIT

(23 or so verbs)

ITEMS

BAG
LANTERN
FUEL
ROPE
GRAPPLER (a grappling hook)
NOVEL
SCROLL
KEY
IRONKEY
HELMET
BOOTS
FORCEBOOTS
SHIELD
ARMOR
CLOAK
ROBE
RING
CHAINMAIL
SHROUD OF SAINT NEPHAN
DISC OF ATHENS
GLISTENING ANKLET
ORB OF TRUTH
SPELLBOOK
KNIFE
DAGGER
SWORD
LONGSWORD
BROADSWORD
SLAYER
HOLY MACE

```
GLOWBALL
SCEPTER
TORCH
SHOVEL
MATCHES

(35 or so items)

MONSTERS
--------
SKELETON
CLERK
DRUNK
VILLAGER
VETERAN
BARTENDER
FALDOR
WOLF
WARRIOR
MONK
ZOMBIE
GOBLIN
TROLL
PALADIN
WRAITH
BEAR
DRAGON
BARBARIAN
THIEF
INSPECTOR FUNKYDOG
JESTER
SORCERER
SPIDER
ELF
HOBBIT
WIZARD
GUARD1
GUARD2
GUARD3
GUARD4
NINJA
SENTRY1
SENTRY2
SENTRY3
SENTRY4
CENTURION
ADVENTURER
SENATOR
BISHOP ROLAND
SOLDIER
```

(40 or so monsters)

Now for the room total. I've thought a great deal about this and I realize that the original room total of 1,728 (across 4 continents) is just way too much for most systems to handle. So I've decided a good number to try for would be between 200-300 rooms. A lot can be packed into each room, including multiple descriptors and other events.

Quests: Quests are entirely optional and may be included at the whim of the programmer. It may be as simple as "Rescue the princess from the dragon" or as complex as "Destroy the evil army, save the city, and return the enchanted goblet to the city of ankahan."

Let me know if this sounds like a good idea. I feel this game could be a fun experience for all involved.

Regards,

Paul Panks
dunric@yahoo.com

3950. New MyMAIL version

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 10:28:36 UTC
From: epkerha@epk.ericsson.se
Message-ID: <9prv4k$5r8$1@newstoo.ericsson.se>
Source record: 41571

```
Hi all !

New version of MyMail (1.51) at my homepage.
http://www2.tripnet.se/~erikhall/programs/mymail.html

In this version there is a minorredesign of mail checking
and some minor bugfixes.

Please read more in the history and docs regarding
bugfixes, new functions, known bugs, limits and changes.

------------------------------------------------------------
You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.
------------------------------------------------------------

If you find any problems with MyMAIL please let me know.

Thanks to all of you for all the help i get from you all.

Best Regards
Erik Hall

--
---------------------------------------------------------------
Hiroshima 45, Tjernobyl 86, Windows 95,
Avoid the next disaster.....
---------------------------------------------------------------

Erik Hï¿½ll
erikhall@tripnet.se HADES 060 |||
erik.hall@telia.com Surfing the net with ISDN |||
ICQ 53094908 ------------------------ /|\
/ | \

http://www2.tripnet.se/~erikhall/index.html
---------------------------------------------------------------
```

3951. Zero-X

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 11:14:57 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0110080314.61a150@posting.google.com>
Source record: 41572

Hi,

I'm looking to purchase (preferably second hand) a copy of Soundpools Wavemaster to ease my CAF editing pains. Anyone have a copy they'd like to sell? I'm based in the UK.

Cheers,

Alex.

3952. Re: Need help with SupraDrive

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 14:15:06 UTC
From: David Smith <david11125@home.com>
Message-ID: <3BC1B4EC.8DE8CF7F@home.com>
Source record: 41573

AFAIK you need the driver and utilities disk to gain access to the drive. Having the manual is very helpful in understanding what you are doing. I had a SupraDrive, but have sold it and no longer have access to the original utilities disk or manual. I do, however, have a copy of the utilities on my hard disk. If you like I could do an attachment and send them to you.

Ivan wrote:
>
> Saturday at a thrift store I picked up a 30mg SupraDrive harddisk
> for Atari unfortunately there was no disk or manual. The problem is
> my 1040 STf doesn't see the drive, I've used ahdi but it's no help (it
> bombs).
>
> Has anyone got any sugestions! any help would be appreciated!

3953. Re: ATARI ste editors (take500)

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 15:27:22 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <vdh3stkrtmv690hhmjuqdomolhek067qhb@4ax.com>
Source record: 41574

On 7 Oct 2001 04:04:20 -0700, quincysmith84@hotmail.com (quin) wrote:

>I'd be very pleased if anyone could instruct me on how to use software
>found on the net on an atari computer. The software in question is an
>editor for the Yamaha tg500 sound module. I think its called 'take
>500'. I dont have a PC but have access to one at university. At home i
>have an Atari STe midi'd up to a Yamaha tg500. The problem is that the
>Atari doesnt read the software i've downloaded at univeristy. Do i
>need some kind of conversion?. It's the same problem i have with sound
>samples for my Emu 6400 sampler, it doesnt read the wav. files that i
>download through the internet, i should imagine i need some kind of
>conversion for this as well. If anyone can help, it would be great but
>bare in mind that i am a novice when it comes to using P.Cs
>THANKS
>
>Quin.

You can download files with a PC and transfer them to your Atari with
no "conversion" needed.

BUT-

Your Atari will NOT read a "normal" PC floppy disk.

You need to format a floppy disk ON THE PC, but you must format it as
a 720K disk.

Go to "My Computer" on the desktop and Double Left Click on the icon.

Put a floppy disk in the floppy drive and Single RIGHT Click on the
Floppy Drive Icon (usually marked A:)

Single Left Click on "Format..." on the menu that drops down.

Under "Capacity" at the top of the box which opens, click on the
downward pointing arrow then click on "720Kb (3.5")"

Click on the button marked "Start" in the same box.

This will format the floppy so the Atari can read it. Copy your files
onto this disk and try it in the Atari.

BobR

3954. I'm baaack!

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 15:50:06 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <OWjw7.108$4N.13151370@news.incc.net>
Source record: 41575

Just when you thought Jared and all his crazy ranting about bringing Atari back were over...

All I'll say is this:

I contacted Infogrames and I await their reply.

Jared

3955. Hard Drive Utility

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 16:08:49 UTC
From: Mike <mrhodes1@airmail.net>
Message-ID: <5463F0212B8661A8.B2A4A10CC3E52947.2AB0608247D74955@lp.airnews.net>
Source record: 41576

I am firing up my old ST again and would like to change the old 20 meg HD.
I don't have a formatting/partitioning program for a larger drive. Can
anybody supply one?

Thanks in advance.

Mike

3956. FS: Lots of H/W & S/W

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 16:18:39 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0110080818.ffe2eb0@posting.google.com>
Source record: 41577

Hi,
Just doing a bit of cleaning up. Here is a list of ATARI H/W and S/W
looking for a good home.

Looking to get $95 USD for the lot, or Best Offer + shipping.
Might be willing to sell individual pieces.

H/W:
Tseng Lab ET4000 ISA graphics card only -- 1MB
Deka Interface (attaching AT/XT KB to ST)
Magnum 16MB Fastram Board for Falcon, unpopulated. (from axis) --
Brand New
Tabby (can't find the quill driver)

S/W highlights:
Programming:
Pure Pascal 1.1.1, full documentation
PureC + upgrade, full documenation
Pure Profiler (still haven't see anything better in the CURRENT
Market, compared to NT, WIN 2K)
Interface 2,
Programming books including ATARI Compendium (new edition), a few
Abacus Series, etc.

Productivity:
EASE 4, full documentation
Wen.suite docs?
Magic + Magic Mac 2 + upgrades to 6, german documentatin

Graphics and DTP:
Arabesque 2
Calamus SL + 98 upgrade disks, full documentation
Pagestream 2.2, full documentation
Atari works 1.2 + speedogdos 4/5 + fonts, no documentation

+ potentially other misc h/w + s/w, as I find them.

Most s/w comes with original disks, manuals. Some other are misc
backsups. I haven't tested the disks in a couple of years, so I don't
know whether they are all in good shape. But if not, I am sure
something can be done to salvage them.
Sale is AS IS. No warranty.

If interested, please leave me an email, or call 613-277-5577

cheers,
Nima

BTW, for those looking for Homa Systems Website, it will be
operational shortly.
If you want to leave an email, use: homa@canada.com

3957. Re: PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 17:07:51 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bc1eaac163f301@pandora.be>
Source record: 41578

on Sun 07-10-2001 20:15 Mille Babic wrote:

>Hi all!
>
>Is there a development somewhere to write a new PDF-reader for Atari?
>What problems need to be solve to compile a app for this?
>
>More and more manuals, books etc is in this format. A CAB look-a-like reader
>would just be great to use.

Currently a French guy, Eric Reboux (ers@free.fr) is working on a new pdf
reader. He undestands English.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3958. I SELL

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 17:17:41 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3bc1e0e8$0$3126$626a54ce@news.free.fr>
Source record: 41579

I sell :

- Motorola 68030 USER'S MANUAL.
It's the rare and first edition with ALL the intructions that are
explained in details ! The following editions have no more this chapter !
23 EUR.

This book helped me fully for design the CT2 cards.

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

3959. Free Terminal

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 18:36:40 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9psrnojbs1@news.asu.edu>
Source record: 41580

I know this isn't quite the forum for this, but maybe there are old computer types out there (mainframe hobbyists?) who would be interested. I've rescued a practically new-in-box Visual 50, which is an ASCII RS232 terminal with your classic green CRT look. It handles VT52 and ADM3A protocols. Includes operator's and maintenance manuals (with schematics!). I've tried it out and it works fine. I don't want anything but the shipping to a good home from Tucson, 85711.
--

3960. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 20:21:56 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9pt1t4$t4v$1@news7.svr.pol.co.uk>
Source record: 41581

Chris

I have just contacted Peak UK and they have quoted me 240UKP + carriage of 5.50UKP + the deadly VAT!!

Is there another model available at the lower price?

I was thinking of getting one at just under 200UKP, but nearer 300UKP is surely getting on the Microtech model?

Regards

Neil

On 5 Oct 2001 17:27:11 G, Chris Simon wrote:
>I have been and gone and ordered the Adtron SCSI card reader plus CF
>adaptor from Peak UK. Unfortunately, the $95 including the adaptor as
>advertised on www.kodak.com translated into 163 UKP for the reader
>plus 8.50 for the adaptor, plus VAT. Oh well, at least it's cheaper
>than the Microtech reader.
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !
>.

3961. Re: [PUB] Your Atari at light speed ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 20:51:02 UTC
From: ptonthat@club-internet.fr
Message-ID: <9pt3jm$h4r$2@front3m.grolier.fr>
Source record: 41590

Bonsoir :)

http://rajah.atari.org/files/stars.zip

The prog was updated (clean your web cache if new download).
Fixes, use of v_pmarker, runs in all rezolutions

Bye

Rajah

3962. Re: Dead monitor - any ideas what might be wrong ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 21:32:33 UTC
From: Mark Davies <pov@nospam.btinternet.com>
Message-ID: <9pt5vi$2ka$1@plutonium.btinternet.com>
Source record: 41583

Check out
http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html for info
on the monitor and a circuit diagram in German.

3963. Re: Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 21:55:56 UTC
From: Chris O'Regan <ANTISPAM###c.oregan@btinternet.com>
Message-ID: <9pt7am$7lp$1@plutonium.btinternet.com>
Source record: 41584

Lyndon:

Thanks for the advice, you are right about the interface board, a royal pain to fix (my thumbs were sore after fixing it) I'll try to lever it in a little more as soon as I get a chance. BTW is TUS Dev. still around? I searched on the 'net but only came up with a few broken links. If you have some contact details for them I'd appreciate it.

Chris

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3bb8d4ec102262@madasafish.com...
> Hi Chris!
>
> >Hello all,
> >
> >I've been having trouble installing an internal HD to my 1040STE. I have
> >installed the TUS developments IDE controller and have soldered the wires to
> >the correct pins/pads on the board. The controller is connected to a 1 Gb
> >2.5" HD but the ST won't detect it via the AHDI v6.06 driver software
> >supplied with the controller. The HD powers up *and* the red HD LED flashes
> >on power up to confirm that the HD is in fact active. I have the original
> >TOS which I think may be the problem. The ST itself works fine other than
> >the non-functioning HD as the floppy drive is accessed and functions
> >normally.
>
> Hmm. OK, Make sure the board is down on the CPU good and proper. When I
> bought the IDEal board it came with a small thing with lots of pins which
> you push down into each side of the CPU to open up the gaps. I found it
> far to difficult and ended up using a fine pin and doing each pin
> individually.
>
> TOS 1.6/1.62 will not auto boot the HD. You will need a disk in the
> floppy drive with AHDI in the auto folder IIRC. Also you'll need to
> partition that drive up. I'd recommend a 100Mb 'C' drive and split the
> rest evenly to about 200MB each. I can't remember the limit on partition
> size.
>
> >Any ideas? I've tried pushing the controller further over the CPU but no
> >joy. I have also re-soldered the wires onto the IO controller ship...no joy.
>
> Last resort, contact Dave at TUS.

> --
> Lyndon Amsdon

3964. Re: PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 22:42:46 UTC
From: ebaiz@skyenet.net
Message-ID: <GZpw7.5754$rA2.141591@newsfeed.slurp.net>
Source record: 41585

On 8 Oct 2001 17:07:51 G, "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 07-10-2001 20:15 Mille Babic wrote:
>
>>Hi all!
>>
>>Is there a development somewhere to write a new PDF-reader for Atari?
>>What problems need to be solve to compile a app for this?
>>
>>More and more manuals, books etc is in this format. A CAB look-a-like reader
>>would just be great to use.
>
>Currently a French guy, Eric Reboux (ers@free.fr) is working on a new pdf
>reader. He undestands English.

It will be interesting to see just how the program compares to
Ghostscript.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3965. MagicMac serial2

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 22:54:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30660_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41582

Is there a MagiCMac version or driver able to use two serial ports together ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3966. Re: Writing computer graphics history &

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 23:07:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9ptbj3$g3h$1@news.eunet.yu>
Source record: 41586

On 8 Oct 2001 19:26:20 +, "G Swaine" wrote:

>> For a ST or a Falcon a good SVGA monitor would do in most cases
>(except
>> the monochrome-high on TT which needed an ECL- compatible monitor).
>
>(I think you mean "For the TT or a Falcon...")

Uuuups! sorry! I wanted to write "TT of a Falcon", of course.

Cu.

3967. Re: Dead monitor - any ideas what might

Newsgroup: comp.sys.atari.st
Date: 2001-10-08 23:07:19 UTC
From: vdjole@EUnet.yu
Message-ID: <9ptbj6$g3h$2@news.eunet.yu>
Source record: 41587

On 7 Oct 2001 22:17:54 G, Bill Freeman wrote:

>There is one electrolytic on the power supply that typically fails. As I
>recall its a 2.2 mfd 50v non polarized capacitor. It should look burned
>and leaking some black stuff if thats the problem.

There is indeed a 2.2 uF nonpolarized electrolytic capacitor in SM124
which typically fails, but it is not in the power supply- it is in the
horizontal stage. It is best to replace it with a non-electrolytic type.

Cu.

3968. Re: Hard Drive Utility

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 00:18:35 UTC
From: xmusik@otenet.gr
Message-ID: <cfd8c831.0110081618.3082ee29@posting.google.com>
Source record: 41588

"Mike" <mrhodes1@airmail.net> wrote in message
news:<5463F0212B8661A8.B2A4A10CC3E52947.2AB0608247D74955@lp.airnews.net>...
> I am firing up my old ST again and would like to change the old 20 meg HD.
> I don't have a formatting/partitioning program for a larger drive. Can
> anybody supply one?
>
> Thanks in advance.
>
> Mike

Hi,there's "AHDI" Atari's original Hard Disk Utilities.You can download it
at http://www.umich.edu/~archive/atari/Diskutils/.
A newer and better alternative is HDDriver,it's the best of all but it
is commercial...a DEMO at http://www.seimet.de/index.html

3969. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 01:36:38 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ptkb6$n08$2@dos.canit.se>
Source record: 41592

Chris Williams <paint_progs@hotmail.com> skrev:
: "Gregory D. George" <greggeorge@att.net> wrote in message
news:<3BBC7749.C14AC861@att.net>...

:> Four big ones off the top of my head:
:>
:> Deluxe Paint by Electronic Arts (the best IMO)
:> Neochrome
:> Degas
:> Spectrum 512

: I know Deluxe Paint from the Amiga and PC. Dan Silva wrote Deluxe Paint,
: Deluxe Paint II and Deluxe Paint III on the Amiga (IV was written by
: someone else and lost the clean design). The PC version was roughly feature
: equivilant to Amiga Deluxe Paint II. Was there more than one release of Deluxe
: Paint on the ST, and what was it equal to on the Amiga? Did it take advantage
: of the ST's feature set?

No, not really, and there was really no feature set to take advantage of
(the ST's graphics are lower-resoluting and less flexible in all aspects).
It didn't feature animation either, as I recall.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

3970. Re: Megafile problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 01:47:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ptkvm$n08$3@dos.canit.se>
Source record: 41591

J&B <j_b@pandora.be> skrev:

: My Megafile 30 is not responding anymore and I suspenct the cable to be
: broken. Does someone has the wire diagram for this cable so I make a new one
: and test it again?

It's a straight-through cable. At least it was for my SH205. Have you
tested it with a multimeter? And is the cable plugged into the right port?

: The problem is: when I start the system, without the megafile connected but
: with a diskette inserted I get the GIU. When I start it with the Megafile
: connected, I get the same GIU. I can not see the hard drives I once
: partitionned and formatted. I used this system some years ago for the last
: time and It was working perfectly. Now I donnot remember anymore how this
: TOS worked.
: Could someone give me a hint please?

How about selecting "install new partitions" or what option is called in
the rightmost menu? (I don't run English TOS =)

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

3971. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 03:12:03 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BC26B03.5E24466F@greeleynet.com>
Source record: 41593

Hi, Steve,

> > The OS must have something to do with it, as formatting under Windows 98
> > writes something to the disks in order to support long filenames and the
> > old DOS 8 & 3 filenames at the same time. You can see this when you
> > write files to the floppy on a Win98 machine and then open that floppy
> > on a TOS machine. You'll see extra files listed on the TOS machine that
> > you cannot access nor delete via TOS. At least not TOS 1.04 and 3.XX
> > (what ever is on my TT! <G>)
>
> That's nothing to do with the format, I save LFN's on floppies under Windows
> ME that were formatted on a TOS platform.

Did you ever see Cool Hand Luke, with Paul Newman? The famous line from
the movie is "What we have here is a failure to communicate", spoken by
character actor Strother Martin.

Looks like we are talking the same thing, but you are defining format as
just the electronic "layout" of tracks and sectors, and I've been
defining it as tracks, sectors, and the necessary information stored to
make the data accessible.

Such is life. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3972. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 03:35:55 UTC
From: sinclap@nospam.net
Message-ID: <081020012233370423%sinclap@nospam.net>
Source record: 41594

In article <1001060296-305476AEicMi@08002go.com>, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

> I think that this thread should be brought to an end.

Why? So we can talk about the Vikings?

sinclap!
somewere in mpls

3973. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 08:33:25 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BC2B655.B28115B0@bangor.ac.uk>
Source record: 41595

> Chris
>
> I have just contacted Peak UK and they have quoted me 240UKP + carriage of
> 5.50UKP + the deadly VAT!!
>
> Is there another model available at the lower price?

Yes - when I spoke to them they asked me which model I was after, one was more rugged than the other and suitable for industrial environments. I said it was just for home use, so I guess this would the cheaper of the two models. It should be arriving today, so I can see what they eventually did charge me! But I was certainly quoted 163 plus VAT, the total bill (inc. P&P and CompactFlash adaptor) comes to around 207.

I also mentioned www.kodak.com where the same reader including the CompactFlash adaptor is advertised for $95. He said that it was probably the parallel version as that would retail for that sort of amount. But I've looked at the site again and it's definitely the SCSI version that's advertised.

Rip-off Britain again!

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,

3974. Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 10:05:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036db5e@fmlynet.org>
Source record: 41461

FamilyNet Newsgate

Congrats! Let me know where you got it. In a small part of me I still like
the idea of being a power Atari user.

Laters,

Clu

> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> ....my Milan040 arrived today! Now I only need to figure out what to use it
> for...
> --
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3975. Re: Can't stop smiling...

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 10:07:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036db5f@fmlynet.org>
Source record: 41462

FamilyNet Newsgate

speaking of Milan... how's it going Jorgen? The JYBOLAc chat room folk
have missed you! :)

Clu

> From: jorgen.nyberg@mailbox.hogia.net (J�rgen Nyberg)
> On 5 Oct 2001 16:38:45 G, Jo Even Skarstein wrote:
>> ....my Milan040 arrived today! Now I only need to figure out what to use it
>> for...
>>
> So now you're a power user too ;-) ...and believe me, it's a fun
> little machine. Use it for? Well, put your Linux box in the attic,
> and become an Atarian again ;-)
> Cheer's J�rgen
> --
> ---
> J�rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> ---

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3976. FS/T: Atari ST items and more... [10/09/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 10:23:58 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <38j5stsvseqanelfrpbs95cjs22u4c5lob@4ax.com>
Source record: 41446
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 10/09/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 3.00 Art & Film Director (Epyx) -- $5.20 shipping, due to
weight, counts as 1st item
$ 3.00 Death Sword (Epyx)
$ 3.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 3.00 Final Assault (Epyx)
$ 3.00 GFL Championship Football (Gamestar)
$ 3.00 Keith Van Eron's Pro Soccer (Microplay)
$ 3.00 Lands of Havoc (Antic Software)
$ 3.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 3.00 Quadralien (Spinnaker)
$ 3.00 Renegade (Taito)
$ 3.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)

$ 3.00 Warship (Strategic Simulations, Inc.)
$ 3.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 3.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 3.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 3.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 3.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 6.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.20 shipping, due to weight, counts as 1st item

$ 6.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 6.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 6.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 6.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 6.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 6.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.20
shipping, due to weight, counts as 1st item

$ 6.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3977. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 12:26:46 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BC2ED06.C5E1458F@bangor.ac.uk>
Source record: 41447

It's arrived! But I can't test it out yet as I didn't order a cable with it. I already had a spare SCSI cable, but it was difficult to find out from Peak exactly what connector the reader had. So I've ordered a cable from CPC today - for reference the unit has a 50-way "half pitch D type" SCSI connector, the other end needs to mate with your computer or the last device in your SCSI chain, which in my case should be a 50-way Centronics-type plug. The power supply also needs an IEC-type mains lead. I'm borrowing a CompactFlash card to test it out with before splashing out on a camera! I do hope it works...

BTW they didn't enclose an invoice in the package, only a delivery note, so I can't confirm that they only charged me the lower price!

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,

3978. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 13:32:01 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC2FC51.5755F3EF@seimet.de>
Source record: 41448

Hallvard Tangeraas wrote:

> What may I have missed here? Could it be that even though the computer
> recognizes the unit, it's not fully compatible with the Link II?
> I seem to recall something about "initiator identification",
> "arbitration" or whatever technical terms I'm not too familiar with.
> Could it be that this unit has one of those features and this be the
> reason for my problems?

No, because in this case the drive would not have been recognised at
all.

> I'm a little concerned about the mention of "A:" as I'm not sure if this
> is being referred to as the "A:" within Spin! or the usual "drive A:"
> within TOS. I suspect it to be the former, but I could be wrong.
> I have tried double-clicking the "drive A" icon, but as expected this
> reads the floppy disk drive.

A has a different meaning for SPIN!. Please refer to the SPIN!
documentation for details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3979. Re: USA

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 14:42:22 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.islonjtf@localhost>
Source record: 41449

<sinclap@nospam.net> wrote:
>
> In article <1001060296-305476AEicMi@08002go.com>, Derryck Croker
> <derryck@NOSPAMcix.co.uk> wrote:
>
> > I think that this thread should be brought to an end.
>
> Why? So we can talk about the Vikings?

Or answer the eternal question about what your problem is.
I say let's stick to what this newsgroup is set up for.

But then you'd not find anything of interest I guess. Rejoice.

/Joakim

3980. Re: Hard disk problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 16:44:38 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <kQFw7.2195$ep6.503478@news6-win.server.ntlworld.com>
Source record: 41450

Hello.

"Chris O'Regan" <ANTISPAM###c.oregan@btinternet.com> wrote in message
news:9pt7am$7lp$1@plutonium.btinternet.com...

> BTW is TUS Dev. still around?

TUS can be contacted via Keychange Music. +44 (0) 1925 266120

barrie@keychange.co.uk

I have fitted a few IDEals ok. Have you tried a different drive?
Is it new or pulled ? Is the drive set to master / slave or cable select ?

Who supplied the IDEal and the drive?

> I have the original TOS which I think may be the problem.

Keep only boot info, NVDI etc on C. If C becomes corrupt it's much easier
to restore a small partition, unless you have it copied to another partition

200 mb for the rest is OK.

What exactly do you see as the ST boots?

> > Last resort, contact Dave at TUS.

See above, where are you?

or email tus@keychange.co.uk or send the drive to me and Dave will check it.

Barrie at Keychange.

3981. Re: PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 17:59:51 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bc3486624e7f80@pandora.be>
Source record: 41451

on Mon 08-10-2001 22:42 Edward S. Baiz Jr. wrote:

>On 8 Oct 2001 17:07:51 G, "Martin \"Nightowl\" Byttebier" wrote:
>>on Sun 07-10-2001 20:15 Mille Babic wrote:
>>
>>>Hi all!
>>>
>>>Is there a development somewhere to write a new PDF-reader for Atari?
>>>What problems need to be solve to compile a app for this?

>>Currently a French guy, Eric Reboux (ers@free.fr) is working on a new pdf
>>reader. He undestands English.
>
>It will be interesting to see just how the program compares to
>Ghostscript.

I don't have details it will be way faster then Ghostscript.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3982. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 18:11:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pvel2$534$1@thorium.cix.co.uk>
Source record: 41452

In message <o_pv7.13283$GT3.1878177@news2-win.server.ntlworld.com>,
fbm@thefunkybluemonkey.f2s.com said:

>If you're feeling really adventerous you could build an interface that lets
>you connect a standard PC serial mouse to the ST's mouse port.
>I tried this a couple of years ago, it takes a little electronics
>knowledge, but it works very well, is completely transparent to the Atari
>and requires no extra software to be loaded.
>Unfortunately I can't seem to find any links to the site that contained the
>circuit, it seems to have completely vanished :-(

There is an adapter for using PC serial mice on Ataris made by
Mario Bercroft in New Zealand available commercially. The UK
agent is Chris Crosskey of Abingdon Synthesis Projects - email:
chrisc@zetnet.co.uk or
chris.crosskey@metrics.co.uk

Cost is around 15 UKP plus post&packing - can't recall exactly.

Regards, /Peter/

3983. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 18:11:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pvel2$535$1@thorium.cix.co.uk>
Source record: 41453

In message <7ffbdd0f.0110052240.7c3ae8fa@posting.google.com>, paint_progs@hotmail.com said:

>==========
>comp.sys.atari.st #176, 2934 chars, Oct 5 23:40 1
>From: paint_progs@hotmail.com,
>>----------
>Article: 182928 of comp.sys.atari.st
>Path: news.nextra.co.uk!peernews.cix.co.uk!lon1-news.nildram.net!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfe>ed.stanford.edu!postnews1.google.com!not-for-mail
>From: paint_progs@hotmail.com (Chris Williams)
>Newsgroups: comp.sys.atari.st
>Subject: Re: Writing computer graphics history & need an ST and paint programs
>Date: 5 Oct 2001 23:40:09 -0700
>Organization: http://groups.google.com/
>Lines: 45
>Message-ID: <7ffbdd0f.0110052240.7c3ae8fa@posting.google.com>
>References: <7ffbdd0f.0110032027.10189124@posting.google.com>
<9ph7cnqpr1@newsg4.svr.pol.co.uk> <7ffbdd0f.0110040808.>5ee2913c@posting.google.com>
<l1cqrtcs84i65ci8v0c1lhmsbpr070bf0t@4ax.com>
>NNTP-Posting-Host: 63.169.232.206
>Content-Type: text/plain; charset=ISO-8859-1
>Content-Transfer-Encoding: 8bit
>X-Trace: posting.google.com 1002350409 22055 127.0.0.1 (6 Oct 2001 06:40:09 GMT)
>X-Complaints-To: groups-abuse@google.com
>NNTP-Posting-Date: 6 Oct 2001 06:40:09 GMT
>Xref: news.nextra.co.uk comp.sys.atari.st:182928
>
>Bob Retelle <bobr1@provide.net> wrote in message
news:<l1cqrtcs84i65ci8v0c1lhmsbpr070bf0t@4ax.com>...
>> On 4 Oct 2001 09:08:43 -0700, paint_progs@hotmail.com (Chris Williams)
>> wrote:
>>
>> Definitely go for the 1040ST. The extra RAM (total of 1 Megabyte)
>> will probably be needed for any serious work with graphics.
>
> Will do.
>
>> The 1 Megabyte 1040ST should be able to handle most of the graphics
>> programs you'll likely be working with. (Moving into Desktop
>> Publishing graphics will require as much RAM as you can get)
>>
>> Also, the 1040ST has a built-in floppy drive, while some of the early
>> 520STs required external drives.
>

> Are there hard disk drives available for the 1040ST?
>
>> For your project, probably the best approach would be to use a
>> "normal" 1040ST, and simply make reference to the extended
>> capabilities of the STe.
>
> I'll take your suggestion. Unless there were some really amazingly
>innovative programs that used the capabilities of the later machine.
>It sounds like the situation with the Amigas that used after-market
>graphics cards.
>
>> The Atari monitors have a proprietary 15 pin DIN connector. In all
>> reality, it might be easier to just obtain a system which comes with
>> an Atari color monitor than to try to kludge up a cable, or try to
>> find one commercially available.
>
> OK. Hopefully the monitors will still be functional.
>
>> Probably the best suggestion for obtaining Atari hardware is to check
>> the "Vintage Computers" category on eBay. There are often complete
>> systems being sold for a song. (It almost makes me want to cry when I
>> recall how much my first 520ST cost, with a monochrome monitor no
>> less).
>
> I'll look, thanks. Hopefully I can get a decent selection of software
>at the same time. I'm looking for other older systems, including a
>Mindset. I remember how much I lusted after that one back then.
>
> Thanks again for the help.
>

3984. Re: Writing computer graphics history & need an ST and paint programs

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 18:11:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pvel2$536$1@thorium.cix.co.uk>
Source record: 41454

In message <7ffbdd0f.0110052240.7c3ae8fa@posting.google.com>, paint_progs@hotmail.com said:

>> The Atari monitors have a proprietary 15 pin DIN connector. In all
>> reality, it might be easier to just obtain a system which comes with
>> an Atari color monitor than to try to kludge up a cable, or try to
>> find one commercially available.
>
> OK. Hopefully the monitors will still be functional.

It was a *13*-pin DIN. In the UK and Europe leads are/were available from this to a SCART connector that plugged into most newer TVs and also Atari monitors like the CM 8852. Unfortunately you didn't use SCARTS on your side of the pond... - but monitors should still be available.

Early arts programs (presumably not b&w drawing programs) you want to know about also include Master Doodle, Cyberpaint/sculpt besides the original Neochrome, Degas and Degas Elite. Later came Hyperpaint, Chagalle, Megapaint, Photoline, Pixart, Smurf, True Paint (and T-Image) and several others, many for the Falcon only. Obviously the higher colour/higher resolution programs needed more memory than the native 1MB of the 1040 STFM, specially if you were handling large images. For the latter, somethimes even the 14MB Falcon ain't enough!

Regards, /Peter/

3985. Re: Hard Drive Utility

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 18:32:56 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3bc34283$0$15473$626a54ce@news.free.fr>
Source record: 41455

Hello !

> Hi,there's "AHDI" Atari's original Hard Disk Utilities.You can download
it
> at http://www.umich.edu/~archive/atari/Diskutils/.

You can find AHDI on my web site too (3.01, 4.00, 5.00, 6.061) at
http://musique.atari.org/atari/download/disks.htm

Regards ...

--
Paul CAILLET.
paul.caillet@free.fr

3986. FS - ATARI ST SOFTWARE - BOXED ORIGINALS

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 18:33:12 UTC
From: "NEWS.cis.dfn.de" <software_acenospam@yahoo.co.uk>
Message-ID: <9pvg7h$liq7c$5@ID-111735.news.dfncis.de>
Source record: 41456

email me at software_ace@yahoo.co.uk for huge list of
Atari ST software/books/magazines for sale

Alan
Ace Software

UK based mail-order business supplying software
for most classic computers - please mention lists required.

3987. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 20:02:11 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <IDIw7.3966$ep6.694056@news6-win.server.ntlworld.com>
Source record: 41458

xlator@cix.compulink.co.uk wrote:

> In message <o_pv7.13283$GT3.1878177@news2-win.server.ntlworld.com>,
> fbm@thefunkybluemonkey.f2s.com said:
>
>>If you're feeling really adventerous you could build an interface that
>>lets you connect a standard PC serial mouse to the ST's mouse port.
>>I tried this a couple of years ago, it takes a little electronics
>>knowledge, but it works very well, is completely transparent to the Atari
>>and requires no extra software to be loaded.
>>Unfortunately I can't seem to find any links to the site that contained
>>the circuit, it seems to have completely vanished :-(
>
> There is an adapter for using PC serial mice on Ataris made by
> Mario Bercroft in New Zealand available commercially. The UK
> agent is Chris Crosskey of Abingdon Synthesis Projects - email:
> chrisc@zetnet.co.uk or
> chris.crosskey@metrics.co.uk
>
> Cost is around 15 UKP plus post&packing - can't recall exactly.
>
> Regards, /Peter/

If that's the case, it would probably be cheaper to buy one than make one.

--
~~~~
FBM
~~~~

3988. Re: PDF-Reader for Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 20:23:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pvmba$8hj$1@thorium.cix.co.uk>
Source record: 41459

In message <3bc3486624e7f80@pandora.be>, tos4ever@pandora.be said:

>on Mon 08-10-2001 22:42 Edward S. Baiz Jr. wrote:
>
>>On 8 Oct 2001 17:07:51 G, "Martin \"Nightowl\" Byttebier" wrote:
>>>on Sun 07-10-2001 20:15 Mille Babic wrote:
>>>
>>>>Hi all!
>>>>
>>>>Is there a development somewhere to write a new PDF-reader for Atari?
>>>>What problems need to be solve to compile a app for this?
>
>>>Currently a French guy, Eric Reboux (ers@free.fr) is working on a new pdf
>>>reader. He undestands English.
>>
>>It will be interesting to see just how the program compares to
>>Ghostscript.
>
>I don't have details it will be way faster then Ghostscript.

Please keep us informed - I for one would be interested! I get
many PDF documents sent to me by the BSI and Ghostscript is
really slow. I also find that sometimes the latest version of
GEMGS (1.3) will only read the first x pages while 1.2 is OK.
Similar with the non-GEM GS versions.

One of the reasons for the low speed is that GEMGS and GS insist
on reloading ther required fonts for each page, even if there are
no changes. I hope Eric Reboux solves this!

Regards, /Peter/

3989. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 20:36:53 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC35F77.A9FFE0DB@home.com>
Source record: 41460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Daniel Dreibelbis wrote:

> ironically, there has, TiFKAS. You just have been too stupid to look.
>

Thats how we know its him. if its obvious crap, then its straight from sincrap
(the master baiter of non-straightness)

>
> And speaking of stupid: it's spelled "no". More proof that no one in
> the Mac industry would hire such a drooling moron as you to represent
> them.
>
> yes, TiFKAS, we all know about how much you like to "Palm" yourself :)
>

Of course, his personal hero is bill palmer, known on usenet as the infamous
"palmjob"

>
> it did - the whole book is tull of the facts about Atari - and proved
> that, as far as your disinformation campaigns, you're full of it.....
>

you made a typo, you forgot the SH on the last word there Dan

> You're certainly not serious about getting ahead and bettering
> yourself, can't even spell "ecstatic"
>

He was talking about static, from all that fluff between his ears

>
> Now go out and play in traffic, little boy.....
>

He has been for years, thats why he's roadkill on this info highway

>
> >
> > sinclap!
> > somewere in the butterscotch palace

3990. looking for an inexpensive CD-RW SCSI drive for Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 21:53:53 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-584F9F.17535309102001@news1.on.sympatico.ca>
Source record: 41463

Found this on one of the mailing lists I subscribe to for finding
good bargains for my computer, if you've got a SCSI-based Atari setup,
here's what you can get for backup/archival/song CD burning for use with
Roger Burrows' CD utilities or the other stuff out there:

EXCLUSIVES!

Yamaha 8x/4x/24x CD-RW SCSI internal for $79 shipped - 1:01 pm
Madlogix.com offers the the Yamaha CRW8424S 8x/4x/24x CD-RW SCSI
50-pin internal drive for $79. That's $8 less than our last mention
and the lowest price we've seen. These new, retail-packed drives
include Adaptec Easy CD Creator for PCs, Toast 3.5.7 for Macs,
cables, and two pieces of media. Mention "dealmac" when ordering and
shipping is free.
http://dealmac.com/newsdaily.html?article,27025

BTW, Dealmac rocks for all sorts of info on stuff going on sale, and
not just Mac stuff.....

3991. quickbbs st

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 22:56:30 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC3802F.691B2BAC@home.com>
Source record: 41464

Hi there,

I am wanting to set up a quick st bbs. I have it and some doors and whatnot off a crawly crypt cd. But I need to get a demo.key and later on a fully registered key. I know the original suport bbs that one could register from is not up now. I searched on the net and found a link to a place in england that handled the software registrations up till 2 years ago but when I try the site it not responding, Anywone know the current fate of quickbbs st and where to get it?

3992. Help with mouse please

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 22:56:58 UTC
From: Jelly Bean <judi@redlion.demon.co.uk>
Message-ID: <3bc38371_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 41465

I have just acquired a 520ST from a garage sale + original box, floppies and manuals and software.

It works fine, but I have to force the original mouse to click. Can this be fixed by taking it apart? Or is it totally worn out?

Is there a good source in the UK for bits?

I have the receipt for the original puchase - over 1,300 pounds. At last I can afford it.

3993. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 23:01:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da2dc347f51@madasafish.com>
Source record: 41457

Hi Hallvard!

>And of course the configuration file:
>
>CONFIG.SYS
>
>Which I've edited as follows:
>
>; Example configuration for SPIN!
>
>; CD-ROMs on ACSI 1
>*BOS, c:\auto\spin_sd.bos, A:1
>
>; Install as logical drive X:
>*DOS, c:\auto\iso9660f.dos, X:A

Have you tried using a differnet letter to A? I use X and Y (I have 2
CD-ROMs) but I imagine that would conflict with your logical drive letter.
I've never understood the letter that links the two, something to do with
GEMDOS or something.
--
Lyndon Amsdon

3994. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 23:48:37 UTC
From: ebaiz@skyenet.net
Message-ID: <p1Mw7.4814$9i3.193037@newsfeed.slurp.net>
Source record: 41466

On 9 Oct 2001 12:06:32 G, Hallvard Tangeraas wrote:
>I finally got my Plextor 12/20 CD-ROM drive today and wanted to try it
>out with my Mega STe, but I'm having some (hopefully minor) problems.

I am not sure what your problem is, but I it may be a setup problem in
Spin. I have a Link II hooked up to my STe which has a CD rom drive. I
use Extendos Gold and HDDriver and all is fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3995. Re: Help with mouse please

Newsgroup: comp.sys.atari.st
Date: 2001-10-09 23:48:39 UTC
From: ebaiz@skyenet.net
Message-ID: <r1Mw7.4815$9i3.192901@newsfeed.slurp.net>
Source record: 41467

On 9 Oct 2001 23:56:58 +, "Jelly Bean" wrote:
>I have just acquired a 520ST from a garage sale + original box, floppies and
>manuals and software.
>
>It works fine, but I have to force the original mouse to click. Can this be
>fixed by taking it apart? Or is it totally worn out?
>
>Is there a good source in the UK for bits?
>
>I have the receipt for the original puchase - over 1,300 pounds. At last I
>can afford it.

Yes, it sounds like you need a new or else give the one you have a good
cleaning. Try the site below to order a new one:

http://www.atari-workshop.co.uk/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3996. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 07:06:45 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC3F385.2EF6EB0D@seimet.de>
Source record: 41468

Hallvard Tangeraas wrote:

> The strange thing however is that the old 2x Apple CD-ROM drive works
> fine, but not the new one.
> I bought it used, but I don't think it's malfunctioning as it shows up
> when booting and in the SCSI ID checker (forgot the name of it) that
> comes with HDdriver.

As your old drive was working with the same setup there are two things
that might affect the new drive:

1. SPIN! might have problems with this drive. I don't think this is the
case because there are several users with SPIN! and Plextor drives. I
also have a Plextor drive (40x), which works fine with SPIN!.
2. SCSIDRV might have problems with this drive. You should ask the
author, Steffen Engel, for assistance.

Provided that SCSIDRV causes problems I recommend upgrading to HDDRIVER
8.1. Since HDDRIVER 7 there is no need for SCSIDRV anymore because
everything SCSIDRV offers is included in HDDRIVER, which also supports a
newer version of the SCSI driver interface than SCSIDRV.
This will only help, of course, if it's actually SCSIDRV that prevents
the drive to be accessible.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

3997. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 08:49:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30746_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41469

In uno strano messaggio del 09 Oct 01 c.simon@bangor.ac.uk (2:333/608.1)
scrisse al povero All :
cs> out from Peak exactly what connector the reader had. So I've ordered a
cs> cable from CPC today - for reference the unit has a 50-way "half pitch D
cs> type" SCSI connector, the other end needs to mate with your computer or
cs> the last device in your SCSI chain, which in my case should be a 50-
cs> way Centronics-type plug. The power supply also needs an IEC-type mains

That should be a Falcon scsi2 cable.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3998. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 11:08:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002785838-112879AEicMi@ntlworld.com>
Source record: 41488

From: northstar2010@_____yahoo.no (Hallvard Tangeraas)
Date: Wed, 10 Oct 2001 04:44:47 GMT

>The strange thing however is that the old 2x Apple CD-ROM drive works
>fine, but not the new one.

You've checked that the option jumpers match on each drive? There's usually no need to change them though, usually. Have you tried booting with a CD in the drive?

>I bought it used, but I don't think it's malfunctioning as it shows up
>when booting and in the SCSI ID checker (forgot the name of it) that
>comes with HDdriver.

Why not download the demo version of HDDriver and give that a try? You can get rid of scsidrv.prg then, just make sure that you have the corresponding option set in hddutil.prg - oh, and set the SCSI ID of the CD in Devices/Partitions.

FWIW my Spin! installation was:

Auto:
config.sys
iso9660f.dos
metaxbs.prx <- this is not a typo!
spin_sd.bos

/xtension
spinmagc.xfs

My config.sys file:

*BOS, c:\auto\spin_sd.bos, A:10
*DOS, c:\auto\iso9660f.dos, Y:A
;CDROM is ID2 (8+2 mapped to icon Y)

This all on a Falcon - for a true SCSI port one has to add 8 to the ID that you've set the CD to.

This setup worked perfectly for a Plextor 40* drive, and the disk and on/busy lights worked as they should (I can't remember the exact sequence now).

Re installing the drive in your Apple, don't you need a third-party driver to access non-Apple drives?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /

/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3999. PS/2 keyboard on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 12:03:49 UTC
From: Laurent <laurent.favard@libertysurf.fr>
Message-ID: <3BC43925.E3E5F0C1@libertysurf.fr>
Source record: 41470

Hi all,

Does anyone know what are Atari scan-codes returned by PC keyboard
adapter to Atari for the extend key Left Win, Right Win and
Application ? In fact what are atari codes mapped to PS/2 scan-codes...

Thank in advance
Laurent

4000. Re: Help with mouse please

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 12:44:03 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <RoXw7.2838$LD2.268471@news6-win.server.ntlworld.com>
Source record: 41471

Hello.

"Jelly Bean" <judi@redlion.demon.co.uk> wrote in message
news:3bc38371_1@mk-nntp-1.news.uk.worldonline.com...

> Is there a good source in the UK for bits?

Keychange Music, 01925 266120

barrie@keychange.co.uk

4001. Re: Help with mouse please

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 12:55:44 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-3FDBE3.08583510102001@news1.coastalnet.com>
Source record: 41472

In article <r1Mw7.4815$9i3.192901@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

> On 9 Oct 2001 23:56:58 +, "Jelly Bean" wrote:
> >I have just acquired a 520ST from a garage sale + original box, floppies
> >and
> >manuals and software.
> >
> >It works fine, but I have to force the original mouse to click. Can this
> >be
> >fixed by taking it apart? Or is it totally worn out?
> >
There is a small microswitch inside that can wear out. They are easily
replaceable. Sometimes the plastic lever that pushes on the microswitch
wears down and can be built up with glue.

4002. Re: HDriver-JAZ 2GB

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 15:53:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc47aaa271ec1@madasafish.com>
Source record: 41427

Hi Uwe!

>Don Wolfe wrote:
>
>> Question, is there any Utilities for repairing the Root Sector as
>> before the formating partitions G,I,J where all good... Any Ideas ??
>
>No, there isn't. With most drives the root sector is only accessible
>after the drive could correctly terminate the format process. This was
>not possible in your case, i. e. the damage on the cartridge is so bad
>that the JAZ was not able to format it. Try to format it a second time.
>If you're lucky, this will work. If not the cartridge is simply damaged
>and cannot be used anymore.

I once got that, I just couldn't partition this drive as the root sector was damaged. I think I could do a format but it didn't help, it was some time ago. Anyway, I removed a SCSI CD ROM from the chain and the drive partitoned no problems at all! I have a feeling that that CD ROM was causing problems and just the other day it died on me. The light just stays on and the motors all lock themselves up. I want to try my SCSI hard drive back in but it needs cooling.
--
Lyndon Amsdon

4003. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 17:04:34 UTC
From: osian@zetnet.co.uk
Message-ID: <3bc47fa2$0$13421@news.zetnet.co.uk>
Source record: 41473

I've now received an invoice from Peak UK and I can confirm that the total bill was 207.97 for the Adtron Accent SCSI card reader (product code ASCP-03), the CompactFlash adaptor, and P&P.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4004. ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 17:39:41 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bc487dd$0$13425@news.zetnet.co.uk>
Source record: 41474

Hi all!

Just thought I'd report that the symptoms of the recent ICQ problems
haven't happened today, so maybe whatever was going on at Mirabilis has
been solved.

Anyone else know anything more?

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4005. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 19:31:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110102131.a13140@su2.maus.de>
Source record: 41401

Hi Lyndon,

LA>Have you tried using a differnet letter to A?
that letter does _not_ in any way correspond to the floppy drive, so
it doesn't matter which character to you use to address your CD ROM
drive.

My CONFIG.SYS runs like this:

```
==================================zip=========================================
; CD-Tool BEGIN
; Note that everything up to `; CD-Tool END' will be erased by
; CD-Tool's configuration tool!
;
; created by CD-Tool 2.14, Sat Jan 22 19:09:08 2000
;
; devices
;
; SCSI 2: `PIONEER CD-ROM DR-U03S' -> A
; SCSI 4: `PIONEER CD-ROM DR-U03S' -> B
; SCSI 6: `YAMAHA CRW8424S' -> C
;
; BOS drivers
;
;*BOS, c:\metados\hs-cdrom.bos, B:12, C:14
;*BOS, c:\metados\spin_sd.bos, A:10, B:12, C:14
*BOS, c:\metados\spin_sd.bos, B:12, C:14
;*BOS, c:\metados\scsi_cd.bos, B:12, C:14
;
; virtuelles CD-ROM Z:, wenn Image auf M:
;*BOS, c:\metados\cd_image.bos, M:67
;
; virtuelles CD-ROM Z:, wenn Image auf N:
;*BOS, c:\metados\cd_image.bos, N:67
;
; DOS drivers
;*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C, Z:M
;*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C, Z:N
*DOS, c:\metados\hs-iso.dos -c256, T:B, W:C
;
; CD-Tool END

==================================zip=========================================
```

Explanation: This CONFIG.SYS permits me to run 3 drives, even 4, if I
count the virtual drive, too. Virtual drive means that the driver

shows me the CD image produced by CD Recorder as a CD.

LA>I've never understood the letter that links the two, something to do
LA>with GEMDOS or something.
So it's for me. I only know that in your example, you may replace the
letter 'A' with any character, but in _both_ places of its appearance!

And the 'X' gives you the letter you have to provide an icon for on
the desktop. And one should avoid the letter 'U' in order to avoid
conflicts using MagiC.

Und TTschï¿½
ps

4006. Re: ICQ problems

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 20:45:58 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ptmflfcf@localhost>
Source record: 41475

James Haslam wrote:

> Just thought I'd report that the symptoms of the recent ICQ problems
> haven't happened today, so maybe whatever was going on at Mirabilis
> has been solved.

It also appears as if the visible list if working again! Hurrah!

My guess is that some backwards compatibility on mirabilis servers was
lost when upgrading to a new protocol version. Looks like they cured
that glitch now though!

Oh well, I am happy again now :))

Regards,

Joakim

http://gokmase.atari.org

4007. [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 21:29:17 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9q2ejdnlv1@news8.svr.pol.co.uk>
Source record: 41476

Dear All

Just to let you know, I have been negotiating with Brad Templeton the author of Alice Pascal (a Pascal Interpreter) into making it available on his website for downloading.

I first remember seeing this program reviewed in Atari User (I think) many years ago, it may have been sold by HiSoft(?) at one time. I saw a mention of it on Matthias Jaap's site and went to Brad's website only to find that the IBM PC was the only version available for downloading!! A link to a review of the Atari ST version was hopelessly out-of-date, so naturally I had to enquire from the author as to whether he had a copy anywhere!

Brad wanted the programs available for those with Atari Emulators, whereas I wanted a ZIP file for true Atarians(!). I have supplied him a .MSA file and a ZIP of the two single-sided master disks that he still had, these I believe have been put on his website and are available to FTP.

The website is:

http://www.templetons.com

The ftp is:

ftp.templetons.com

Here are some of the features found in Alice(PC)

* Syntax directed editor with flexible input -- type just about anything anywhere.

* Integrated, visual programming environment with debugger

* 700 help screens

* Ask at any point what can be typed, or help on any symbol or language feature

* "Cursor Following" debug mode -- watch a program in action

* Hide or reveal subsections of programs for readability and structure

* Multiple program workspaces with cut and paste

* Turbo Pascal compatibilty. (Use as editor, then output as text to compile.)

* Customizable

* Includes standalone interpreter, text file input and output to work with other tools.

* Fast Pascal interpreter

* Works on as little as an 8088 PC with 384K of RAM -- also in DOS box on modern Windoze 95 or Windoze NT computer at lightning speed. Or an Atari ST at warp speed 9!

Unfortunately when trying to test it on my CT2B Falcon I find that I can't get it to work even with plain TOS and emulating ST High on a VGA monitor!! An alert comes up with "System Font must be 8 bits wide" OK.

Any suggestions would be helpful.

Neil Chester
(for Brad Templeton)

4008. site finally gives up the ghost...

Newsgroup: comp.sys.atari.st
Date: 2001-10-10 21:55:11 UTC
From: chris swinson <aint-telling-you-cos-of-spam@home.com>
Message-ID: <9q2g55jqv1@newsg1.svr.pol.co.uk>
Source record: 41477

Hi all,

Its been fun these last few years supporting Atari by hosting loads of Atati stuff on my site. It had to come sooner or latter and that day has arrived. The server i was using to host all my Atari files on seems to have vanished without a trace. This does not supprise me one bit as so many other servers have done the same. I kept moving my site again and again until now i giveup. I know there are a lot of people who find it a good resource who will be sorry to see it go but theres not much i can do about this. All the files are gone appart from the ones hosted on the Atari FTP servers, i think Belgian ftp has a mass host of files which i uploaded a while back, if not then hopefully there are still running.

I was thinking of moving the site again but theres gigs of files there and all were uploaded on a 28K modem which is the best i have, its no fun and doing this almost every year is no fun at all. As the site is getting few hits these days then it seems little use in uploading again. I've supported Atari for as long as i can and enjoyed every moment of it! I have no regrets appart from seeing the Atari scene the way it is after knowing what it used to be years ago.

You can still access the downloads ont he FTP servers though dont expect too much from anything else on the site. Please note the hompage is www.cps-games.co.uk even though the site pages are on Freeserve. The site will be survive in some form though what i will be i have not decided yet. One thing i maywell do is burn the site onto a CD or 2 as i still have all the files at hand, plus a load more which i never got around to uploading.

Chris

4009. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 03:31:25 UTC
From: sinclap@nospam.net
Message-ID: <1010200122290052229%sinclap@nospam.net>
Source record: 41478
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35DD6.1D68CB2C@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> sinclap@nospam.net wrote:
>
> > You do...
> >
>
> Yes the rest of the world and myself still know you for a useless prick. get
> used
> to it and get a live

So your saying that 6 Billion including the Taliban agree with you?

> >
> > No crap with facts...
> >
>
> you have no facts, therefore your crap is blatant bullshit, as is the fouls
> smelling substance keeping your ears apart.

Care to back this up. What have I stated that is crap? Ex..That the
updated Milan will never be released on this side of the Atlantic?

> >
> > sinclap!
> > somewere in the basement
>
> BTW, since you once again have lied to all of us about your not being in
> csma,
> why don't you post your crap there? its cause you know you'd be a proven
> vidiot
> once atain. You really should learn that attempting to impersonate bill palmer is
> futile

Whats there to post? It's an advocacy group too, plus I am a Atari
user as well.

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

4010. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 03:38:13 UTC
From: sinclap@nospam.net
Message-ID: <1010200122354897 64%sinclap@nospam.net>
Source record: 41479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <dreibel-006E2D.09013207102001@news1.on.sympatico.ca>,
Daniel Dreibelbis <dreibel@sympatico.ca> wrote:

> In article <0710200100313424 25%sinclap@nospam.net>,
> The iDiot Forever Known As Sinclap <sinclap@nospam.net> wrote:
>
>
> > >
> > > Looks like know one cares since there has been no follow up.
>
> ironically, there has, TiFKAS. You just have been too stupid to look.
>
> And speaking of stupid: it's spelled "no". More proof that no one in
> the Mac industry would hire such a drooling moron as you to represent
> them.

Well, you just condemed millions in the technology field, including
fellow atarians..

You sound like the class wise ass, always perfect...but rediculed..

> > >
> > > > having just gotten my Handspring Visor Deluxe, I decided to see just
> > > > what was out there in the way of programs, and particularly those
> > > > E-Books out there.
> > >
> > > Have the Visor as well. The new Sony one with integrated MP3 playback
> > > plus awesome styling has begun to eat in Palm's and Handspring's donut
>
> yes, TiFKAS, we all know about how much you like to "Palm" yourself :)

You must of erotic thoughs about being 'Palm'. You thought of it first
not me..

> > >
> > > > well, I just happened to go onto the Aportis website (they make a
> > > > document reader for Palm OS) and saw they have an E-book section.
> > > >
> > > > Wouldn't you know it - someone has come up with an E-book History of
> > > > Atari, from Syzergy to Hasbro, for free download! And it's pretty good,
> > > > too. Lots of info and fun facts about Atari - did you know that they
> > > > sold 350,000 copies of Tempest 2000 for the Jaguar? They also talk about
> > > > the Atari computers, from the 8-bit to the Falcon
> > >
> > > Sure made your day did it not?

>
> it did - the whole book is tull of the facts about Atari - and proved
> that, as far as your disinformation campaigns, you're full of it.....

What disinformation campaign?

>
> > > BTW, the Visor Deluxe is pretty good, too - they've just discontinued
> > > it, and so you should be able to grab ahold of one of these for a good
> > > price. I got ahold of a refurbished one from the Handspring web site for
> > > $119 US + free shipping. This thing has as much RAM as my TT does, and
> > > it's turning out to be pretty useful for work-related stuff. Now I'm
> > > getting ready to order a digital camera Springboard module for it :)
> >
> > You must be estatic...-) Not!
>
> You're certainly not serious about getting ahead and bettering
> yourself, can't even spell "ecstatic"

I don't have to worry about 'bettering' myself. I would worry about
you...

> Now go out and play in traffic, little boy.....

I am too busy for that. Would be fun to go back in time. but have to
earn a living now..

> >
> > sinclap!
> > somewere in mn
>
> burrowing his head "you-know-where" in order to keep his prodigious
> ears warm.....

??

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

4011. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 03:47:35 UTC
From: sinclap@nospam.net
Message-ID: <1010200122451035562%sinclap@nospam.net>
Source record: 41480
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <upyours-FDBAF3.09093807102001@news1.on.sympatico.ca>, Razor Rikel <upyours@nunyabeezwax.com> wrote:

> In article <071020010132573934%sinclap@nospam.net>,
> <sincrap@nospam.net> wrote:
>
> > > so, yer in a denial dat yer homer sexual?
> >
> > You disapprove of homosexuals? If so, does 'Chunks' no this?
>
> no, I don't. But yer in obvious denial dat you have homer sexual
> tendencies...

Really...Please tell me more...

> an' lookit you, now yer once again claimin' dat Dan is homer sexual,
> after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
> very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
> like a homophobe an' claimin yer a big stud - read, YOU - often turn out
> ta have homer sexual tendencies.

you live next door with Chunks? Why are you defending Chunk's sexual appetite? Did you know by diffinition in posts by Chunk's attacking my spelling and grammar errors done early in the new morning, that he has condemed you as an idiot and unworthy of a amployment advancement?

> > > jerkin' his gherkin' ta picture of Phil Schiller...
> >
> > How long have you been thinking about that?
>
> how long have ya been poundin' yer poodle ta same picture?

I don't have his picture but pictures of out town trips to populate my walls.

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More opening credits)

*note, sinclap maybe absent due to sending back the field PB to former employer..

4012. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 04:02:28 UTC
From: sinclap@nospam.net
Message-ID: <1010200012300087614%sinclap@nospam.net>
Source record: 41481
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35B65.76938711@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> Guess what sincrap. Youve just fallen for razors "monkey boy" trap again.
> You
> just cant admit that the amiga users know yhour full of crap just like anyone
> else.
>
> sinclap@nospam.net wrote:
>
> > Oh..You have not been in comp.sys.amiga.advocacy lately have you?
> >
> > Yes, I do read through c.s.m.a. Whats your excuse?
> >
>
> Bollox again. I've even posted about you there, I've posted TO YOU there,
> and
> you never reply, you never defend the macs from windroids. jThere fore you
> are
> still a liar and a blatant scumbag. Not that its a surprise to anyone. For
> the
> record everyone here KNOWS you don't visit csma cause you idea of "defending"
> the
> macintosh is limited to spewing crap at others while hoping that nobody will
> realize your a pimply faced loser without a life.

Why should I care that wintel users do not use the Apple platform.
It's there loss not mine. I suspect that the new Apple retail stores
will attract the fence setters and the low hanging fruits.

So what crap have I spewed?

4013. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 04:05:01 UTC
From: sinclap@nospam.net
Message-ID: <101020012302426827%sinclap@nospam.net>
Source record: 41482
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <3BC35C73.534580E2@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> lets see thats gmt so in fact your posting at just past 1:30 am while
> staying up late on saturday. Does this prove anything? yes it proves your
> still an idiot for thinking that staying up late on a weekend somehow makes
> you a "hacker".
>

No sherlock...Thats the only time I had to check usenet and email due
to my schedule..

sinclap!
somewere in mpls-next to lake harriet(as seen on the Mary Tyler More
opening credits)

*note, sinclap maybe absent due to sending back the field PB to former
employer..

4014. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 04:12:19 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-DFFA10.00121911102001@news.bellglobal.com>
Source record: 41483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <101020012235489764%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> > And speaking of stupid: it's spelled "no". More proof that no one in
> > the Mac industry would hire such a drooling moron as you to represent
> > them.
>
> Well, you just condemed millions in the technology field, including
> fellow atarians..

millions in the technology field know how to spell. Unlike you.

> You sound like the class wise ass, always perfect...but rediculed..

no, they laugh WITH me, not AT me. With TiFKAS it's the opposite.

BTW, it's spelled "ridicule" . Come back when you've graduated
remedial kindergarten....

> > yes, TiFKAS, we all know about how much you like to "Palm"
yourself :)
>
> You must of erotic thoughs about being 'Palm'. You thought of it first
> not me..

hmmm, not only can't TiFKAS spell, he also can't put together a
coherent sentence! Having fun with your old friend Johnny Walker again?
:)

> > it did - the whole book is tull of the facts about Atari - and
proved
> > that, as far as your disinformation campaigns, you're full of it.....
>
> What disinformation campaign?

well well well. Remember "98% of all Atari applications fall over on
the Milan" ? Remember "Pointcast will completely destroy Atari from
the Internet"? Remember "I never said Calamus was crap"? Remember "I
never said that Steve Jobs would destroy Apple if he ever came back, or
that I called him an arrogant bonehead"?

> > You're certainly not serious about getting ahead and bettering
> > yourself, can't even spell "ecstatic"
>
> I don't have to worry about 'bettering' myself. I would worry about
> you...

I have bettered myself, pinhead. Last March I got a promotion, a raise, and some additional employee training which has now added to my resume.

You'd be lucky if you were able to sell pencils from a tin cup, much less getting any job in the computer industry.

> *note, sinclap maybe absent due to sending back the field PB to former
> employer..

well well well - someone finally noticed your shoddy work and gave you the boot. That's what you get for acting as much the fool here as you did in the field.

BTW, can you now give us evidence of who formerly employed you? Or are you still bound by a "non-disclosure agreement" (read: BS) that prevents you from sharing that info, O former fake "Apple Power Rep".

4015. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 04:23:26 UTC
From: Razor Rikel <upyours@nunyabeezwax.com>
Message-ID: <upyours-B56660.00232611102001@news.bellglobal.com>
Source record: 41484
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <101020012245103562%sinclap@nospam.net>,
<sinclap@nospam.net> wrote:

> > an' lookit you, now yer once again claimin' dat Dan is homer sexual,
> > after denyin' dat ya ever said it. Earth ta sincrap - Dan happens ta be
> > very hetero, he jus' don't believe in breedin' lile a bunny. Guys actin'
> > like a homophobe an' claimin yer a big stud - read, YOU - often turn out
> > ta have homer sexual tendencies.
>
> you live next door with Chunks? Why are you defending Chunk's sexual
> appetite? Did you know by diffinition in posts by Chunk's attacking my
> spelling and grammar errors done early in the new morning, that he has
> condemed you as an idiot and unworthy of a amployment advancement?

Razor gots news fer ya, sincrap - Razor's spellin' errors are all
parta a gag, showin' dat even a guy actin' an idiot can gets bigger
laughs an' makes an even bigger point den one who truly IS an idiot.
sincrap claim dat he big shot Crapple power rep, when he make all sortsa
mistake regardin' Macs, an' he can't even spell right.

Faces it, sincrap, yer form o' Mac advocacy is nothin' more den
smelly ol' disnosaur droppins. Maybe it time ya gives up whiles ya still
behind.

Me knows Dan. Me also knows Dan not known as Chunks - fer one ting,
Dan's actchooly not got a weight probelm as you claim he do. Second, how
can Dan have sexual appetite when he no practice it? Thirdly, why you
attack Dan about dese tings when it obviously off topic? Could it be yer
tryin' ta project yer own stinky problems onto him? Could it be yer
tryin' ta distract people from relaizin' how much a moron ya really is?

4016. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 04:57:24 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC5261C.AF6E262@home.com>
Source record: 41485
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.mac.advocacy

sinclap@nospam.net wrote:

> So your saying that 6 Billion including the Taliban agree with you?
>

Lets take stock of this right now. Has anyone here in the atari groups or in mac groups (that you never post in, yes I've checked) ever agreed with you? NO
Has everyone you've ever communicated with in this newsgroup or any other called you a brain dead idiot? YES

Btw, since your American (which is acceptable on its own) and Incredibly Stupid, in fact the Taliban would either laugh at you or at the very least insult your lack of intelligence.

>
> Care to back this up. What have I stated that is crap?
>

I don't have to back up the fact that your an ignorant liar. You do such a good job of that yourself. Such as your blatant lie in this very post that your an Atari user. Take a hint, atari users don't spend their lives bashing atari computers and other atari users.

Theres also your bogus claim to attend tradeshows including Macworld in NY and SF. Despite the fact that you've never been seen there by anyone. The mere fact that you can claim to be there and be totally invisible to the thousands of attendees is absurd to everyone but you.

And lets not forget your laughable attempts to delude yourself that you want to be an "apple power rep" in your professional capacity even after its been proven many times that you've never worked for Apple or any Apple dealer.

You see, it goes to your own credibility. You make wildly stupid accusations against others. Then you contradict yourself. To top it off you wont provide evidence when pressed repeatedly. The result of this is you're universally recognized as an utter fool.

> Whats there to post? It's an advocacy group too, plus I am a Atari
> user as well.

You an atari user? absolutely not. you've disproven this many times with your egomaniacal diatribes bashing atari users over the years. Yet you continually claim to be a mac supporter. This is not born out by any facts, in fact your own statement above proves quite the opposite.

"whats to post?" you ask? despite your claims to being an apple user you never venture into any of the mac newsgroups defending apple from the mac bashers who spew the same

idiotic BS that you mindlessly fire off at Atari users.

The facts are that your simply trying to inflame people against each other. But your silly little school yard bully plan is foiled by to blinding facts. (1) Your stupidity is so obvious and self contradictory that it invalidates itself (2) More than a few of the people you bash are at one time or another people who've used both Atari and Macintosh systems. In essence your attempts to provoke Mac and Atari users against each other are attempts to get people to attack themselves.

>
> sinclap!
> somewere in his own fantasy world
>
> *note, sinclap maybe absent since he's out trying to get a life

4017. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 05:07:29 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC52879.7F5E0675@home.com>
Source record: 41486
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.st

Read the paragraph below, a paragraph typed by YOU tifkas. Thats more of your crap. Read your previous posts and count the direct contradictions among your previous statements. Enough crap to drive toilet paper production into overdrive.

While your on the topic of low hanging fruits, its obvious why you care about what wintel users think. Primarily because you are one.

>
>
> Why should I care that wintel users do not use the Apple platform.
> It's there loss not mine. I suspect that the new Apple retail stores
> will attract the fence setters and the low hanging fruits.
>
> So what crap have I spewed?

4018. Re: EPIC uses Atari assets to develop new Amiga Games!

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 05:08:49 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC528C9.321DACA1@home.com>
Source record: 41487
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

And this proves what? that you have no point, no clue and no life!!

sinclap@nospam.net wrote:> lets see thats gmt so in fact your posting at just
past 1:30 am while

> > staying up late on saturday. Does this prove anything? yes it proves your
> > still an idiot for thinking that staying up late on a weekend somehow makes
> > you a "hacker".
> >
>
> No sherlock...Thats the only time I had to check usenet and email due
> to my schedule..

4019. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 10:58:18 UTC
From: jba4@po.cwru.edu
Message-ID: <3bc57aa8.106283566@news.cwru.edu>
Source record: 41400

On Thu, 11 Oct 2001 23:36:40 +0200, "Matthias Jaap"
<mjaap@t-online.de> wrote:

>That's great news!
>
>Now for everyone who would like to see Prospero's products released - they
>are still active: http://www.prosperosoftware.com/
>
>Regards,
>Matthias
>

Good luck! I wrote to them asking if they would consider releasing
Prospero FORTRAN for the Atari ST as freeware, which they apparently
still develop on other platforms. They said that they had no
intention of releasing the Atari version as even freeware because it
made them look bad. They didn't want to be seen by others as less of
a serious company for giving away their products for free.

Don't ask me why they would think this, that's just what I got out of
their e-mail. I can try and dig it up sometime and post it here.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4020. driver for Skunk accelerator

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 14:37:25 UTC
From: BMaedicke@t-online.de
Message-ID: <1f14gr7.1hmrp0h1uxmw8aN%BMaedicke@t-online.de>
Source record: 41489

Hi all,

I search the driver for the Falcon Skunk accelerator.
Who can send me the driver? Thanx.

--
Url: http://home.t-online.de/home/BMaedicke/

4021. Logic 2.5

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 15:59:49 UTC
From: Ari Laine <at.laine@kolumbus.fi>
Message-ID: <9q4ft7$38k$1@news.kolumbus.fi>
Source record: 41490

Hi.

Some time ago, I buy my Logic 2.5 update from Indigo 2, In Denmark. If you want to
buy one, try to contact Indigo 2, Denmark. I believe that Heine Svendsen can help you.

Cheers...
Ari Laine

at.laine@kolumbus.fi

4022. Re: ATARI ste editors (take500)

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 16:55:24 UTC
From: quincysmith84@hotmail.com
Message-ID: <5daa04b7.0110110855.41295bb7@posting.google.com>
Source record: 41491

Bob Retelle <bobr1@provide.net> wrote in message
news:<vdh3stkrtmv690hhmjuqdomolhek067qhb@4ax.com>...
> On 7 Oct 2001 04:04:20 -0700, quincysmith84@hotmail.com (quin) wrote:
>
> >I'd be very pleased if anyone could instruct me on how to use software
> >found on the net on an atari computer. The software in question is an
> >editor for the Yamaha tg500 sound module. I think its called 'take
> >500'. I dont have a PC but have access to one at university. At home i
> >have an Atari STe midi'd up to a Yamaha tg500. The problem is that the
> >Atari doesnt read the software i've downloaded at univeristy. Do i
> >need some kind of conversion?. It's the same problem i have with sound
> >samples for my Emu 6400 sampler, it doesnt read the wav. files that i
> >download through the internet, i should imagine i need some kind of
> >conversion for this as well. If anyone can help, it would be great but
> >bare in mind that i am a novice when it comes to using P.Cs
> >THANKS
> >
> >Quin.
>
> You can download files with a PC and transfer them to your Atari with
> no "conversion" needed.
>
> BUT-
>
> Your Atari will NOT read a "normal" PC floppy disk.
>
> You need to format a floppy disk ON THE PC, but you must format it as
> a 720K disk.
>
> Go to "My Computer" on the desktop and Double Left Click on the icon.
>
> Put a floppy disk in the floppy drive and Single RIGHT Click on the
> Floppy Drive Icon (usually marked A:)
>
> Single Left Click on "Format..." on the menu that drops down.
>
> Under "Capacity" at the top of the box which opens, click on the
> downward pointing arrow then click on "720Kb (3.5")"
>
> Click on the button marked "Start" in the same box.
>
> This will format the floppy so the Atari can read it. Copy your files
> onto this disk and try it in the Atari.
>

>
> BobR

brilliant......whoever sent this.....i am very happy now, thanks very much!!

4023. Loss of colour/inverted colour

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 18:01:58 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3bc5de96$0$13421@news.zetnet.co.uk>
Source record: 41492

Hi Atarians

A small thing that has been "bugging" me for a while which I know some one out there knows the answer too. I`m sure I have read it myself somewhere but this old brainbox is getting well past its sell by date.

I have a small programme (4.7.11 in fact) as a ACC which helps while away the time during the middle of the night, I being well beyond normal nightime activities !!. When closing the prog down the screen is inverted.ie white becomes black and black is white.This means having to reboot to use my normal setup,a pain at times.

Your help gratefully accepted.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

4024. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 18:08:10 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bc5e103$0$19399$e4fe514c@newszilla.xs4all.nl>
Source record: 41493

Hi,

This Pascal looks very good. I am new to ST programming and wanted to do
some Pascal coding, this seems to be the best starting package...

TXG/MNX

4025. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 19:18:46 UTC
From: bt@templetons.com
Message-ID: <qgmx7.4197$gT6.2802405@news1.rdc1.sfba.home.com>
Source record: 41494

To be specific, the web page is

http://www.templetons.com/brad/alice.html

And it's in ftp.templetons.com/software/ either alice-atarist.zip or
alice1.st and alice2.st for the original floppies.

Note that the documentation is for the PC version, which was a DOS
command line based tool, while the ST version is much better with
full GEM support etc.

But I don't have the ST manauals around in a format I can easily put
on the web, alas.

In article <9q2ejdnlv1@news8.svr.pol.co.uk>,
Neil Chester <neil@adel6.freeserve.co.uk> wrote:

>http://www.templetons.com
>
>The ftp is:
>
>ftp.templetons.com
>
>Here are some of the features found in Alice(PC)
>
>
>* Syntax directed editor with flexible input -- type just about anything
> anywhere.
>
>* Integrated, visual programming environment with debugger
>
>* 700 help screens
>
>* Ask at any point what can be typed, or help on any symbol or language
> feature
>
>* "Cursor Following" debug mode -- watch a program in action
>
>* Hide or reveal subsections of programs for readability and structure
>
>* Multiple program workspaces with cut and paste
>
>* Turbo Pascal compatibilty. (Use as editor, then output as text to
>compile.)
>
>* Customizable

>
>* Includes standalone interpreter, text file input and output to work with
> other tools.
>
>* Fast Pascal interpreter
>
>* Works on as little as an 8088 PC with 384K of RAM -- also in DOS box on
> modern Windoze 95 or Windoze NT computer at lightning speed. Or an
> Atari ST at warp speed 9!
>
>Unfortunately when trying to test it on my CT2B Falcon I find that I can't
>get it to work even with plain TOS and emulating ST High on a VGA
>monitor!! An alert comes up with "System Font must be 8 bits wide" OK.
>
>Any suggestions would be helpful.
>
>Neil Chester
>(for Brad Templeton)
>
>
>
>

--
The price of excessive vigilence is liberty.

http://www.templetons.com/brad/

4026. [SEARCH] Strategie of Deuteros

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 19:28:48 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.2b368e92.a7302ea2.ovanoni@icor.fr>
Source record: 41495

Hello.

I'm looking for help on how to use Deuteros. I don't find the
way to take after having conquered the solar system.
I someone remember something about this game, please answer
by mail.

Thanks in advance.

--

--

Olivier VANONI
Mailto:ovanoni@PASDEPUB.icor.fr

Magic Hades 6.10 - Jinnee - WS 3.30c
Le tout Compatible ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

4027. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 20:37:35 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9q4vuf$9a$1@news7.svr.pol.co.uk>
Source record: 41396

Hi Brad

On 11 Oct 2001 19:18:46 , Brad Templeton wrote:
>
>To be specific, the web page is
>
> http://www.templetons.com/brad/alice.html
>
>And it's in ftp.templetons.com/software/ either alice-atarist.zip or
>alice1.st and alice2.st for the original floppies.
I have a Magic Shadow Archive file file also, which I am reliably told
should work with STeem etc.

>
>Note that the documentation is for the PC version, which was a DOS
>command line based tool, while the ST version is much better with
>full GEM support etc.
And a help system!

>
>But I don't have the ST manauals around in a format I can easily put
>on the web, alas.

Are they on disk?

>>Unfortunately when trying to test it on my CT2B Falcon I find that I can't
>>get it to work even with plain TOS and emulating ST High on a VGA
>>monitor!! An alert comes up with "System Font must be 8 bits wide" OK.
>>
>>Any suggestions would be helpful.
>>
>>Neil Chester
>>(for Brad Templeton)

Although he's quite capable of speaking for himself! :-)

If I could only get this system error sorted out I would be testing out
all my ANSI Pascal programs I have done in the past at college. Nobody
got a COBOL compiler? On second thoughts don't bother!

Glad to bring good news to this newsgroup for a change.

Regards

Neil :-)

4028. Sampler..

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 21:34:29 UTC
From: Andrew Emberson <A.D.Emberson@tesco.net>
Message-ID: <9q5345$et8$1@epos.tesco.net>
Source record: 41397

Hello,

I've got a mono replay 16 which plugs into the cartridge port on the side of
the atari.
£25 including postage and packing.
Anyone interested.
Please e-mail me.
Cheers,
Andrew

4029. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 21:36:40 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9q539qhkh06$1@news.t-online.com>
Source record: 41398

Hi Neil,
>
> Just to let you know, I have been negotiating with Brad Templeton the
> author of Alice Pascal (a Pascal Interpreter) into making it available on
> his website for downloading.

That's great news!

Now for everyone who would like to see Prospero's products released - they
are still active: http://www.prosperosoftware.com/

Regards,
Matthias

4030. Re: site finally gives up the ghost...

Newsgroup: comp.sys.atari.st
Date: 2001-10-11 21:51:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC613FE.3D5E11E@home.com>
Source record: 41399

Hi Chris,

Smeg it bugs me when these things happen. I'd lke to arrange something with you cause I can probly arrange to host some of the files on my site(s). email me and perhaps we can arrange something, or you can find me on icq, you got my number on there.

chris swinson wrote:

> Hi all,
>
> Its been fun these last few years supporting Atari by hosting loads of Atati
> stuff on my site. It had to come sooner or latter and that day has arrived.
> The server i was using to host all my Atari files on seems to have vanished
> without a trace. This does not supprise me one bit as so many other servers
> have done the same. I kept moving my site again and again until now i
> giveup. I know there are a lot of people who find it a good resource who
> will be sorry to see it go but theres not much i can do about this. All the
> files are gone appart from the ones hosted on the Atari FTP servers, i think
> Belgian ftp has a mass host of files which i uploaded a while back, if not
> then hopefully there are still running.
>
> I was thinking of moving the site again but theres gigs of files there and
> all were uploaded on a 28K modem which is the best i have, its no fun and
> doing this almost every year is no fun at all. As the site is getting few
> hits these days then it seems little use in uploading again. I've supported
> Atari for as long as i can and enjoyed every moment of it! I have no regrets
> appart from seeing the Atari scene the way it is after knowing what it used
> to be years ago.
>
> You can still access the downloads ont he FTP servers though dont expect too
> much from anything else on the site. Please note the hompage is
> www.cps-games.co.uk even though the site pages are on Freeserve. The site
> will be survive in some form though what i will be i have not decided yet.
> One thing i maywell do is burn the site onto a CD or 2 as i still have all
> the files at hand, plus a load more which i never got around to uploading.
>
> Chris

4031. obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 01:15:07 UTC
From: Video61@webtv.net
Message-ID: <483-3BC6441B-118@storefull-172.iap.bryant.webtv.net>
Source record: 41402

can anyne help me find these 2 games complete, i have contacted
chro-magic many times in the last few years with little, or no success
in even getting them to answer me.
i used to try and buy and sell to them, and they never returned any of
my phone class, or e-mails.
i know they used to carry these games can anyone help,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4032. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 06:25:51 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC68CEF.F4295FF1@seimet.de>
Source record: 41403

Derryck Croker wrote:

> Why not download the demo version of HDDriver and give that a try? You can get
> rid of scsidrv.prg then, just make sure that you have the corresponding option
> set in hddutil.prg - oh, and set the SCSI ID of the CD in Devices/Partitions.

Most likely you are refering to the option that enables/disables the
SCSI driver. Note that since HDDRIVER 8 this option is not present
anymore. The SCSI driver is always active because HDDRIVER uses it
internally all the time.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4033. Re: HDdriver, Link II and Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 10:15:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002957388-74638AEicMi@ntlworld.com>
Source record: 41413

Hi Uwe,

>Most likely you are refering to the option that enables/disables the
>SCSI driver. Note that since HDDRIVER 8 this option is not present

Hadn't actually spotted that :-)

Hallvard's got it working anyway, excellent.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4034. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 15:21:37 UTC
From: dont@spam.me.spammer
Message-ID: <5UDx7.69948$L8.21119031@news2.rdc1.bc.home.com>
Source record: 41404

In article <3BC26B03.5E24466F@greeleynet.com>, wordworks@greeleynet.com says...
>
>Hi, Steve,
>
>> > The OS must have something to do with it, as formatting under Windows 98
>> > writes something to the disks in order to support long filenames and the
>> > old DOS 8 & 3 filenames at the same time. You can see this when you
>> > write files to the floppy on a Win98 machine and then open that floppy
>> > on a TOS machine. You'll see extra files listed on the TOS machine that
>> > you cannot access nor delete via TOS. At least not TOS 1.04 and 3.XX
>> > (what ever is on my TT! <G>)
>>
>> That's nothing to do with the format, I save LFN's on floppies under Windows
>> ME that were formatted on a TOS platform.
>
>Did you ever see Cool Hand Luke, with Paul Newman? The famous line from
>the movie is "What we have here is a failure to communicate", spoken by
>character actor Strother Martin.

was that the guy with the marvy sunglasses?

4035. Re: driver for Skunk accelerator

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 17:01:10 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <4qFx7.4197$Ad3.14888@nntpserver.swip.net>
Source record: 41405

Hi,

What is this? I've never heard of the Skunk accelerator!

Regards

/Peter

"Mathias" <mpichotz@fh-lausitz.de.nospam> wrote in message
news:9q5fsa$a1n$1@lola.hrz.fh-lausitz.de...
> here!
>
> --
>
> MfG Mathias
>
>
>

4036. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 17:13:12 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bc7329820dbb43@pandora.be>
Source record: 41406
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/anim0204.zip (153.980 bytes)
(video player (AVI, MOV, FLI, FLC, and WAV)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/gg220.lzh (358.290 bytes)
(powerful chart programma. French/German/English version)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-151.zip (1.115.373 bytes)
(Mail client for STing/Stik/Gluestik)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/file_selectors/bkit230d.zip (151.198 bytes)
(Boxkite fileselector, German version)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

4037. Re: site finally gives up the ghost...

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 18:02:47 UTC
From: chris swinson <aint-telling-you-cos-of-spam@home.com>
Message-ID: <9q7b9n$jc5$1@news8.svr.pol.co.uk>
Source record: 41407

Hi james,

The files on my site really do add up to a lot of megs. I can relink the pages to a new URL though its a lot of work. I dont want the site to go but im really am sick of spending months uploading files to servers which die after a year. If you have a few 100mb of webspace going then i can send you the site files on CD if you have direct access to the server to copy them to it.

Chris

"James Alexander" <james-m-alexander@home.com> wrote in message news:3BC613FE.3D5E11E@home.com...
> Hi Chris,
>
> Smeg it bugs me when these things happen. I'd lke to arrange something with you
> cause I can probly arrange to host some of the files on my site(s). email me
> and perhaps we can arrange something, or you can find me on icq, you got my
> number on there.
>
> chris swinson wrote:
>
> > Hi all,
> >
> > Its been fun these last few years supporting Atari by hosting loads of Atati
> > stuff on my site. It had to come sooner or latter and that day has arrived.
> > The server i was using to host all my Atari files on seems to have vanished
> > without a trace. This does not supprise me one bit as so many other servers
> > have done the same. I kept moving my site again and again until now i
> > giveup. I know there are a lot of people who find it a good resource who
> > will be sorry to see it go but theres not much i can do about this. All the
> > files are gone appart from the ones hosted on the Atari FTP servers, i think
> > Belgian ftp has a mass host of files which i uploaded a while back, if not
> > then hopefully there are still running.

> >
> > I was thinking of moving the site again but theres gigs of files there
and
> > all were uploaded on a 28K modem which is the best i have, its no fun
and
> > doing this almost every year is no fun at all. As the site is getting
few
> > hits these days then it seems little use in uploading again. I've
supported
> > Atari for as long as i can and enjoyed every moment of it! I have no
regrets
> > appart from seeing the Atari scene the way it is after knowing what it
used
> > to be years ago.
> >
> > You can still access the downloads ont he FTP servers though dont expect
too
> > much from anything else on the site. Please note the hompage is
> > www.cps-games.co.uk even though the site pages are on Freeserve. The
site
> > will be survive in some form though what i will be i have not decided
yet.
> > One thing i maywell do is burn the site onto a CD or 2 as i still have
all
> > the files at hand, plus a load more which i never got around to
uploading.
> >
> > Chris
>

4038. Atari Times Update 10-12-2001

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 21:37:42 UTC
From: "Gregory D. George" <greggeorge@att.net>
Message-ID: <3BC76306.C7834908@att.net>
Source record: 41408
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

New articles at The Atari Times this week! Stop by and see what you've
been missing!

http://www.ataritimes.com/

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

```
=-=-=-
```

4039. Re: [SEARCH] Strategie of Deuteros

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 22:33:34 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bc76fbe$0$13422@news.zetnet.co.uk>
Source record: 41409

Hi Olivier!

>I'm looking for help on how to use Deuteros. I don't find the
>way to take after having conquered the solar system.
>I someone remember something about this game, please answer
>by mail.

It's possible that you haven't conquered the solar system, try sending a ship (well more than one would be quicker!) to systematically search every planet and moon, there may be a Methanoid base somewhere that you've overlooked.

I seem to remember that the game would only go onto the next stage after some time had elapsed after the last base was conquered.

However you are only half way through the game, the best bit is next - there are other solar systems to explore! :)

If you get stuck, email me, and I'll see if I can remember more.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4040. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-12 23:21:04 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9q7tt0$9gg$2@dos.canit.se>
Source record: 41410

Lance Ringquist <Video61@webtv.net> skrev:
: can anyne help me find these 2 games complete, i have contacted
: chro-magic many times in the last few years with little, or no success
: in even getting them to answer me.
: i used to try and buy and sell to them, and they never returned any of
: my phone class, or e-mails.
: i know they used to carry these games can anyone help,
: thanks,
: lance

I suppose you could write to UDS, they're still in business, though their offerings nowadays tend to be children's games for the PC. Isn't it hideous how the developers of such great grown-up games have detoriorated into that kind of business? I suppose it pays off, but any serious gamer wouldn't even pay the slightest attention to "Mulle Meck". =/
But I think it's time to release Obsession for free now. Digital Illusions have done so with their Pinball range.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4041. Re: how can I transfer Atari ST diskima

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 02:03:17 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BC7A0E5.8EC0A64C@greeleynet.com>
Source record: 41411

jackie jokers wrote:

> >Did you ever see Cool Hand Luke, with Paul Newman? The famous line from
> >the movie is "What we have here is a failure to communicate", spoken by
> >character actor Strother Martin.
>
> was that the guy with the marvy sunglasses?

I don't think so. Paul Newman played Luke, a convict on a chain gang.
Strother Martin played the warden of the prison.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4042. Martin Gratier

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 05:06:29 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3BC7CBD4.687CF878@sympatico.ca>
Source record: 41412

Is this guy still around?

4043. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 09:00:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f0707680@madasafish.com>
Source record: 41416

Hi Iggy!

>I suppose you could write to UDS, they're still in business, though their
>offerings nowadays tend to be children's games for the PC. Isn't it
>hideous how the developers of such great grown-up games have detoriorated
>into that kind of business? I suppose it pays off, but any serious gamer
>wouldn't even pay the slightest attention to "Mulle Meck". =/

Didn't they do "NO Fear downhill mountain biking" which was pretty good,
it was on the Playstation but I would have imagined there would be a PC
version.
--
Lyndon Amsdon

4044. Re: Caller ID affecting modem?

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 10:29:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3bc8176c$0$13422@news.zetnet.co.uk>
Source record: 41414

On 30 Sep 2001 20:34:58 , "Steve Sweet" wrote:
>Hi Fred
>
>"Fred Hahn" <fhahn@cwcom.net> wrote in message
>news:qhFt7.4222$9y5.55125@news1-hme0...
>> Hi all!
>>
>> Can someone tell me if having BT's Caller ID service could interrupt a
>> modem connection?
>
>Shouldnt do, its the call waiting aspect that poxes that.

Not much help/use to Atari users I know but I think the problem can be solved for those also using PCs by upgrading the modem from v90 to v92, apparently the upgrade software is available from the website of your chosen modem manufacturer. It's also supposed to half the speed taken by the modem to log on amongst other things.

--
Trevor

6 MB ATARI STe / Veloce+2 / TOS 2.06

4045. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 11:55:58 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-3D2A1F.07555713102001@news.bellglobal.com>
Source record: 41415

In article <1f174z6.1fq9qur1wlogjaN%northstar2010@______yahoo.no>,
northstar2010@______yahoo.no (Hallvard Tangeraas) wrote:

> I've been using a Mac Quadra for several years now, and MagiCMac runs
> really well on it, but unfortunately there are lots of newer Mac
> programs I can't run as I don't have a Mac with a PowerPC processor.
>
> I came across a "collector" of Macs who offered to exchange my Quadra
> 840av (68040/40MHz processor) for his PowerMac 8200/120 (PowerPC 601
> processor I think, at 120MHz).
> My question is (and finally getting to some relevance to this
> group ;-)) ...how well will this machine run MagiCMac compared to the
> 840av?
>
> I'm asking because I was "given" a PowerMac 7100/66 (which later died on
> me), but was hugely disappointed to see just about all programs run a
> LOT slower than on the Quadra. MagiCMac probably ran slower than on my
> real Atari STe (at least it seemed like it did), which is understandable
> as we're talking about 680x0 emulation with an early/slow PPC processor
> compared to a very fast 68040 processor.
>
> But the 8200/120 will have almost twice the clock frequency -what will
> this mean in practice when running MagiCMac?
> Is it worth doing the exchange, or should I keep the Quadra 840av and
> instead save up for a G3 or G4 for later (quite a while I believe)?

I'd suggest before you go for the trade, go over to the Low End Mac
web site (http://www.lowendmac.com), it's a great repository of info
on all older (and new) Macs, and it can tell you about features, specs
and what to watch out for in the way of problems and upgradability.
There are some Macs that have even been given the badge of "Road Apple"
for certain flaws.

My own experience: when I began looking at used Macs, the guys at the
company I bought it from suggested that, for a PowerPC model, to skip
the 601 series of processors and go for a 603e-based model, as the speed
difference is quite dramatic. The 603e and later 604e models have the
advantage also of being PCI-based, so your ability to upgrade the video,
add USB or Firewire, etc, is assured. Also be sure to go for a model
which puts the CPU on a daughtercard, as you can then later change it
for a G3 or G4 CPU.

For the record, I'm currently using a UMAX J700 (from the clone era,
it's the equivalent of a Mac 9500 minus two PCI slots, though there is
provision on the motherboard to add them for a total of six) to which

I've added a PowerLogix 350MHz G3 card. At $399 CDN, it was not only a true bargain, but it was also my way of thumbing my nose at TiFKAS :)

Oh, and to keep it on topic to the group - Low End Mac also happens to have pages dedicated to the ST and to the STacy, due to the ST's ability in the day to emulate a Mac using Magic Sac and Spectre. Dan Knight knows his stuff, and he's a class act.

4046. NEW Links! Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 17:44:00 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110131039000.30210-100000@shell.pacifier.com>
Source record: 41417
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've added more WebPages! So Read on & Check the NEW Links to my WebSite!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4047. Re: Loss of colour/inverted colour

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 17:46:51 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3bc87e0b$0$13425@news.zetnet.co.uk>
Source record: 41418

On 11 Oct 2001 18:01:58 , Derek W W Hunt wrote:
> Hi Atarians
>
> A small thing that has been "bugging" me for a while which
> I know some one out there knows the answer too. I`m sure I have
> read it myself somewhere but this old brainbox is getting well
> past its sell by date.
>
> I have a small programme (4.7.11 in fact) as a ACC which helps
> while away the time during the middle of the night, I being well
> beyond normal nightime activities !!. When closing the prog down
> the screen is inverted.ie white becomes black and black is
> white.This means having to reboot to use my normal setup,a pain
> at times.

Derek, have you tried to go ControlPanel/ColorSetUp [1] and click Reload
(at bottom right of panel, if you can't see it yet)? That should do it.

[1] Or whatever name it has: mine is COLORVDI.CPX v 2.10.

Charles.

4048. Creating TGZ file

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 18:13:50 UTC
From: ebaiz@skyenet.net
Message-ID: <yv%x7.445$Vm5.130301@newsfeed.slurp.net>
Source record: 41419

Hello,

Could someone explain how to create a TGZ file using Tar.zip anf
GZip.ttp? I have tried with no luck.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4049. AEX now available: New Midi Instant Tangerine Dream machine

Newsgroup: comp.sys.atari.st
Date: 2001-10-13 23:25:01 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0110131525.558c3a1c@posting.google.com>
Source record: 41420

Hi All

AEX now available: New Midi Instant Tangerine Dream machine

OK...got the AEX page completed so have a look.
Pic was provided by the Dr ! Thanks!

For those in the dark, AEX is a new application (still in beta) by Dr Ambient that is an "instant" Tangerine Dream Machine. very cool!Simultes Analog Sequencers with an intelligent twist. I had the pleasure of beta testing.

The AEX page and download:
http://tamw.atari-users.net/aex.htm

There is also a special version for TT-HI users (the 19" monitor on a TT030)
There is also a link to Dr Ambients MP3.com page where you can hear what AEX sounds like in the piece called "Pilgrim" based on the Robert Service poem.

AEX does work in STEem, but with some changes in the key commands.

I also did some changes (a little) to my site. The index now has the intro
section on it so you don't have to do so much scrolling on the main (timidi.htm) page.

here is the index page:

http://tamw.atari-users.net

I would invite comments

Tim C.

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

4050. Re: Creating TGZ file

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 00:09:27 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bc8e596b430b80@pandora.be>
Source record: 41421

on Sat 13-10-2001 18:13 Edward S. Baiz Jr. wrote:

>Hello,
>
>Could someone explain how to create a TGZ file using Tar.zip anf
>GZip.ttp? I have tried with no luck.

If everything is set up good this command will create a tgz file for you

tar -zcf [archive_name.tgz] [name of file/dir you want to archive]

tar.ttp -zcf k:/chapelie/funmedia.tgz k:/funmedia/*
tar.ttp -zcf k:/chapelie/index_all.txt.tgz k:/progs/index_all.txt

Not sure though this methode will work with the TOS version of tar
and gzip. If not use the following:

tar.ttp -cf [archive_name.tar] [name of file/dir you want to archive]
gzip.ttp [archive_name.tar]

e.g. tar.ttp -cf test.tar test.prg
gzip.ttp test.tar ---> test.taz (=test.tgz)

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4051. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 02:51:50 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-77B495.22544613102001@news1.coastalnet.com>
Source record: 41422

> I don't think I'll find anyone who's willing to give me enough for the
> 840av to be able to buy a used 7500, so the question is really if I
> should keep the 840av or get a 8200/120.
>
> Hallvard

7500 Macs are going for only about $100 now in the US. I've even seen
7300 with 180 to 200 mhz 604 for not much more, like $120 to $150.

Isn't a 68040 Quadra with MagicMac still a lot faster than a TT? I've
been trying to buy MM in the US but can't seem to find it here. Someone
at support@magical-sides.de have a website advertising it as available
in the US for about $90, but my mail to them has not been answered.

Bill Freeman

4052. Re: Martin Gratier

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 03:48:45 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BC90AED.691FD9A4@home.com>
Source record: 41423

I've never heard of him I don't think. what does he do in the atari scene?

michele smith wrote:

> Is this guy still around?

4053. HDriver-JAZ 2GB

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 05:12:34 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9qb6s1koe1@news.chatlink.com>
Source record: 41424

I have 4 partitions on a JAZ 2GB removable disk (GHIJ) H was giving me some write errors so I moved all wanted files from the disk to other disks. I checked the drive H: with HD and it showed bad sectors, so I decided to let HD reformat the plater.

The program said the process could be several hours, so I started the formating and left the room for 2 hours, when I next checked the disk there was a message that it could not format the disk, so now when I try to partition this disk the message is: Couldn't Read Root Sector of G:

Question, is there any Utilities for repairing the Root Sector as before the formating partitions G,I,J where all good... Any Ideas ??

Thanks, Donner.....

4054. Re: HDriver-JAZ 2GB

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 06:49:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC9358A.19A252F3@seimet.de>
Source record: 41425

Don Wolfe wrote:

> Question, is there any Utilities for repairing the Root Sector as
> before the formating partitions G,I,J where all good... Any Ideas ??

No, there isn't. With most drives the root sector is only accessible
after the drive could correctly terminate the format process. This was
not possible in your case, i. e. the damage on the cartridge is so bad
that the JAZ was not able to format it. Try to format it a second time.
If you're lucky, this will work. If not the cartridge is simply damaged
and cannot be used anymore.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4055. MagnumST-card problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 08:41:25 UTC
From: Dennis van der Burg <D.W.vanderBurg@student.tudelft.nl>
Message-ID: <3BC94FB4.BFEC4A5C@student.tudelft.nl>
Source record: 41426

Hi,

yesterday I installed a MagnumST card into my Mega ST1. This
is a board that goes on top of the MC68000 and upgrades the
system to TOS 2.06 and also expands the memory with 4/8/11
MB, depending on the size of the SIMM you put onto the
board.

Now I have the following problem: the TOS 2.06 upgrade works
fine, but if I put in a 4 or 8 MB SIMM, the driver
MAGNUMST.PRG recognizes only 512kB :-(
What might be wrong here?

BTW. I got the driver from http://www.uweschneider.de/

regards,
Dennis

4056. Re: Martin Gratier

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 12:45:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bc996ea27c2f60@tripnet.se>
Source record: 41428

On Fri 12-10-2001 22:06 (-0700) michele smith wrote:

>Is this guy still around?

I don't think he is reading this group...

You may try to mail him at graiter@starmail.com (this address was valid
in June)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4057. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 16:54:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110140854.8299be5@posting.google.com>
Source record: 41429

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bc07811$0$13425@news.zetnet.co.uk>...
> On 6 Oct 2001 19:56:43 -, Galen wrote:
> >Wow, at only $95 it seems worth the risk -- are you going to go for it?
>
> Well, as I've already posted, yes I've ordered it, but it was slightly
> more expensive than $95 in the UK!
>
Kindly remember to post your experience, as that device sounds quite useful.

Galen

4058. Re: driver for Skunk accelerator

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 17:05:57 UTC
From: BMaedicke@t-online.de
Message-ID: <1f1a77v.1q0oq151tgtqfuN%BMaedicke@t-online.de>
Source record: 41430

Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

> What is this? I've never heard of the Skunk accelerator!

The Skunk accelerator speed up the falcon to 32 or 36 MHz. In the 36 MHz version is the bus speed 18 MHz and the DSP runs with 50 MHz. The manufacturer was a company with name "ComTex".

--
Url: http://home.t-online.de/home/BMaedicke/

4059. Re: driver for Skunk accelerator

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 17:16:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc9e74e107c711@madasafish.com>
Source record: 41439

Hi Bernd!

>Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>> What is this? I've never heard of the Skunk accelerator!
>
>The Skunk accelerator speed up the falcon to 32 or 36 MHz. In the 36 MHz
>version is the bus speed 18 MHz and the DSP runs with 50 MHz. The
>manufacturer was a company with name "ComTex".

Does it have a wire from it conected to one of the ACIAs? If so I have a
program that would turn it on and off, proabably. I've never understood
why they only ran at 36MHz when the Nemesis/Phatom can run at 50MHz.
--
Lyndon Amsdon

4060. Re: Loss of colour/inverted colour

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 17:36:38 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3bc9cd26$0$13424@news.zetnet.co.uk>
Source record: 41431

On 13 Oct 2001 17:46:51 , Charles Stanley wrote:
On 11 Oct 2001 18:01:58 , Derek W W Hunt wrote:

snip..snip.......
>> When closing the prog down
>> the screen is inverted.ie white becomes black and black is
>> white.This means having to reboot to use my normal setup,a pain
>> at times.

>Derek, have you tried to go ControlPanel/ColorSetUp [1] and click Reload
>(at bottom right of panel, if you can't see it yet)? That should do it.

>[1] Or whatever name it has: mine is COLORVDI.CPX v 2.10.

Thamks for that Charles. Yes I have tried that amd clicking on
Reload does indeed return to the original colour BUT the next page
brought up is again reverted. In other words the only way for me
to have my orignal setup is to completely reboot.

Thanks again

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

4061. Re: Creating TGZ file

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 17:50:33 UTC
From: ebaiz@skyenet.net
Message-ID: <Jfky7.1285$GS5.127819@newsfeed.slurp.net>
Source record: 41432

```
On 14 Oct 2001 00:09:27 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sat 13-10-2001 18:13 Edward S. Baiz Jr. wrote:
>
>>Hello,
>>
>>Could someone explain how to create a TGZ file using Tar.zip anf
>>GZip.ttp? I have tried with no luck.
>
>If everything is set up good this command will create a tgz file for you
>
>tar -zcf [archive_name.tgz] [name of file/dir you want to archive]
>
> tar.ttp -zcf k:/chapelie/funmedia.tgz k:/funmedia/*
> tar.ttp -zcf k:/chapelie/index_all.txt.tgz k:/progs/index_all.txt
>
>Not sure though this methode will work with the TOS version of tar
>and gzip. If not use the following:
>
>tar.ttp -cf [archive_name.tar] [name of file/dir you want to archive]
>gzip.ttp [archive_name.tar]
>
>e.g. tar.ttp -cf test.tar test.prg
> gzip.ttp test.tar ---> test.taz (=test.tgz)

Thanks Martin. That helps....

I want to use it in the Mint/Mintnet environment.

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

4062. Re: HDriver-JAZ 2GB

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 17:50:34 UTC
From: ebaiz@skyenet.net
Message-ID: <Kfky7.1288$GS5.127667@newsfeed.slurp.net>
Source record: 41433

On 14 Oct 2001 05:12:34 , Don Wolfe wrote:
>
>I have 4 partitions on a JAZ 2GB removable disk (GHIJ) H was giving me
>some write errors so I moved all wanted files from the disk to other
>disks. I checked the drive H: with HD and it showed bad sectors, so I
>decided to let HD reformat the plater.
>
>The program said the process could be several hours, so I started the
>formating and left the room for 2 hours, when I next checked the disk
>there was a message that it could not format the disk, so now when I
>try to partition this disk the message is: Couldn't Read Root Sector
>of G:
>
>Question, is there any Utilities for repairing the Root Sector as
>before the formating partitions G,I,J where all good... Any Ideas ??

Hello Donner,

The same thing happened to me when I tried to format on my 1gig JAZ
drive. I just tried it again and it worked. Just keep trying and
eventually the cart will be formated...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4063. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 18:07:07 UTC
From: Video61@webtv.net
Message-ID: <19095-3BC9D44B-41@storefull-174.iap.bryant.webtv.net>
Source record: 41434

hi,
'you would'nt happen to have the url's for either company would you?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4064. [PUB] once more another matrix

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 18:34:55 UTC
From: ptonthat@club-internet.fr
Message-ID: <9qclsf$9ga$2@front5m.grolier.fr>
Source record: 41435

Bonsoir :)

Directly at http://rajah.atari.org/files/vdi_fx.zip

The starfield has been upgraded (file config).
New : The Matrix effect

The sources are given. Run in every rezolutions.

Bye

Rajah Lone

4065. Re: Creating TGZ file

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 19:10:23 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bc9f0eeaee4a0@pandora.be>
Source record: 41436

on Sun 14-10-2001 17:50 Edward S. Baiz Jr. wrote:

>On 14 Oct 2001 00:09:27 , "Martin \"Nightowl\" Byttebier" wrote:
>>on Sat 13-10-2001 18:13 Edward S. Baiz Jr. wrote:
>>
>>>Hello,
>>>
>>>Could someone explain how to create a TGZ file using Tar.zip anf
>>>GZip.ttp? I have tried with no luck.
>>
>
>Thanks Martin. That helps....
>
>I want to use it in the Mint/Mintnet environment.

If you use the MiNT utils you only have to do one action.

tar -zcf /k/chapelie/funmedia.tgz /k/funmedia/*

The -z command tells that after the file/dir has been TARed it must be
passed through gzip

To unpack *.tgz file use this:

tar -xzvf [file.tgz]

Here again the -z command tells that the archive must first go through
gzip and then through tar.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4066. Sensible Soccer on ST ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 20:00:54 UTC
From: frednatha <frednatha@wanadoo.fr>
Message-ID: <9qcqr0cmi1@wanadoo.fr>
Source record: 41437

hello
I try to find infos about all the versions of sensible soccer on Atari ST ?

thanks
Fred

4067. FA: Ebay, Atari 1040STf Dual Floppy Color System with pc ditto II board

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 20:24:02 UTC
From: David Smith <david11125@home.com>
Message-ID: <3BC9F461.2C32A7D6@home.com>
Source record: 41438

please take a look at my auction and place a bid. thank you!

Item name: Atari 1040STf Color System with pd ditto II
Item number: 1285449282
Minimum bid: $9.99
Reserve Price: N/A
Quantity: 1
End date: Wednesday, Oct 24, 2001 at 13:16:59 PDT

To view, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1285449282

4068. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 21:13:50 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-8592EC.17134914102001@news.bellglobal.com>
Source record: 41440

In article <1f1acqq.kjfrj941t4qoN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no (Hallvard Tangeraas) wrote:

> So, the conclusion is that the 7500 has a generally better memory
> performance if DIMMs are installed as pairs, is easier to upgrade with a
> G3 card, but has no L2 cache.

correct, however a G3 daughtercard replacement will already have an
L2 cache onboard (built into the G3 chip itself), so you'll gain one if
you buy a 7500 and install the card. On my UMAX, my L2 cache became an
L3 cache when I installed the PowerLogix card.

> The 8200 on the other hand has an L2 cache, but doesn't have the
> better memory performance because of the interleaving, and is a pain to upgrade
> to a G3 (although I've heard of a recently available G3 card for this
> machine as well). Correct?

The Sonnet 7200 card? It's an amazing feat of engineering, but it's
also very prohibitably expensive, especially in the light that Sonnet
makes daughtercards for the 7500/7300/7600/8500/8600/9500/9600 which are
MUCH cheaper.

> Well, as I said I don't want to spend much money on this (actually I
> wasn't planning on buying a new machine at all at this time until I got
> the problems with my online bank because I had a version of Netscape
> which was too old), but if I do the exchange I'll have to get hold of
> additional DIMMs which will be a cash outlay for me (hopefully not too
> much, but worth checking out before I go ahead with this as I can't use
> the memory I have in my Quadra)

thankfully in the case of RAM for these machines (168-pin EDO or FPM
DIMMs) there's been a price war going on in the US since April, with a
number of companies dropping prices of generic and some branded RAM
(Kingston, I believe). 64MB RAM sticks of this type have been going
around $25 each - earlier this year they had been going as high as $119
US each (ouch!).- and 128MB sticks have been in around the $34-45 mark.

> but as far as upgrading goes I don't think I'll ever get the required capacity for
serious video-editing in
> any case, and if I do I'll probably have spent more money than buying a
> G3 or G4 Mac in the first place. (I imagine those machines having a generally higher
overall performance
> than any "G3 upgraded" older Mac will ever have).

correct, as the new machines benefit from a much faster bus speed,
and can utilize much faster PC RAM. Plus they also have Firewire built
in.

> Getting back to the 7500 vs 8200 again: I see that the 7500 uses a
> "desktop" case, while the 8200 uses a "tower" case much like my 840av. I
> prefer tower cases as they're a lot more practical and space-saving, and
> I wouldn't have to re-arrange my whole setup for the new machine, but of
> course if the 8200 is totally crap I'd rather keep the Quadra.
> But from what you've said so far it looks like it will be able to
> replace the Quadra and more, so the trade is a good one (if I can find
> some cheap DIMMs).

in that case, why not consider a "select pre-owned" :) 8500 or 8600,
which are the same form factor as the 8200 but have the daughtercard
replacement option, as well as the faster 603e and 604e processors . Of
course, do realize that the 8500 and the 9500 have the reputation of
"fighting back" when trying to install RAM and other upgrades, according
to MacAddict.

4069. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 21:45:42 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3bca0786$0$13424@news.zetnet.co.uk>
Source record: 41441

On 13 Oct 2001 12:03:17 , "Timothy A. Seufert" wrote:
>In article <1f174z6.1fq9qur1wlogjaN%northstar2010@_____yahoo.no>,
> northstar2010@_____yahoo.no (Hallvard Tangeraas) wrote:
>
>> I came across a "collector" of Macs who offered to exchange my Quadra
>> 840av (68040/40MHz processor) for his PowerMac 8200/120 (PowerPC 601
>> processor I think, at 120MHz).
>SNIP>

>The 8200/120 will perform way more than twice as fast as the 7100/66.
>The reason has to do with the 68K emulator in each Mac's ROM.
>SNIP>
> CPU Rating
>Mac IIci (25 MHz 030) 0.40
>6100/60 Emulated Mode 0.53
>8100/80 Emulated Mode 0.70
>Quadra 840AV 1.58
>7500/100 Emulated Mode 2.05
>7500/100 Emulated Mode (SD) 3.33

You'all make me ashamed to admit I acquired a second hand MacPPC 6100 last year. So far, it seems useful only for the Internet (via AOL, iCAB or IE5) colour printing (DeskJet 660C) and Appleworks6 (which I'm just starting). It does have MacOS 9.x.x, which is kinda slow, but no upgraded RAM yet.

I still use my TT every day, so there! :)

Charles.

4070. Re: Loss of colour/inverted colour

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 22:34:09 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3bca12e1$0$13421@news.zetnet.co.uk>
Source record: 41442

```
On 14 Oct 2001 17:36:38 , Derek W W Hunt wrote:
>On 13 Oct 2001 17:46:51 , Charles Stanley wrote:
>On 11 Oct 2001 18:01:58 , Derek W W Hunt wrote:
>
> snip..snip.......
>>> When closing the prog down
>>> the screen is inverted.ie white becomes black and black is
>>> white.This means having to reboot to use my normal setup,a pain
>>> at times.
>
>>Derek, have you tried to go ControlPanel/ColorSetUp [1] and click Reload
>>(at bottom right of panel, if you can't see it yet)? That should do it.
>
>>[1] Or whatever name it has: mine is COLORVDI.CPX v 2.10.
>
> Thamks for that Charles. Yes I have tried that amd clicking on
> Reload does indeed return to the original colour BUT the next page
> brought up is again reverted. In other words the only way for me
> to have my orignal setup is to completely reboot.
>
> Thanks again
>
> Derek
>
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>
>.
```

4071. Re: LAN port pinout on TT030

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 23:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bcac20c8c62c0@madasafish.com>
Source record: 41255

Hi Alan!

>"Martin-ï¿½ric Racine" <q-funk@funkyware.atari.org> wrote in message
>news:Pine.LNX.4.21.0110151431560.21563-100000@hal.pp.fishpool.fi...
>> On Mon, 15 Oct 2001, Alan Hourihane wrote:
>>
>> > Has anyone got the pinouts for the LAN port on the TT030 ? Or has
>> > anyone connected it to a PC successfully to zmodem things around and
>> > can show the cable they're using ?
>>
>> The cable is a rather standard one, usually sold under the name "Mac modem
>> cable". It's traditionally used to plug a standard modem into a Mac.
>>
>> Another alternative, if connecting to a Mac or Sun computer equipped with
>> an RS-422 interface, is the "Mac printer cable" which can be used as a
>> nullmodem cable.
>>
>Yep, I've got one, but it doesn't work, and I'm trying to understand the TT
>port to understand why it's not working. Aparently the TT doesn't have some
>of the control lines. So I could really use the port pinout info if anyone
>has it.

I converted my Falcon LAN port to a standard RS232 port. It was a simple
task and I really must put the info on my website but I feel I forgot
where I put the wiring I devised.
--
Lyndon Amsdon

4072. Ludwig Article on My Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-14 23:44:30 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0110141544.5725ace@posting.google.com>
Source record: 41443

Hi All

Looks like my LUDWIG article is UP. What is Ludwig? Read my article
and find
out.!!

There are also example midi files as well as the actual program
download.

MyAtari also created a cool logo for my colomn. Rather neat!

here is the link:

http://www.myatari.net/issues/oct2001/ludwig.htm

I would encourage anyone here to write an article for My Atari...Its
OUR magizine! Lets show everyone that Atari is NOT DEAD!

Tim Conrardy

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

4073. LAN port pinout on TT030

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 08:41:27 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1003135289.3701.0.nnrp-07.9e9834fc@news.demon.co.uk>
Source record: 41444

Has anyone got the pinouts for the LAN port on the TT030 ?

Or has anyone connected it to a PC successfully to zmodem things
around and can show the cable they're using ?

Thanks.

Alan.

4074. Re: LAN port pinout on TT030

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 11:35:25 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0110151431560.21563-100000@hal.pp.fishpool.fi>
Source record: 41445

On Mon, 15 Oct 2001, Alan Hourihane wrote:

> Has anyone got the pinouts for the LAN port on the TT030 ? Or has
> anyone connected it to a PC successfully to zmodem things around and
> can show the cable they're using ?

The cable is a rather standard one, usually sold under the name "Mac modem cable". It's traditionally used to plug a standard modem into a Mac.

Another alternative, if connecting to a Mac or Sun computer equipped with an RS-422 interface, is the "Mac printer cable" which can be used as a nullmodem cable.

More TT030 trics at the URL below.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

4075. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 11:55:14 UTC
From: google@philyoung.org.uk
Message-ID: <646a9e38.0110150355.302ef807@posting.google.com>
Source record: 41346

UDS are at www.uds.se

Phil

Video61@webtv.net (Lance Ringquist) wrote in message
news:<19095-3BC9D44B-41@storefull-174.iap.bryant.webtv.net>...
> hi,
> 'you would'nt happen to have the url's for either company would you?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

4076. Re: LAN port pinout on TT030

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 15:39:25 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1003160367.21167.0.nnrp-14.9e9834fc@news.demon.co.uk>
Source record: 41347

"Martin-Éric Racine" <q-funk@funkyware.atari.org> wrote in message
news:Pine.LNX.4.21.0110151431560.21563-100000@hal.pp.fishpool.fi...
> On Mon, 15 Oct 2001, Alan Hourihane wrote:
>
> > Has anyone got the pinouts for the LAN port on the TT030 ? Or has
> > anyone connected it to a PC successfully to zmodem things around and
> > can show the cable they're using ?
>
> The cable is a rather standard one, usually sold under the name "Mac modem
> cable". It's traditionally used to plug a standard modem into a Mac.
>
> Another alternative, if connecting to a Mac or Sun computer equipped with
> an RS-422 interface, is the "Mac printer cable" which can be used as a
> nullmodem cable.
>
Yep, I've got one, but it doesn't work, and I'm trying to understand the TT
port to understand why it's not working. Aparently the TT doesn't have some
of the control lines. So I could really use the port pinout info if anyone
has it.

4077. Re: MagnumST-card problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 17:20:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9qf5tg$pe3$1@draco.stochastik.rwth-aachen.de>
Source record: 41348

In article <3BC94FB4.BFEC4A5C@student.tudelft.nl>,
Dennis van der Burg <D.W.vanderBurg@student.tudelft.nl> wrote:
>Hi,
>
>yesterday I installed a MagnumST card into my Mega ST1. This
>is a board that goes on top of the MC68000 and upgrades the
>system to TOS 2.06 and also expands the memory with 4/8/11
>MB, depending on the size of the SIMM you put onto the
>board.
>
>Now I have the following problem: the TOS 2.06 upgrade works
>fine, but if I put in a 4 or 8 MB SIMM, the driver
>MAGNUMST.PRG recognizes only 512kB :-(
>What might be wrong here?

Provided the card is OK (I know some which were manufactured by a
sub-contractor had soldering problems, especially at the PS/2 socket), it
might be you got a SIMM with asymmetric (unequal # rows/columns) DRAMs. The
MagnumST does not support these - although they were not very common in PS/2
style.

Do you have a chance to try a different SIMM?

If the TOS on the Magnum works, then the installation is most probably
correct.

cu
Michael

4078. TKa Atari Mega Ste 4MB met 210 Mb Harddisk

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 17:24:32 UTC
From: vanwijkw@xs4all.nl
Message-ID: <3bcb1ac5.802318@newszilla.xs4all.nl>
Source record: 41349

Te koop aangeboden t.e.a.b:

Atari computer Mega STE4 met 4 Mb geheugen,
Quantum PD 210 S harde schijf, 16 Mhz processor,
Monitor zw/w SM 124 , keyboard en muis.
Veel programma's en handleidingen
In werking te zien.

eveneens aangeboden t.e.a.b:
Girotel modem 2400 baud t.e.a.b. en
Pkt (pocket) 14K4 fax modem t.e.a.b
Sicos 2000 fax, opying OCR and scanning apparaat zw/w.compleet f. 25,-

Tel 0181- 614 369
email: vanwijkw@xs4all.nl

Gaarne reacties
Wim

4079. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 17:49:43 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0110150949.9ea8bfc@posting.google.com>
Source record: 41350

Video61@webtv.net (Lance Ringquist) wrote in message
news:<483-3BC6441B-118@storefull-172.iap.bryant.webtv.net>...
> can anyne help me find these 2 games complete, i have contacted
> chro-magic many times in the last few years with little, or no success
> in even getting them to answer me.
> i used to try and buy and sell to them, and they never returned any of
> my phone class, or e-mails.
> i know they used to carry these games can anyone help,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

I picked up Substation from Systems For Tommorrow last year.

He may still have some in stock.

Later Brian.

4080. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 19:47:36 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcb3d58$0$13422@news.zetnet.co.uk>
Source record: 41351

On 14 Oct 2001 09:54:17 , Galen wrote:
>Kindly remember to post your experience, as that device sounds quite useful.

Certainly will! There hasn't been any progress to report until today,
as the cable has only just arrived. However....so far so good.

I don't find the HDDRIVER manual particularly helpful, so I was unsure
how to go about installing the SCSI reader. But after playing around
a bit, I used Auto Configure and then Install Devices from the
desktop. It added a new drive H to my desktop, so I assume this is the
card reader!

If I double-click on it, it doesn't open up, but I assume that's
because I haven't yet got a CompactFlash card in it. My Syquest drive
does the same thing when there's no cartridge installed. I'm hoping
to borrow a card tomorrow to test it out.

One strange thing is that no matter how I set the dial on the reader,
it always shows up as SCSI 2.0. The dial has a total of 14 positions,
0 thru to 7 for both terminated and unterminated. Does this point to
a faulty unit?

Also, it shows up as having two LUNS - SCSI 2.0 and 2.1. What exactly
does this mean, and does it affect anything? Calling all SCSI bods!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4081. MultiTos

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 20:48:20 UTC
From: chris swinson <aint-telling-you-cos-of-spam@home.com>
Message-ID: <9qfi48rer1@news5.svr.pol.co.uk>
Source record: 41352

Hi all,

does anyone have a copy of the MultiTos disc which came with the Falcon 030 ? I kinda lost mine someone and need another copy. if someone has it please could you zip it up for me :)

thanks

Chris

4082. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 21:08:44 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcb505c$0$13421@news.zetnet.co.uk>
Source record: 41353

On 15 Oct 2001 21:48:20 , "chris swinson" wrote:
>does anyone have a copy of the MultiTos disc which came with the Falcon 030
>? I kinda lost mine someone and need another copy. if someone has it please
>could you zip it up for me :)

Yes - email me with your email address and I'll zip it along!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4083. HELP! Link II floppies missing!

Newsgroup: comp.sys.atari.st
Date: 2001-10-15 23:23:21 UTC
From: "Jeffrey S. Worley" <UberTechnoid@Home.com>
Message-ID: <3BCB71BD.74E96056@Home.com>
Source record: 41354

I recently moved. My ST's hard disk did not survive and my LinkII interface's disks are long gone. Can someone e-mail me the pair? I'd really appreciate it. As you probably know, ICD's website has been under construction for several years. Like a Georgia highway, it will never be done.

Regards and thanks,

Jeff

UberTechnoid@Home.com

4084. Re: HELP! Link II floppies missing!

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 02:51:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCBA089.D44260CC@home.com>
Source record: 41356

I have the disk I got with the adscsi+ if it would help. or you can look up Uwe Seimets site (he posts here) and download the demo of hddriver to see if you'd like that better.

"Jeffrey S. Worley" wrote:

> I recently moved. My ST's hard disk did not survive and my LinkII
> interface's disks are long gone. Can someone e-mail me the pair? I'd
> really appreciate it. As you probably know, ICD's website has been under
> construction for several years. Like a Georgia highway, it will never
> be done.
>
> Regards and thanks,
>
> Jeff
>
> UberTechnoid@Home.com

4085. HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 03:58:24 UTC
From: dwolfe@netcentraltv.com
Message-ID: <9qgb8u$4gu$1@news.chatlink.com>
Source record: 41357

Good News, Uwe, Lyndon, Gamer;

Thanks for all the great information.. I reformatted the 2GB platter the second time with the same results (Can't format this Disk). I decided to try it one more time, well the third time it worked like a charm the disk came out clean and checked out with no bad sectors.:)

I may have been doing it wrong the first 2 times, the third time I clicked on the Box "Ignore Current Defect List" which maybe should have been done the first 2 tries ??

Now the big Question is: What caused the write errors in the first place is it a Bug in the operating system or is it just Murphy's Law ??

Thanks again, Donner......

4086. Re: Martin Gratier

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 04:05:35 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.chspbjrm@localhost>
Source record: 41358

> I tried that,and it just gets returned.Thanks though.

Try this one:

martinDOTgraiterATteliaDOTcom

Regards,

Joakim

4087. Re: Martin Gratier

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 04:58:36 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3BCBBE7B.A7693839@sympatico.ca>
Source record: 41355

I tried that,and it just gets returned.Thanks though.

Kenneth Medin wrote:

> On Fri 12-10-2001 22:06 (-0700) michele smith wrote:
>
> >Is this guy still around?
>
> I don't think he is reading this group...
>
> You may try to mail him at graiter@starmail.com (this address was valid
> in June)
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

4088. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 05:48:41 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCBCA39.21010267@seimet.de>
Source record: 41359

Don Wolfe schrieb:

> I may have been doing it wrong the first 2 times, the third time I
> clicked on the Box "Ignore Current Defect List" which maybe should have
> been done the first 2 tries ??

This should not really have been necessary.

> Now the big Question is: What caused the write errors in the first
> place is it a Bug in the operating system or is it just Murphy's Law ??

This problem had nothing to do with the OS or any other software. SCSI
drives do formatting completely on their own, as soon as they get the
SCSI FORMAT command. So if something goes wrong like in your case the
drive itself had problems with the cartridge.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4089. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 11:20:31 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3BCC17FA.FD309173@gmx.de>
Source record: 41360

Hi!

I just want to add to this discussion that the 8200 Mac isn't a good one IMO. That's because it has an 601 CPU and even worser, NuBUS Slots (so NO PCI!), which means it's slow and not really upgradable, and it doesn't run BeOS, hehe.

So it would be cool if you could convince the collector to give you a better Mac model for your Quadra, maybe with some extra money. If he does not want that, it seems like a good trade-in nevertheless for me from what the people here said about the performance running 68k apps.

Personally I only have a 6100/60 with a 601 CPU and NuBus, and it runs MacMINT / MagiCMac VERY slowly...

Some IMO good Mac models are: Performa 6400, PM 8500, 9500, 7300, 4400 and the UMax clones.

Cheers,
Ove

4090. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 12:26:06 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BCC275E.8EE721A@bangor.ac.uk>
Source record: 41361

To whoever emailed me asking if I could send them the zip file too - can you email me again as in my haste I lost the mail! Sned to osian@zetnet.co.uk, not the address contained in this email.

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,

4091. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 16:38:37 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcc628d$0$13422@news.zetnet.co.uk>
Source record: 41362

OK, limited success. I've borrowed a CompactFlash card today to test out the ADtron reader.

First of all, the new H drive on my desktop wouldn't open when I double-clicked on it. Whent here wasn't a card in the reader, it wouldn't do anything. When a card was in, I got a dialog box "Drive H does not exist". I solved this by switching the reader on and inserting teh card *before* switching the computer on.

After that, I was able to open the drive and it displayed a folder called DCIMAGES and in it were 4 JPG files. I copied them to my own hard disk, and I was also able to write another file to the card with no problem. Looks promising.

However, Imagecopy won't display the images - it says "Cannot read <flename>". I get this from time to time with images I've downloaded from the net. It seems it's a type of JPG that Imagecopy doesn't recognise.

CAB usually displays these files, so I tried that. But I just got [IMAGE] on the page which usually indicates there's not enough memory to decompress the image.

So I suspect it *will* work if the images are saved on the camera in a smaller size. They're probably at the camera's highest resolution.

Just trying to find a program that will load them! Failing that, I could take the images back into work and re-save them in Paintshop Pro - this usually sorts out the Imagecopy problem.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4092. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 17:59:25 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcc757d$0$13425@news.zetnet.co.uk>
Source record: 41363

In fact, could some kind soul take a look at one of the files to see what's unusual about it and what program can open it?

http://www.users.zetnet.co.uk/csimon/dcp03117.jpg (90K)

I haven't got a clue what the picture is of - apologies in advance for any surprises!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4093. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 18:29:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1003340065.60550.1@hebe.uk.clara.net>
Source record: 41383

Hi Chris

> In fact, could some kind soul take a look at one of the files to see
> what's unusual about it and what program can open it?
>
> http://www.users.zetnet.co.uk/csimon/dcp03117.jpg (90K)

Why are you whipping that bloke dressed as a vicar, and why is that sheep
smiling??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4094. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 19:34:33 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <i_%y7.1117$E67.118031@newsfeed.slurp.net>
Source record: 41364

Umm... it wouldn't open up here on a Win2K machine...

Joshua.

"Chris Simon" <osian@zetnet.co.uk> wrote in message
news:3bcc757d$0$13425@news.zetnet.co.uk...
> In fact, could some kind soul take a look at one of the files to see
> what's unusual about it and what program can open it?
>
> http://www.users.zetnet.co.uk/csimon/dcp03117.jpg (90K)
>
> I haven't got a clue what the picture is of - apologies in advance for
> any surprises!
>
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

4095. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 19:40:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bcc9ad626491d0@pandora.be>
Source record: 41365

on Tue 16-10-2001 17:59 Chris Simon wrote:

>In fact, could some kind soul take a look at one of the files to see
>what's unusual about it and what program can open it?
>
>http://www.users.zetnet.co.uk/csimon/dcp03117.jpg (90K)
>
>I haven't got a clue what the picture is of - apologies in advance for
>any surprises!

That picture is unusable. I've tried all the Atari apps I've and Graphic converter on the Mac. The format is faulty.
That's what graftool says about the file:
Skipped 148 bytes before marker EE
JPG_ERR File does not start with JPEG SO1 marker

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4096. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 19:58:54 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcc917e$0$13421@news.zetnet.co.uk>
Source record: 41366

On 16 Oct 2001 19:40:10 , "Martin \"Nightowl\" Byttebier" wrote:
>That picture is unusable. I've tried all the Atari apps I've and Graphic
>converter on the Mac. The format is faulty.
>That's what graftool says about the file:
>Skipped 148 bytes before marker EE
>JPG_ERR File does not start with JPEG SO1 marker

Mmmm, I'll try and avoid *that* camera then!

Unless of course the card reader/SCSI/Atari connection mangled it on
the way through...

But on that subject, is it quite common for Imagecopy not to be able
to recognise a JPG file that CAB can handle? I'll try to remember to
post an example when it happens again.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4097. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 19:59:29 UTC
From: osian@zetnet.co.uk
Message-ID: <3bcc91a1$0$13421@news.zetnet.co.uk>
Source record: 41367

On 16 Oct 2001 15:34:33 , "Joshua Kaijankoski" wrote:
>Umm... it wouldn't open up here on a Win2K machine...

Can't be a 'standard' format theN!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4098. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 21:31:17 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110161331.4d6ee6c4@posting.google.com>
Source record: 41368

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bcc757d$0$13425@news.zetnet.co.uk>...
> In fact, could some kind soul take a look at one of the files to see
> what's unusual about it and what program can open it?
>
> http://www.users.zetnet.co.uk/csimon/dcp03117.jpg (90K)
>
> I haven't got a clue what the picture is of - apologies in advance for
> any surprises!

Chris,

Microsoft's IE will not display the image either, so I suspect it's
faulty. Can you try reading and writing some large ASCII files? Then
you can use a file comparer to see if the file is writing without
corruption.

Galen

4099. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 21:33:04 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110161333.494c888c@posting.google.com>
Source record: 41369

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bcc628d$0$13422@news.zetnet.co.uk>...
> OK, limited success. I've borrowed a CompactFlash card today to test
> out the ADtron reader.
>
> First of all, the new H drive on my desktop wouldn't open when I
> double-clicked on it. Whent here wasn't a card in the reader, it
> wouldn't do anything. When a card was in, I got a dialog box "Drive H
> does not exist". I solved this by switching the reader on and
> inserting teh card *before* switching the computer on.
>
> After that, I was able to open the drive and it displayed a folder
> called DCIMAGES and in it were 4 JPG files. I copied them to my own
> hard disk, and I was also able to write another file to the card with
> no problem. Looks promising.

Chris,

How large is the card? If it is over 32Mb, you may need something
like BigDOS (then again, you may not).

Galen

4100. Thanks for help with mouse - more advice please for 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 21:52:17 UTC
From: Jelly Bean <judi@redlion.demon.co.uk>
Message-ID: <3bccac1a_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 41370

Thanks for help with mouse, I gave it a clean and it seems a bit better, but will bear the other advice in mind.

Now I am wondering if

1 - I can attach an SVGA monitor with an adapter without any drivers, cards etc. (as advertised at Atari Workshop)
2 - How can memory be expanded - I have various SIMMS, 30 pin and 72 pin.
3 - Can I use an old AT case to house a SCSI drive, use its power supply, and use an adapter cable to link up.

Would appreciate links to sites that can help. We are housing 5 or 6 other systems, and they all want feeding, so I'm trying to do this quite cheaply.

4101. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 22:59:53 UTC
From: ebaiz@skyenet.net
Message-ID: <JZ2z7.1177$E67.150330@newsfeed.slurp.net>
Source record: 41371

On 16 Oct 2001 03:58:24 , Don Wolfe wrote:
>Good News, Uwe, Lyndon, Gamer;
>
>Thanks for all the great information.. I reformatted the 2GB platter
>the second time with the same results (Can't format this Disk). I
>decided to try it one more time, well the third time it worked like a
>charm the disk came out clean and checked out with no bad sectors.:)
>
>I may have been doing it wrong the first 2 times, the third time I
>clicked on the Box "Ignore Current Defect List" which maybe should have
>been done the first 2 tries ??
>
>Now the big Question is: What caused the write errors in the first
>place is it a Bug in the operating system or is it just Murphy's Law ??

Hello Donner,

I knew if you kept trying it would work. I formated my first cart on
the third try also. Now when I try, it formats on the first try. Who
cares why. I am just glad it works...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4102. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 23:07:13 UTC
From: osian@zetnet.co.uk
Message-ID: <3bccbda1$0$13424@news.zetnet.co.uk>
Source record: 41372

On 16 Oct 2001 14:33:04 , Galen wrote:
>How large is the card? If it is over 32Mb, you may need something
>like BigDOS (then again, you may not).

It's only an 8MB one.

I will have to give the card back tomorrow so I can't do any more experimenting with it. Don't know, it's a bit confusing really. The only thing I can do is to try and borrow another card from a different camera. When I come to buy a camera, I'll have to ask the shop if I can borrow a card made with the camera to see if it will work.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4103. Re: Thanks for help with mouse - more advice please for 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-16 23:58:57 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCCC98D.5103A7F2@home.com>
Source record: 41373

Hiya JB,
see my answers below

Jelly Bean wrote:

> Thanks for help with mouse, I gave it a clean and it seems a bit better, but
> will bear the other advice in mind.
>
> Now I am wondering if
>
> 1 - I can attach an SVGA monitor with an adapter without any drivers,
> cards etc. (as advertised at Atari Workshop)

I think Mario Becroft in new zealand also has a device that could do this for you. I can't remember his website url at the moment but hopefully someone else here does.

>
> 2 - How can memory be expanded - I have various SIMMS, 30 pin and 72 pin.

What model of ST you have (I didnt remember your original post so I don't know). Some such as STe models use standard 30 pin simms up to 4 megs, ST, STf and STFM models will need an upgrade board that takes either simms or the older rams (dip style). I've seen some TT and Falcon upgrades that use either 30pin or 72 pin simms.

> 3 - Can I use an old AT case to house a SCSI drive, use its power supply,
> and use an adapter cable to link up.
>

Yes, all the parts are standard plain vanilla scsi parts for this, except the host adaptor for the atari, try a search engine for Link96 or Link97. Or you may find an older model for sale used as well. Uwe Seimet who posts here regularly has a commercially available program called HDDriver that is the latest in HD software. I find it to be very fickle to set up but it is usable. Btw, if you do find Mario becrofts site, he also has an IDE host adaptor for ST's

>
> Would appreciate links to sites that can help. We are housing 5 or 6 other
> systems, and they all want feeding, so I'm trying to do this quite cheaply.

4104. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 06:07:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCD201E.16EFA197@seimet.de>
Source record: 41374

"Edward S. Baiz Jr." schrieb:

> I knew if you kept trying it would work. I formated my first cart on
> the third try also. Now when I try, it formats on the first try. Who
> cares why. I am just glad it works...

Sure, but this shows that the qualitiy of the media is not the very
best. Or the quality of the drive. A removable media drive that cannot
format media properly is not what I would can reliable ;-).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4105. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 07:45:17 UTC
From: noend@interia.pl
Message-ID: <9qjcudjdh1@news.tpi.pl>
Source record: 41375

> But on that subject, is it quite common for Imagecopy not to be able
> to recognise a JPG file that CAB can handle?

Yes, I don't know *how* exactly it is called ("progressive jpeg"?)
but there is one type of jpegs that Imagecopy and Papillon cannot open.
You may open them with 1ST-Guide (just to see what it is) or in Smurf
(to save it in another format).
BTW I thought CAB 2.7 cannot handle them either...?

--
G.

4106. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 08:06:32 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BCD3C08.413041D4@bangor.ac.uk>
Source record: 41376

Galen wrote:
> Microsoft's IE will not display the image either, so I suspect it's
> faulty.

I've now tried it in work with Paintshop Pro (which usually works with files that Imagecopy can't read) but that fails too.

> Can you try reading and writing some large ASCII files? Then
> you can use a file comparer to see if the file is writing without
> corruption.

I tried writing the HTML 3.2 specification in a text file to it! (Over 100K, so it's bigger than this picture). It came back perfectly, to the eye anyway as I haven't got a file comparer.

It's very fast too actually. Quite impressed.

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,

4107. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 08:08:06 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BCD3C66.42B848E0@bangor.ac.uk>
Source record: 41377

Grzegorz Pawlik wrote:
> Yes, I don't know *how* exactly it is called ("progressive jpeg"?)
> but there is one type of jpegs that Imagecopy and Papillon cannot open.

Hmm, I'll try and look in the camera's instruction book to see if it
mentions what type of JPG it saves.

> BTW I thought CAB 2.7 cannot handle them either...?

I've got 2.6 I think - all I know is that when Imagecopy refuses to open a
JPG, CAB will.

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,

4108. Re: MagnumST-card problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 09:35:50 UTC
From: "D.W. van der Burg" <T9146677@Student.CiTG.TUDelft.NL>
Message-ID: <3BCD50F6.EBB87A37@Student.CiTG.TUDelft.NL>
Source record: 41378

Michael Schwingen wrote:

> Provided the card is OK (I know some which were manufactured by a
> sub-contractor had soldering problems, especially at the PS/2 socket), it
> might be you got a SIMM with asymmetric (unequal # rows/columns) DRAMs. The
> MagnumST does not support these - although they were not very common in PS/2
> style.
>
> Do you have a chance to try a different SIMM?
>
> If the TOS on the Magnum works, then the installation is most probably
> correct.
>
> cu
> Michael

Hello Michael,

Thank you for your advice!
I checked the MagnumST card's connectivity from the PS/2 socket to the card (with an ohmmeter) and that seems to be OK. The TOS on the Magnum still works fine, too.
I also tried 5 different SIMMS (4 and 8 MB types) which I got from a friend, in all cases only 512kB of it is found (but I can load programs in that 512 kB without problems!).

Could it be a problem with the socketed chip on the board? I have a spare one for replacement.

Dennis

4109. STNICCC 2000 Site (including Atari 16-bit Scene Central)

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 10:00:10 UTC
From: Richard Karsmakers <sorry@nospam.com>
Message-ID: <2elqst08a8gt0418bi4omp1toklopkn0kb@4ax.com>
Source record: 41379
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former 16-bit Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990? Or the reunion in December 2000?

Then you should not wait a second longer and surf over to http://www.stniccc.com to discover that, in fact, there is a totally revamped site that covers these - and other - Atari scene events. It also contains Atari Scene Central, a repository of information on where all Atari 16-bit Scene people are now...

4110. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 12:37:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003329292-728389AEicMi@ntlworld.com>
Source record: 41380

From: osian@zetnet.co.uk (Chris Simon)
Date: 16 Oct 2001 16:38:37 GMT

>First of all, the new H drive on my desktop wouldn't open when I
>double-clicked on it. Whent here wasn't a card in the reader, it
>wouldn't do anything. When a card was in, I got a dialog box "Drive H
>does not exist". I solved this by switching the reader on and
>inserting teh card *before* switching the computer on.

If you're running HDDriver, try using the bus rescan feature in HDUtility
before re-reading the card. If you're not, then try running Steffen Engle's
SCSIDRV.PRG. It could also be a media change problem, so MEDIACHG.TOS could
be the answer.

>However, Imagecopy won't display the images - it says "Cannot read
><flename>". I get this from time to time with images I've downloaded
>from the net. It seems it's a type of JPG that Imagecopy doesn't
>recognise.

Try using 1STGUIDE. It displays jpg's from my camera just fine.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4111. Re: .. more advice please for 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 14:58:46 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <81hz7.13677$T05.1572830@news2-win.server.ntlworld.com>
Source record: 41381

Hello.

> > Now I am wondering if....
> >
> > 1 - I can attach an SVGA monitor with an adapter without any drivers,
> > cards etc. (as advertised at Atari Workshop)
>
> I think Mario Becroft in new zealand also has a device that could do this
for
> you.

Keychange Music also have the adaptor readily available, 01925 266120.

> > 2 - How can memory be expanded - I have various SIMMS, 30 pin and 72
pin.

> ST, STF and STFM models will need an upgrade board that takes
> either simms or the older rams (dip style).

Also in stock.

Barrie at Keychange Music. www.keychange.co.uk

4112. cyberstrider ??

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 15:49:30 UTC
From: chris swinson <aint-telling-you-cos-of-spam@home.com>
Message-ID: <9qk9buhhb1@news8.svr.pol.co.uk>
Source record: 41382

Hi all,

Not sure if any of you have a domain with them, but do any of you know whats going on as the whole server has DNS error ? have they gone bust or what ?

Thanks

chris

4113. newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 18:18:22 UTC
From: tos4ever@pandora.be
Message-ID: <1f1fu7o.48z1s21gbug5sN%tos4ever@pandora.be>
Source record: 41384

Due a new European rule the newsserver of my ISP (and soon all the
European ISP's too) requires User Authentification for sending messages.
Does somebody know how I can do this with Newswatch?

TIA,
Martin

4114. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 18:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110172041.a21131@su2.maus.de>
Source record: 41264

Hi Uwe,

US>A removable media drive that cannot format media properly is not what
US>I would can reliable ;-).
I prefer MO as I'll never again will use magnetic media. All that
SyQuest stuff isn't reliable on the long term.

MO is, but it's a bit more expensive and bit slower...

Und TTschï¿½
ps

4115. Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 22:05:18 UTC
From: swampfax@atlantic.net
Message-ID: <ygnz7.105$dE.77585@news1.atlantic.net>
Source record: 41385

Hi All,
A friend needs some info on the possibilities of re-formatting or
re-partitioning a 20 gig HD for his Hades. Original message below:
Please respond to this E-mail address if anyone can assist him.

gerard.manssoiphe@online.fr

>So : did anyone managed to use a 20 Go udma 100 ide with an Atari ?
>How did you partitioned it ?
>Any help would be appreciated as now I'm working with a near full 100
>Mo hd...
>
>Regards
>
>.

4116. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 22:49:36 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bce0c12$0$19399$e4fe514c@newszilla.xs4all.nl>
Source record: 41386

> Due a new European rule the newsserver of my ISP (and soon all the
> European ISP's too) requires User Authentification for sending messages.
> Does somebody know how I can do this with Newswatch?

Why? I like newsgroups because people can freely use it anonymouse, this is gonna look as 'BIG BROTHER IS WATCHING YOU!'

4117. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 23:34:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ql4hp$81n$1@thorium.cix.co.uk>
Source record: 41387

In message <3BCD3C08.413041D4@bangor.ac.uk>, c.simon@bangor.ac.uk said:

>I tried writing the HTML 3.2 specification in a text file to it! (Over
>100K, so it's bigger than this picture). It came back perfectly, to the
>eye anyway as I haven't got a file comparer.

Chris, I suggest you download Egale. Contact the author:
david_reitter@wi2.maus.de
for details where you can get it from, then send him the 30.- DM
shareware fee (under 10 UKP) to unlock remaining features.

I find it *very* useful, not just to compare individual files but
even whole directories. You can even use it as a binary editor.

Regards, /Peter/

4118. Re: cyberstrider ??

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 23:37:55 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bce162c$1_3@news2.vip.uk.com>
Source record: 41388

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Hi Chris,

"chris swinson" <aint-telling-you-cos-of-spam@home.com> wrote in
message news:9qk9bu$hhb$1@news8.svr.pol.co.uk...
> Hi all,
>
> Not sure if any of you have a domain with them, but do any of you
> know whats going on as the whole server has DNS error ? have they
> gone bust or what ?

Haven't tried dialing up with them for a while (got a fixed rate iSP
now) but I did find mail was down yesterday. Seems ok now though.

Regards
KapMaN

-----BEGIN PGP SIGNATURE-----
Version: PGP 7.0
Comment: Milton Keynes England (UK)

iQA/AwUBO84WUE6T2gOzPnrrEQLO8ACfREE3EsWUeBIDR1ZesW+jZmrs3oEAoKRF
qlFczgyF7/IsRyICEDq10UDV
=UBI5
-----END PGP SIGNATURE-----
```

4119. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-17 23:45:20 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCE16C9.34994793@home.com>
Source record: 41389

This may be a bit of topic drift but I've always liked the Syquest
removables. I find it a bit odd that they never became more widespread.
They were and are quite usable on atari systems at that.

Uwe Seimet wrote:

> Sure, but this shows that the qualitiy of the media is not the very
> best. Or the quality of the drive. A removable media drive that cannot
> format media properly is not what I would can reliable ;-).

4120. Transfer from GFA Basic 3.x to ASCII format

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 00:16:38 UTC
From: Boris Cinkler <a@a.com>
Message-ID: <Aapz7.2344$E1.50911@maule>
Source record: 41390

Hi,
I have following problem: One program wihch I made in '93 now exists only as
a file for GFA Basic 3.0x or something similar, but I do not have Atari ST
or GFA basic for convert it to ASCII.

Can anyone help me to transfer a program to ASCII listing?

Thanks,
Boris Cinkler

4121. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 00:50:11 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-459CFC.20531117102001@news1.coastalnet.com>
Source record: 41391

In article <3BCE16C9.34994793@home.com>, James Alexander
<james-m-alexander@home.com> wrote:

> This may be a bit of topic drift but I've always liked the Syquest
> removables. I find it a bit odd that they never became more widespread.
> They were and are quite usable on atari systems at that.
>
> Uwe Seimet wrote:
>
> > Sure, but this shows that the qualitiy of the media is not the very
> > best. Or the quality of the drive. A removable media drive that cannot
> > format media properly is not what I would can reliable ;-).
>

I had good service from two Syquest EZ135 drives, but don't waste your
money on the SyJet drives. I had three of them, all three turned to
junk in very short order. They could never be relied on to read or
write a cart. SyJets were a complete waste of money and probably what
drove the last nail into Syquest's coffin.

I'm still using the Syquest EZ135s, along with a Yamaha CD-R drive now.

Bill Freeman

4122. Re: Clip art

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 04:38:51 UTC
From: claytone@foxinternet.com
Message-ID: <3bce5cdb_1@news.foxinternet.com>
Source record: 41392

Hi Hallvard-

I was looking for an image of a piano awhile ago, and saved a few
web pages from that search:

http://www.umich.edu/~archive/atari/Applications/Dtp/Clipart/
http://www.1-click-clipart.com/index.html
http://clipartfont.com/
http://clipartfont.com/clipart/music.htm
http://www.freeclip-art.net/

Hope that helps,

Clayton Murray
Seattle, WA USA

P.S. I'm still working on the LOGIC project, and I'll let you
know something as soon as I do.

On 17 Oct 2001 23:48:14 , Hallvard Tangeraas wrote:
>Anyone know where any Atari clip art is found on the net?
>I probably bought the disks from some Public Domain library back in the
>days...
>
>
>Hallvard

4123. Re: Clip art

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 04:46:51 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCE5D5C.E4F1764E@home.com>
Source record: 41393

Hiya,

The user group I've been in had quite a collection in its library.
Although the club itself is for all purposes quite dead, I'm working on
producing a cd-rom of the collection that the club librarian and myself
will be making available with all the clipart we could find on it, most
of will be img format if I remember properly

Hallvard Tangeraas wrote:

> I once had a bunch of disks with some wonderful clip-art on them. I
> remember one of them being of a crowd of people looking upwards or
> something. These were all very well drawn black/white pictures.
> I have no idea where they came from, but I have a little suspicion that
> they somehow were converted from old Macintosh computers.
> In any case I've lost them now and would like to find them again.
> Anyone know where any Atari clip art is found on the net?
> I probably bought the disks from some Public Domain library back in the
> days...
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

4124. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 04:48:41 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCE5DCA.794032F9@home.com>
Source record: 41394

HI Bill,

What I had is an sq555 (the typical 44 meg) and the syquest 3.5 inch 270 meg drive.

> I had good service from two Syquest EZ135 drives, but don't waste your
> money on the SyJet drives. I had three of them, all three turned to
> junk in very short order. They could never be relied on to read or
> write a cart. SyJets were a complete waste of money and probably what
> drove the last nail into Syquest's coffin.
>
> I'm still using the Syquest EZ135s, along with a Yamaha CD-R drive now.
>
> Bill Freeman

4125. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 06:38:07 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCE78CF.1A489910@seimet.de>
Source record: 41395

John Garone wrote:

> Hi All,
> A friend needs some info on the possibilities of re-formatting or
> re-partitioning a 20 gig HD for his Hades. Original message below:
> Please respond to this E-mail address if anyone can assist him.
>
> gerard.manssoiphe@online.fr
>
> >So : did anyone managed to use a 20 Go udma 100 ide with an Atari ?
> >How did you partitioned it ?
> >Any help would be appreciated as now I'm working with a near full 100
> >Mo hd...

This is possible with HDDRIVER. Note that this is his only choice since
other drivers for the Atari do not support IDE drives larger than 8 GB.
Also note that using MagiC or MiNT is a good idea for such a drive
because TOS cannot use more than 14 GB (1 GB per partition).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4126. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 06:39:18 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCE7916.2E1B04F0@seimet.de>
Source record: 41246

James Alexander schrieb:
>
> This may be a bit of topic drift but I've always liked the Syquest
> removables. I find it a bit odd that they never became more widespread.
> They were and are quite usable on atari systems at that.

The 270 MB drives were a real pain. A lot of them did not work properly
and I guess that is one of the reasons why SyQuest had to close down.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4127. Re: Transfer from GFA Basic 3.x to ASCII format

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 06:53:44 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3BCE7C78.7EA4275E@cuprum.com.pl>
Source record: 41247

```
Boris Cinkler wrote:
>
> Hi,
> I have following problem: One program wihch I made in '93 now exists only as
> a file for GFA Basic 3.0x or something similar, but I do not have Atari ST
> or GFA basic for convert it to ASCII.
>
> Can anyone help me to transfer a program to ASCII listing?
>
> Thanks,
> Boris Cinkler

Choice "SAVE AS" from GFA Basic MENU.

--
Pozdrowka
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

Pokemona zlap za pompona ;)
```

4128. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 08:43:05 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bcea41a75ecc0@tripnet.se>
Source record: 41248

On Wed 17-10-2001 18:18 (GMT) Martin Byttebier wrote:

>Due a new European rule the newsserver of my ISP (and soon all the
>European ISP's too) requires User Authentification for sending messages.

I have never heard of this?? Sounds strange as as long as you use the isp
newsserver from the isp "LAN" area (dialup etc...) they know who you are
anyway. Check my header with ip address etc. as an example.

If you post messages from somwhere else than your isp address space some
other identification is very important to avoid spam etc.

>Does somebody know how I can do this with Newswatch?

Newswatch is supposed to support this, yes. I have never tried i it
really works, though.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4129. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 08:46:32 UTC
From: swampfax@atlantic.net
Message-ID: <IFwz7.110$dE.84450@news1.atlantic.net>
Source record: 41249

```
On 18 Oct 2001 08:38:07 , Uwe Seimet wrote:
>John Garone wrote:
>
>> Hi All,
>> A friend needs some info on the possibilities of re-formatting or
>> re-partitioning a 20 gig HD for his Hades. Original message below:
>> Please respond to this E-mail address if anyone can assist him.
>>
>> gerard.manssoiphe@online.fr
>>
>> >So : did anyone managed to use a 20 Go udma 100 ide with an Atari ?
>> >How did you partitioned it ?
>> >Any help would be appreciated as now I'm working with a near full 100
>> >Mo hd...
>
>This is possible with HDDRIVER. Note that this is his only choice since
>other drivers for the Atari do not support IDE drives larger than 8 GB.
>Also note that using MagiC or MiNT is a good idea for such a drive
>because TOS cannot use more than 14 GB (1 GB per partition).
>
>--
>-----------------------------------------------------------------
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>.

Thanks Uwe, I'll pass it along to him.
John G.
```

4130. Re: Transfer from GFA Basic 3.x to ASCII format

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 11:18:14 UTC
From: Boris Cinkler <a@a.com>
Message-ID: <OSyz7.2385$E1.52200@maule>
Source record: 41250

Maybe question was not clear. :(

I do not have Atari ST. I have only emulator for PC called Winston. I also do not have GFA Basic 3.0x, and that is source of a problem. Without GFA Bacic, I can't use Save As...

Thanks again,
Boris

4131. Re: Transfer from GFA Basic 3.x to ASCII format

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 11:50:50 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3BCEC21A.9DFBF0C4@cuprum.com.pl>
Source record: 41251

Boris Cinkler wrote:
>
> Maybe question was not clear. :(
>
> I do not have Atari ST. I have only emulator for PC called Winston. I also
> do not have GFA Basic 3.0x, and that is source of a problem. Without GFA
> Bacic, I can't use Save As...
>
> Thanks again,
> Boris

Visit page http://www.bright.net/~atari/html/gfa_apps.htm and use "OUR
NEXT STEP - The GFABASIC4 development package v0.00.a.pl1"
It convers GFA files to LST (so convers to ASCII).

--
Regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

Pokemona zlap za pompona ;)

4132. Printing Atari data on NT 4.0

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 12:45:51 UTC
From: James Carter <jcarter64@home.com>
Message-ID: <3aAz7.92961$oa2.29558966@news2.rdc1.ab.home.com>
Source record: 41252

At work we have the usual NT 4.0 network with HP LJ 4 printers. We use an Atari ST for running a small inserting machine and it has a report that we can generate with the usual dot matrix printer but it takes forever and the paper is always jamming in the printer. I would like to take the data disk out of the Atari and put it in the nt 4.0 system so I could use the Laserjet to print the reports. Is there anyway that I can do this?

4133. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 16:18:07 UTC
From: tos4ever@pandora.be
Message-ID: <1f1hj8t.1lsa8tj1fxj7nyN%tos4ever@pandora.be>
Source record: 41253

TXG <txg@the-underground.myweb.nl> wrote:

> > Due a new European rule the newsserver of my ISP (and soon all the
> > European ISP's too) requires User Authentification for sending messages.
> > Does somebody know how I can do this with Newswatch?
>
> Why? I like newsgroups because people can freely use it anonymouse, this is
> gonna look as 'BIG BROTHER IS WATCHING YOU!'

Ask the European government. The new European law is not operative yet
but as usual the Belgian government has decided to be the trendsetter.

CU,
Martin

4134. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 16:18:08 UTC
From: tos4ever@pandora.be
Message-ID: <1f1hjlz.g94ad32ik7uoN%tos4ever@pandora.be>
Source record: 41254

Kenneth Medin <kennethm@tripnet.se> wrote:

> On Wed 17-10-2001 18:18 (GMT) Martin Byttebier wrote:
>
> >Due a new European rule the newsserver of my ISP (and soon all the
> >European ISP's too) requires User Authentification for sending messages.
>
> I have never heard of this?? Sounds strange as as long as you use the isp
> newsserver from the isp "LAN" area (dialup etc...) they know who you are
> anyway. Check my header with ip address etc. as an example.

And yet, it's true. The European law is not effective yet but the
Belgian government didn't wait until the Eurpean law will become
operative.

> If you post messages from somwhere else than your isp address space some
> other identification is very important to avoid spam etc.
>
> >Does somebody know how I can do this with Newswatch?
>
> Newswatch is supposed to support this, yes. I have never tried i it
> really works, though.

Directtly after I've posted my first message I noticed Newswatch
supports User Authentification. Alas it seems not to work at all. The
newsserver refuse to send out messages (authentifications failed)

ttfn,
Martin

4135. Re: Transfer from GFA Basic 3.x to ASCII format

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 17:00:21 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ogsdcnni@localhost>
Source record: 41256

Boris Cinkler wrote:
>
> Hi,
> I have following problem: One program wihch I made in '93 now exists
> only as a file for GFA Basic 3.0x or something similar, but I do not
> have Atari ST or GFA basic for convert it to ASCII.
>
> Can anyone help me to transfer a program to ASCII listing?

If the other advice won't work out, I could try and convert it to ascii
for you. In case you wish me to try, you can email the file to
gokmaseATbigfootDOTcom

Regards,

Joakim

4136. Re: Printing Atari data on NT 4.0

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 18:04:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003477936-263695AEicMi@ntlworld.com>
Source record: 41270

From: "James Carter" <jcarter64@home.com>
Date: Thu, 18 Oct 2001 12:45:51 GMT

>paper is always jamming in the printer. I would like to take the data disk
>out of the Atari and put it in the nt 4.0 system so I could use the Laserjet
>to print the reports. Is there anyway that I can do this?

If you can persuade whatever program that you use on the Atari to print your
reports from to print to disk then yes, you can.

Have you considered using a printer switch box so you can print from either
computer, or does the network setup preclude this?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4137. Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 19:51:08 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110181246120.26204-100000@shell.pacifier.com>
Source record: 41257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I've added/revised WebPages! So Read on & Check the NEW Links to my Site!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4138. Re: Printing Atari data on NT 4.0

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 21:24:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <60dust467usm7d8ine3he541jhcifg8o6s@4ax.com>
Source record: 41258

On Thu, 18 Oct 2001 12:45:51 GMT, "James Carter" <jcarter64@home.com>
wrote:

>At work we have the usual NT 4.0 network with HP LJ 4 printers. We use an
>Atari ST for running a small inserting machine and it has a report that we
>can generate with the usual dot matrix printer but it takes forever and the
>paper is always jamming in the printer. I would like to take the data disk
>out of the Atari and put it in the nt 4.0 system so I could use the Laserjet
>to print the reports. Is there anyway that I can do this?
>

Do you know what format the Atari file is in?

If it is plain ASCII text, you could easily open it in any IBM
wordprocessor to print to the network printer.

If it's NOT a plain ASCII text file, possibly the Atari application
can be told to save it as plain ASCII.

If that's not possible, and the file is in some proprietary format,
then you may have a problem.

If the problem is simply getting the IBM system to READ the Atari
disk, the simplest way to solve that is to FORMAT the disk on the IBM
system.

You must format the disk as a 720K Double Density disk (there should
be a way to select that option in the NT formatting dialog box),
assuming the Atari disk drive is a Double Sided drive.

If the Atari disk drive is a Single Sided drive (360K), then you must
use a special Atari formatting program to make the disk MS-DOS
compatible so the NT system can read it.

A couple of questions-

What model is the Atari ST?

Does it have an external floppy disk drive, or is the disk drive
internal to the computer case?

BobR

4139. Re: Printing Atari data on NT 4.0

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 21:32:52 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110181332.31e48848@posting.google.com>
Source record: 41259

"James Carter" <jcarter64@home.com> wrote in message
news:<3aAz7.92961$oa2.29558966@news2.rdc1.ab.home.com>...
> At work we have the usual NT 4.0 network with HP LJ 4 printers. We use an
> Atari ST for running a small inserting machine and it has a report that we
> can generate with the usual dot matrix printer but it takes forever and the
> paper is always jamming in the printer. I would like to take the data disk
> out of the Atari and put it in the nt 4.0 system so I could use the Laserjet
> to print the reports. Is there anyway that I can do this?

Probably. Try double-clicking on the report file from the desktop --
if it is readable you can just put the data disk into your Windows
computer and print from Notepad. If not, you will have to rely on
emulation, which works for the vast majority of programs. Try
Gemulator at www.emulators.com for a copy of one such emulator.

Galen

P.S.: How does the Atari run the inserting machine?

4140. Re: HDriver-JAZ 2GB-success

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 21:36:32 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110181336.63021c96@posting.google.com>
Source record: 41260

Bill Freeman <flipflap@coastalnet.com> wrote in message
news:<flipflap-459CFC.20531117102001@news1.coastalnet.com>...
>
> I had good service from two Syquest EZ135 drives, but don't waste your
> money on the SyJet drives. I had three of them, all three turned to
> junk in very short order. They could never be relied on to read or
> write a cart. SyJets were a complete waste of money and probably what
> drove the last nail into Syquest's coffin.
>
> I'm still using the Syquest EZ135s, along with a Yamaha CD-R drive now.

Agreed. My two Syquest EZ135s have never given me the slightest
amount of trouble. I still use a SyJet, but it is a bit tricky
getting it to start up, and I only use it for temporary space for
copying CDs.

Galen

4141. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 21:44:02 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0110181344.15dab9ce@posting.google.com>
Source record: 41261

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3bccbda1$0$13424@news.zetnet.co.uk>...
> On 16 Oct 2001 14:33:04 , Galen wrote:
> >How large is the card? If it is over 32Mb, you may need something
> >like BigDOS (then again, you may not).
>
> It's only an 8MB one.
>
> I will have to give the card back tomorrow so I can't do any more
> experimenting with it. Don't know, it's a bit confusing really. The
> only thing I can do is to try and borrow another card from a different
> camera. When I come to buy a camera, I'll have to ask the shop if I
> can borrow a card made with the camera to see if it will work.

Chris,

If you are able to move files to and from the card, it is very likely
that any similar type card will work (at least, up to 32MB -- larger
should be possible, but might require some extra effort). My
understanding of the digital camera industry is that if the
CompactFlash card works, any CompactFlash card should work.

When are you going to get your camera?

Galen

4142. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 21:44:35 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1003441475.29404.0.nnrp-02.9e983130@news.demon.co.uk>
Source record: 41262

On 17 Oct 2001 22:05:18 , John Garone wrote:

>
>>So : did anyone managed to use a 20 Go udma 100 ide with an Atari ?
>>How did you partitioned it ?
>>Any help would be appreciated as now I'm working with a near full 100
>>Mo hd...
>>
>>Regards
>>
>>.
>.
I have a 20G IDE on my Falcon. Using HD Driver 8 I formatted it as
10 x 2G partitions.
(I also use Magic I can't remember if that's relevant)

Mike Bedford

4143. Re: newsserver authentification and new

Newsgroup: comp.sys.atari.st
Date: 2001-10-18 23:10:54 UTC
From: vdjole@EUnet.yu
Message-ID: <9qnnhs$6er$1@news.eunet.yu>
Source record: 41263

On 18 Oct 2001 00:49:36 , "TXG" wrote:
>> Due a new European rule the newsserver of my ISP (and soon all the
>> European ISP's too) requires User Authentification for sending messages.

>Why? I like newsgroups because people can freely use it anonymouse, this is
>gonna look as 'BIG BROTHER IS WATCHING YOU!'

Who said he isn't ;)

cu.

4144. Re: =?ISO-8859-1?Q?Newsie's_=E5=E4=F6_(Was:

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 01:55:14 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9qo160lhq1@green.tninet.se>
Source record: 41265

On 13 Mar 2001 09:38:02 , "Kenneth Medin" wrote:
>
>Or you may simply use another "keyboard layout" _and_ different "display
>font" like with Harlekin-95. I used this method back in the past when I
>used Oasis 1.35 and NOS.TTP for news. But, mayby Harlekin does not work
>on your setup.
>
>As a simple workaround you could simply use (CHR$(246)) in your name
>instead of . This will make all Amiga/Unix/Windows fans happy...
>[Just wondering what the character will show up as after export?]
>
>Remember the old, elegant but not perfectly clean written KEBSWE7.PRG
>that lets you switch between Swedish 7-bit and Atari ASCII on the fly by
>just pressing some "magic" keys?
>
>But, as you perhaps can see from my new subject line [I think Okami is
>setup for QP in headers. We will see when it is posted...] Newsie really
>can't be used for anything but straight English if you want to be the
>least RFC compliant.
>
>If you need perfect national charcter handling get Okami. I have been
>rather pricky sometimes in some swedish newsgroups about these technical
>matters and never gotten any relevant critisism back regarding Okami
>message formatting :-)
>
>Anyway, quite fun to use QP (Quoted Printable) in the subject line as
>Forte Free Agent could not handle it. When they complained I simply asked
>them to try and get a more modern newsreader that supports this feature.
>And this off course with the "Produced with 100% Atari" in the signature
>:-)
>
Hi Kenneth

```
Naah, don't think I will start messing around remapping, just because
one letter comes out wrong for some people. Since I never use Newsie
for posting in swedish groups, I don't think it's such a big problem.
And Okami..., I know you like it, but I cant be bothered with the
setup, and I'm always reading and posting while online, so I can't
see the advantage in using Okami, except for character-coding.
```

Cheer's J rgen

--

JJrgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4145. Re: =?ISO-8859-1?Q?Newsie's_=E5=E4=F6_(

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 02:09:46 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9qo219lhq2@green.tninet.se>
Source record: 41266

Sorry about that post, somethings up with my newsserver.

Cheer's J�rgen

--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4146. Robtek Clock Cartridge?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 02:40:04 UTC
From: tsmolar@localhost.localdomain
Message-ID: <slrn9sv4ot.1iu.tsmolar@localhost.localdomain>
Source record: 41267

Hi,

I have a Robtek Clock Cartridge and I am looking for software for it to set the time. I only have the cartridge, no docs or software. I can't even find any information about it on the net. If anyone can help me with this information, I'd appreciate it. Thanks!

Tony Smolar

4147. HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 06:01:15 UTC
From: swampfax@atlantic.net
Message-ID: <LkPz7.136$dE.112566@news1.atlantic.net>
Source record: 41268

Sorry if this posted twice!

Hi All (and Uwe if your here),
Is there a compatibilty difference between HDDriver 8 and ICDboot?
I'm trying to get Magic to run with ICD but will only run with HDdriver.
But if I run HDDriver, it's seeing 4 x 250 meg partions instead of the
8 x 125 meg partitioned with ICD!
I did have Magic and HDdriver running ok at one time but had problems
with Cubase so I went back to ICD and no Magic. So now, in going back to
HDDriver, there's the problem!

Thoughts welcomed!

John G.

4148. Atari<->PC

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 07:43:42 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <mLQz7.13159$sF.1168232@news2-win.server.ntlworld.com>
Source record: 41269

Hi,

I have atari STe (with 4mB RAM, but no HD) and a PC running Linux Mandrake
8.1
Is it possible to connect them together via the serial ports to allow the
atari to access the PCs files and internet connection? If so, how would I
do it?

Thanks,

--
~~~~
FBM
~~~~

4149. Re: Atari<->PC

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 09:32:58 UTC
From: marndt@jll.heim7.tu-clausthal.de
Message-ID: <slrn9svt01.mu.marndt@jll.heim7.tu-clausthal.de>
Source record: 41271

On Fri, 19 Oct 2001 08:43:42 +0100, fbm <fbm@thefunkybluemonkey.f2s.com> wrote:

>I have atari STe (with 4mB RAM, but no HD) and a PC running Linux Mandrake
>8.1
>Is it possible to connect them together via the serial ports to allow the
>atari to access the PCs files and internet connection? If so, how would I
>do it?

Yes you can do it!
In all cases you need a nullmodem cable.
The easiest way is using a terminal program on the ST end and a getty on the
Linux end to achieve a console login.
You can login to your linux box and use lynx, w3m or other console based net
clients.
You could try to setup slip or ppp for local use on your linux box and run
STiK or compatible internet connection software on the ST. And with 4megs of
RAM on the ST end, you should be able to operate it without a harddisc.
Use a ramdisc instead.

However these are only suggestions. I only have reliable information about
the first way which means using a shell account on your linux box.
Take a look at the latest issues of the Linux Gazette to read my article
about the first solution.

http://www.linuxgazette.com/

Matthias
--
... from Matthias Arndt <matthiasarndt@gmx.net>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 Homepage auf Anfrage

4150. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 09:59:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCFF992.73C211D6@seimet.de>
Source record: 41272

"M.Bedford" schrieb:

> I have a 20G IDE on my Falcon. Using HD Driver 8 I formatted it as
> 10 x 2G partitions.
> (I also use Magic I can't remember if that's relevant)

Note that there is not operating system for the Atari that supports
TOS-compatible partitions of more than 2 GB. TOS 4.0x, for example, has
at least one known bug that prevents TOS-compatible partitions of more
than 1 GB to be used.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4151. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 10:02:15 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BCFFA27.B2B5C4@seimet.de>
Source record: 41273

John Garone schrieb:

> Is there a compatibilty difference between HDDriver 8 and ICDboot?
> I'm trying to get Magic to run with ICD but will only run with HDdriver.

That's a known issue MagiC and ICD will not (always) work as far as I
know.

> But if I run HDDriver, it's seeing 4 x 250 meg partions instead of the
> 8 x 125 meg partitioned with ICD!

Note that the ICD default partitioning scheme is not Atari-compatible if
there are more than 4 partitions. You have to convert this incompatible
scheme to the AHDI compatible scheme before any other driver than
ICDBOOT can recognize all partitions. The software ICD2AHDI by Thomas
Binder will do this and is included in the HDDRIVER distribution.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4152. Re: Robtek Clock Cartridge?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 11:03:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003563358-140198AEicMi@ntlworld.com>
Source record: 41289

From: tsmolar@localhost.localdomain (Slappy)
Date: Fri, 19 Oct 2001 02:40:04 GMT

>I have a Robtek Clock Cartridge and I am looking for software for it to set
>the time. I only have the cartridge, no docs or software. I can't even

It might be worth your while trying AREAL37 from the MISC section of my web
site.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4153. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 11:06:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003563362-140646AEicMi@ntlworld.com>
Source record: 41290

From: swampfax@atlantic.net (John Garone)
Date: Fri, 19 Oct 2001 06:01:15 GMT

> Is there a compatibilty difference between HDDriver 8 and ICDboot?

Did you partition the drive under ICD with AHDI compatibility on? If not, this
could be the source of your problem. There should be a utility on the
HDDriver master disk to convert the partition type (back it/them up first).

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4154. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 12:48:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bd022d031dfe2@madasafish.com>
Source record: 41326

Hi Martin!

>> No, thatï¿½s not right so. You can choose the language in the program:
>> menue "Einstellungen -> Sprache". You choose your language and then you
>> must restart the program.
>
>Yes you're right. There is an option indeed but under freeMiNT/N_AES
>this seems not to work at all. First I thought this was a demo
>restriction but as it work under MagicMac this must be a bug.
>Furthermore it's impossible to view a pdf file under N_AES. If I try I
>get a Runtime error 213 at offset $0008540A.
>Another strange thing is that when I use Freedom 2.05 as fileselector
>Porthos keeps saying wdialog isn' started. Wdialog is in memory as I can
>use for instance arcview and Phototip.

I've heard that from another Mint+NAES user. I got that Runtime error
first time I tried to load a PDF but next time I loaded Porthos up it went
away. It runs OK under Magic but I imagine these kind of bugs can be
sorted out by the next release.

--
Lyndon Amsdon

4155. Re: Reading a TOS image from hardware?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 12:48:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bd022d031dfe3@madasafish.com>
Source record: 41327

Hi Sven!

>Sorry, this should really be adressed to an electronics newsgroup,
>but anyway:
>
>How can I get a TOS-image dump from the EPROMs in my old atari?
>The thing won't boot due to a broken floppy-controller (I think), but I'd
>still like to get a tos-dump (as a binary file). How could one do this?
>
>(I have no real knowledge of EPROM beyond the fact that they store stuff..)

Without the floppy disk working there is nowhere to store your image. You
could dump it via serial port but then you still don't have software on
the machine to write the program to do this. The only way would be to use
an EPROM reader.

--
Lyndon Amsdon

4156. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 12:48:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bd0221a2c29291@madasafish.com>
Source record: 41324

Hi Robert!

>MagiC / BigDOS 1024 MByte
> 2048 MByte (DOS-Kompatibel)
>MagiC 6.10 FAT32 -> Terrabyte (not MagiC 6.01) !!

DOS comaptibility is the TOS/DOS option in HDDriver right? Does this affect speed, integrity or which program to defragment with? I use Optimise and I also use TOS/DOS on one Zip disk but I've yet to try to defrag it. Does the boot or root sector just get changed when it's been partitioned to TOS/DOS?

--
Lyndon Amsdon

4157. Re: DesTTiny

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 12:48:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bd022d031dfe1@madasafish.com>
Source record: 41325

Hi Alan!

>Wouldn't anyone like a PPC in their TT ?

I would have thought it would be quite easy to make an accelerator for the TT. It has fast 32 bit bus so all you need is some cache , cache controller and PGA 68030 and run the whole lot at 75MHz. Then just use waitstates to access the TT or slow the CPU down. It would be like the ADspeed or those T28/36 accelerators but just for 32bit design. I don't have a TT though but I'm sure that would make it very fast, I would have thought faster than a CT2 Falcon.

--
Lyndon Amsdon

4158. Re: Printing Atari data on NT 4.0

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 14:13:11 UTC
From: Glenn Bruner <res0nibn@verizon.net>
Message-ID: <XxWz7.200$X64.18329@dfiatx1-snr1.gtei.net>
Source record: 41274

"James Carter" <jcarter64@home.com> wrote in message
news:3aAz7.92961$oa2.29558966@news2.rdc1.ab.home.com...
> At work we have the usual NT 4.0 network with HP LJ 4 printers. We use an
> Atari ST for running a small inserting machine and it has a report that we
> can generate with the usual dot matrix printer but it takes forever and
the
> paper is always jamming in the printer. I would like to take the data disk
> out of the Atari and put it in the nt 4.0 system so I could use the
Laserjet
> to print the reports. Is there anyway that I can do this?
>
>

James,

I had some experience of printing out some ST based documents on a NT 4.0
machine.

The documents I was printing out were Pagestream documents which I couldn't
get exported
into some Windows based program.

What worked for me was to use an emulator called TOS Box. I've found this
emulator works
great for running ST application programs. Once you have the emulator
setup, it's just a matter
of getting the application you need to run installed onto the emulator's ST
hard drive (simulated).

The good thing about TOS Box is that you can see all the other drives and
files on the PC. You
can also use the floppy drive to read a ST disk and have a image of it on
the emulated ST
desktop.

Like I said above, I was able to run Pagestream, load up the documents, and
print them out
in post script to my Apple Laserwriter Select printer under Windows 98SE
(and also on another
machine running Windows NT 4.0 and a HP Laserjet III).

I hope this is helpful.

Now if I can only find a Falcon emulator?

Glenn Bruner
glenn_b18@yahoo.com

glenn.bruner@verizon.net

4159. Re: Atari<->PC

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 15:01:56 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BD04064.75E6B7B5@ti.com>
Source record: 41275

fbm wrote:

> I have atari STe (with 4mB RAM, but no HD) and a PC running Linux Mandrake
> 8.1
> Is it possible to connect them together via the serial ports to allow the
> atari to access the PCs files and internet connection? If so, how would I
> do it?

I have information on how to run a ppp link over a null
modem cable on my site here:

http://jybolac.virtualave.net/aff/readme.txt

This readme is really about how to get Floppy Firewall
running with the ST, but there is good information about
running pppd on Linux in order to connect as well.

Basically under linux you need to run this command:

'pppd ttyS0 115200 192.168.100.1: crtscts passive noauth persist'

The "115200" is the baud and may need to be adjusted for
your STe. The "192.168.100.1:" is your linux box IP
address and should be changed to match what you have setup.
The atari IP address can be anything as long as you setup
a route and do IP masquerading for that IP address.

Download this:

http://jybolac.virtualave.net/aff/afloppyf.zip.

It includes a Sting configuration that should get you
going.

Sometimes the ppp daemon dies before connecting to the
atari, so you may need to run the pppd command and
imediately run Sting. If the pppd dies, re-start it.

Let me know if you need help with any of this, or if
you need help with getting ip masq or route stuff working.

--Chris
http://jybolac.virtualave.net

4160. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 18:42:12 UTC
From: tos4ever@pandora.be
Message-ID: <1f1jkgb.wvxhp51yetu2iN%tos4ever@pandora.be>
Source record: 41276

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Once in a while I come across .ZOO files which I've assigned to "Two in
> one" to extract within the "Thing" desktop, meaning that if I
> double-click a .ZOO file, it will automatically be extracted using the
> VT-52 window.
>
> The only problem is that the file extracts at a totally different
> location on the harddisk than where the .ZOO file itself is. I know
> there's an option in "Two in one" to extract in a specified directory,
> but what if I just want the extracted files to end up in the same
> directory as where the .ZOO file is?
>
> With .LZH or .ZIP files however it works just fine.

??????? I don't understand your problem. Normally in Two-in-one you can
choose the extracting folder (right window) so...???

I can't help you with Two-in-one as I don't use it anymore. Too much
troubles with Long files names etc..
There is another program though that can extract .zoo files, ARCVIEW.
This is a brand new shell for the most common packers on the Atari
platform such as *.ZIP, *.LZH, *.ARC, *.ARJ, *.ZOO, *.TAR
It works on all platform with every OS but it needs w_dialog.
Very neat program.

CU
Martin

4161. PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 18:42:13 UTC
From: tos4ever@pandora.be
Message-ID: <1f1jldr.1hx8439hlddpeN%tos4ever@pandora.be>
Source record: 41277

hello,

The new pdf reader, Porthos is out. You can find a demo verson on
http://www.calamus.net/index.html. For the moment only in German.

ttfn,
Martin

4162. Re: Thanks for help with mouse - more advice please for 520ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 18:46:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9qpsdi$h56$2@dos.canit.se>
Source record: 41278

Jelly Bean <judi@redlion.demon.co.uk> skrev:
: Thanks for help with mouse, I gave it a clean and it seems a bit better, but
: will bear the other advice in mind.

: Now I am wondering if

: 1 - I can attach an SVGA monitor with an adapter without any drivers,
: cards etc. (as advertised at Atari Workshop)

Yes. I did it by cutting off the monitor cable from a broken SM124 and
then connecting/probing the wires at random to a female D15HD connector
into which the SVGA monitor's cable is plugged.

: 2 - How can memory be expanded - I have various SIMMS, 30 pin and 72 pin.

If you have an STe, 30-pin 1 MB SIMMs will bring you up to 4 MB. Beyond
that, or if you've got a plan ST/STF/STFM, it gets a whole lot harder.

: 3 - Can I use an old AT case to house a SCSI drive, use its power supply,
: and use an adapter cable to link up.

Yes, PC cases make excellent, albeit ugly, SCSI boxes. But you need a SCSI
interface for your Atari, of course. They're built-in in the Mega STe and
TT, but since you don't state what model you're using, I can't give you
further advice on that matter.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4163. Reading a TOS image from hardware?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 20:25:34 UTC
From: Sven de Marothy <k98NOSPAMsdy@k.kth.se>
Message-ID: <9qq272edo1@news.kth.se>
Source record: 41279

Sorry, this should really be adressed to an electronics newsgroup,
but anyway:

How can I get a TOS-image dump from the EPROMs in my old atari?
The thing won't boot due to a broken floppy-controller (I think), but I'd
still like to get a tos-dump (as a binary file). How could one do this?

(I have no real knowledge of EPROM beyond the fact that they store stuff..)

/Sven
(replace the NOSPAM in the mail-address for an underscore (_) for email
reply)

4164. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 21:10:07 UTC
From: Martin Byttebier <tos4ever@pandora.be>
Message-ID: <tos4ever-1C1183.23100619102001@afrodite.telenet-ops.be>
Source record: 41280
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

NEW: The server holds the complet archive of the disk_magazine ICTARI
ftp://chapelie.rma.ac.be/atari/disk_magazine/ictari/

**archivers**
ftp://chapelie.rma.ac.be/atari/archivers/arc081.zip (97.870 bytes)
(Arcview is a new packer shell for ZIP, ARC, LZH, ZOO and TAR archives. German version)

ftp://chapelie.rma.ac.be/atari/archivers/arc081e.zip (93.673 bytes)
(English version of Arcview)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip (372.365 bytes)
(video-editing tool. English/French/German rsc included.)

ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/hilfe.zip (667.121 bytes)
(German HTMl manual of Funmedia)

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-120.zip (195.514 bytes)
(IRC client for STik/STing/Gluestik)

**midi**
ftp://chapelie.rma.ac.be/atari/midi/aes_sth.zip (29.826 bytes)
(a MIDI step-sequencer. Beta version which runs on TOS ST-High mode)

**programming**

ftp://chapelie.rma.ac.be/atari/programming/alice-atarist.zip (527.270 bytes)
(Alice-Pascal)

**sound-utils**
ftp://chapelie.rma.ac.be/atari/sound-utils/sondigit.zip (181.525 bytes)
```

(SONDIGIT est un digitaliseur sonore. Il permet de prendre, cr&#65533;er, modifier,
&#65533;couter des &#65533;chantillons sonores. Il permet &#65533;galement de faire du direct to disk.
Is a sound digitizer. It's possible to create, listen and modify sound samples.
It's also possible to work direct to disk.)

utilities
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps_2.9.5.lzh (183.080 bytes)
(abcm2ps is a program which converts music tunes from ABC format to PostScript.)

ftp://chapelie.rma.ac.be/atari/utilities/music/abcmidi_v19.lzh (405.438 bytes)
(abcMIDI : abc <-> MIDI conversion utilities)

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps_1.2.0.lzh (176.937 bytes)
(abctab2ps is a music and tablature typesetting program which
translates an input file in the abc language into postscript)

ftp://chapelie.rma.ac.be/atari/utilities/file_selectors/bkite231d.zip (151.246 bytes)
(Boxkite file selector. German version)

4165. Atari Times Update 10-19-2001

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 21:45:56 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3BD09F7B.FD988FDA@ataritimes.com>
Source record: 41281
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

Whew! It's been an exausting few days, but I've managed to change the look of the site. I've also spend a lot of time going over all (most) of the pages to make them look better.

Content-wise, here's what's new:

* NEW! Find The Secrets! Win prizes!
* NEW! Challenge of Nexar for the 2600
* NEW! Asteroids Theme implemented! More on the way!
* NEW! Review and Feature pages added

* Revisit the Steel Talons for Lynx review

Don't forget, TAT is YOUR Online Newsletter! It's only as good as YOU make it! So make it good!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=-=-

4166. For auction: Computer Concepts Fast BASIC

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 22:00:20 UTC
From: Joe Chan <"j o e c h a n"@ntlworld.com>
Message-ID: <fo1A7.25305$sF.1901730@news2-win.server.ntlworld.com>
Source record: 41282

Hi all

I'm auctioning Computer Concepts Fast BASIC ROM cartridge complete with original box manuals. All unused.

The item can be viewed at:

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1286890386

4167. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 22:02:14 UTC
From: swampfax@atlantic.net
Message-ID: <Gp1A7.155$dE.127421@news1.atlantic.net>
Source record: 41283

Hi Uwe,

On 19 Oct 2001 12:02:15 , Uwe Seimet wrote:
>John Garone schrieb:
>
>> Is there a compatibilty difference between HDDriver 8 and ICDboot?
>> I'm trying to get Magic to run with ICD but will only run with HDdriver.
>
>That's a known issue MagiC and ICD will not (always) work as far as I
>know.
>

ok!

>> But if I run HDDriver, it's seeing 4 x 250 meg partions instead of the
>> 8 x 125 meg partitioned with ICD!
>
>Note that the ICD default partitioning scheme is not Atari-compatible if
>there are more than 4 partitions. You have to convert this incompatible
>scheme to the AHDI compatible scheme before any other driver than
>ICDBOOT can recognize all partitions. The software ICD2AHDI by Thomas
>Binder will do this and is included in the HDDRIVER distribution.
>

Can ICD2AHDI be used without loosing data already in the HD ?

John G.

4168. DesTTiny

Newsgroup: comp.sys.atari.st
Date: 2001-10-19 22:15:58 UTC
From: Alan Hourihane <alan_hourihane@hotmail.com>
Message-ID: <1003529762.859.0.nnrp-01.9e9834fc@news.demon.co.uk>
Source record: 41284

Wouldn't anyone like a PPC in their TT ?

Any chance of reviving it again ?

4169. Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 01:28:30 UTC
From: ebaiz@skyenet.net
Message-ID: <2r4A7.2910$po1.216211@newsfeed.slurp.net>
Source record: 41285

Hello all,

You remember when I reported that my CD drive was noisy? Well last night it was REALLY noisy. I took it out and looked at it and found that the noise was coming from a little fan. It was on it's last leg and fell off. Now the drive is as quiet as a mouse. Is it all right to run the drive without the fan? I tested it out and it runs and functions great. Should I look for another SCSI drive?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4170. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 06:15:27 UTC
From: BMaedicke@t-online.de
Message-ID: <1f1kgr8.13ilc7u5crjvkN%BMaedicke@t-online.de>
Source record: 41286

Martin Byttebier <tos4ever@pandora.be> wrote:

> The new pdf reader, Porthos is out. You can find a demo verson on
> http://www.calamus.net/index.html. For the moment only in German.

No, thatï¿½s not right so. You can choose the language in the program:
menue "Einstellungen -> Sprache". You choose your language and then you
must restart the program.

--
Url: http://home.t-online.de/home/BMaedicke/

4171. Re: Atari<->PC

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 07:31:56 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <jG9A7.32425$sF.2264205@news2-win.server.ntlworld.com>
Source record: 41287

Matthias Arndt wrote:

> On Fri, 19 Oct 2001 08:43:42 +0100, fbm <fbm@thefunkybluemonkey.f2s.com>
> wrote:
>
>>I have atari STe (with 4mB RAM, but no HD) and a PC running Linux Mandrake
>>8.1
>>Is it possible to connect them together via the serial ports to allow the
>>atari to access the PCs files and internet connection? If so, how would I
>>do it?
>
> Yes you can do it!
> In all cases you need a nullmodem cable.
> The easiest way is using a terminal program on the ST end and a getty on
> the Linux end to achieve a console login.
> You can login to your linux box and use lynx, w3m or other console based
> net clients.
> You could try to setup slip or ppp for local use on your linux box and run
> STiK or compatible internet connection software on the ST. And with 4megs
> of RAM on the ST end, you should be able to operate it without a harddisc.
> Use a ramdisc instead.
>
> However these are only suggestions. I only have reliable information about
> the first way which means using a shell account on your linux box.
> Take a look at the latest issues of the Linux Gazette to read my article
> about the first solution.
>
> http://www.linuxgazette.com/
>
> Matthias

Yay! I can now login to my linux box using my Atari!

Thanks for the help Matthias

--
~~~~
FBM
~~~~

4172. Re: Atari<->PC

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 07:36:38 UTC
From: fbm <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <JK9A7.32457$sF.2268539@news2-win.server.ntlworld.com>
Source record: 41288

Chris Martin wrote:

> fbm wrote:
>
>> I have atari STe (with 4mB RAM, but no HD) and a PC running Linux
>> Mandrake 8.1
>> Is it possible to connect them together via the serial ports to allow the
>> atari to access the PCs files and internet connection? If so, how would
>> I do it?
>
> I have information on how to run a ppp link over a null
> modem cable on my site here:
>
> http://jybolac.virtualave.net/aff/readme.txt
>
> This readme is really about how to get Floppy Firewall
> running with the ST, but there is good information about
> running pppd on Linux in order to connect as well.
>
> Basically under linux you need to run this command:
>
> 'pppd ttyS0 115200 192.168.100.1: crtscts passive noauth persist'
>
> The "115200" is the baud and may need to be adjusted for
> your STe. The "192.168.100.1:" is your linux box IP
> address and should be changed to match what you have setup.
> The atari IP address can be anything as long as you setup
> a route and do IP masquerading for that IP address.
>
> Download this:
>
> http://jybolac.virtualave.net/aff/afloppyf.zip.
>
> It includes a Sting configuration that should get you
> going.
>
> Sometimes the ppp daemon dies before connecting to the
> atari, so you may need to run the pppd command and
> imediately run Sting. If the pppd dies, re-start it.
>
> Let me know if you need help with any of this, or if
> you need help with getting ip masq or route stuff working.
>
> --Chris

> http://jybolac.virtualave.net

Sounds quite involved!

I'll let you know how I get on.

Thanks Chris,

--
~~~~
FBM
~~~~

4173. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 07:57:36 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD12E70.2593B1EA@seimet.de>
Source record: 41291

John Garone schrieb:

> Can ICD2AHDI be used without loosing data already in the HD ?

Yes, there is no loss of data.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4174. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 09:31:51 UTC
From: tos4ever@pandora.be
Message-ID: <1f1kpn0.i2on0y269n3kN%tos4ever@pandora.be>
Source record: 41292

Bernd Maedicke <BMaedicke@t-online.de> wrote:

> Martin Byttebier <tos4ever@pandora.be> wrote:
>
> > The new pdf reader, Porthos is out. You can find a demo verson on
> > http://www.calamus.net/index.html. For the moment only in German.
>
> No, thatï¿½s not right so. You can choose the language in the program:
> menue "Einstellungen -> Sprache". You choose your language and then you
> must restart the program.

Yes you're right. There is an option indeed but under freeMiNT/N_AES
this seems not to work at all. First I thought this was a demo
restriction but as it work under MagicMac this must be a bug.
Furthermore it's impossible to view a pdf file under N_AES. If I try I
get a Runtime error 213 at offset $0008540A.
Another strange thing is that when I use Freedom 2.05 as fileselector
Porthos keeps saying wdialog isn' started. Wdialog is in memory as I can
use for instance arcview and Phototip.

4175. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 09:56:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110201156.a23712@su2.maus.de>
Source record: 41313

Hi Edward,

ESBJ>Is it all right to run the drive without the fan?
that depends on the time it's running. After several hours the drive might quit its service or even die. I suggest to be careful or to install another fan.

ESBJ>Yamaha CDRW Drive
Which one?

Und TTschï¿½
ps

4176. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 10:01:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110201201.a23713@su2.maus.de>
Source record: 41314

Hi John,

JG>Can ICD2AHDI be used without loosing data already in the HD ?
yes, but IIRC the manual (readme) recommends to have a backup prepared
before the conversion!

Quotation:
Man sollte bei wichtigen Daten allerdings trotzdem ï¿½berlegen, ob
es nicht sicherer ist, von der Platte ein komplettes Backup zu
machen, um sie dann komplett neu zu partitionieren.

The author's email address (maybe not recent!) is given in this readme.

Und TTschï¿½
ps

4177. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 10:18:27 UTC
From: swampfax@atlantic.net
Message-ID: <TbcA7.163$dE.135768@news1.atlantic.net>
Source record: 41293

On 19 Oct 2001 11:06:18 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Fri, 19 Oct 2001 06:01:15 GMT
>
>> Is there a compatibilty difference between HDDriver 8 and ICDboot?
>
>Did you partition the drive under ICD with AHDI compatibility on? If not, this
>_could_ be the source of your problem. There should be a utility on the
>HDDriver master disk to convert the partition type (back it/them up first).
>

Hi Derryck,

Could be that I did'nt turn on AHDI compatibility...don't recall!
Thanks for the advice (especially on backing up the drive). I have a
cheap SCSI drive from E-bay that I use as back-up. It's come in handy more
than once! But just to be more certain, does the conversion cause loss of
data or are you saying to play it safe by backing up the drive?

John G.

4178. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 11:26:55 UTC
From: s.pratt@bradford.ac.uk
Message-ID: <3bd16075$1@chlorine.cen.brad.ac.uk>
Source record: 41294

In article <1f1jkgb.wvxhp51yetu2iN%tos4ever@pandora.be>, tos4ever@pandora.be (Martin Byttebier) wrote:
>Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
>> The only problem is that the file extracts at a totally different
>> location on the harddisk than where the .ZOO file itself is. I know
>> there's an option in "Two in one" to extract in a specified directory,
>> but what if I just want the extracted files to end up in the same

Never heard of Two in One but many years ago I used to use zoo a lot (Back in the Atari days). If I remember rightly, it stores the relative pathname of the file being archived and will restore back to that path irrespective of the location of the .zoo file

i.e. if the original file was - c:\directory\subdirectory\file

then it will extract to - currentdirectory\directory\subdirectory\file

Steve

4179. Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 12:39:28 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9qrrf7$ej9$1@newsreaderg1.core.theplanet.net>
Source record: 41295

Hi

I have a 4mb Mega STE and I would like to upgrade the 80mb internal drive (connected to the internal Atari interface).

I've already read that the drive must be capable of having parity turned off. But does it matter how large the drive is ? I can get hold of a 2.1gb Segate drive (ST 32155N) , will this work ok? I'm not that bothered if I can't access all 2gig, just as long as it's substantially greater than my current 80mb!

Regards

Phil Graham

--
PHF Assembly Coders http://phf.atari.org
ICQ 12766915

4180. Re: Reading a TOS image from hardware?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 12:44:36 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9qrror$eo5$1@newsreaderg1.core.theplanet.net>
Source record: 41296

"Sven de Marothy" <k98NOSPAMsdy@k.kth.se> wrote in message
news:9qq272edo1@news.kth.se...
> How can I get a TOS-image dump from the EPROMs in my old atari?
> The thing won't boot due to a broken floppy-controller (I think), but
I'd
> still like to get a tos-dump (as a binary file). How could one do this?
>

Hi

Well all major TOS's have already been dumped, many are available for
download at http://homepage.mac.com/carlhafner/AtariTOS.html

They're on the net as ST emulators such as (STeem, Saint and Winston)
require them.

Regards

Grazey

4181. Falcon clock

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 12:52:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bd0221a2c29292@madasafish.com>
Source record: 41328

Hi

My Falcon clock is so strange. It still has problems and was testing and I checked what the time was on the clock.cpx and it said 13.49 (same as taskbar). A couple of minutes later it was 13.51 and then the next time I looked after reading some mail it was back at 13.49!!

Maybe my chip is wrong? Or would a long keyboard lead do this as I do have my keyboard lead about 2 metres long. I'm not sure what the keyboard controller does for the time on a Falcon when it has it's own clock on the motherboard.

Thanks in advance.

4182. Re: Clip art

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 14:17:13 UTC
From: ebaiz@skyenet.net
Message-ID: <JHfA7.94$cQ1.91241@newsfeed.slurp.net>
Source record: 41298

On 17 Oct 2001 23:48:14 , Hallvard Tangeraas wrote:
>I once had a bunch of disks with some wonderful clip-art on them. I
>remember one of them being of a crowd of people looking upwards or
>something. These were all very well drawn black/white pictures.
>I have no idea where they came from, but I have a little suspicion that
>they somehow were converted from old Macintosh computers.
>In any case I've lost them now and would like to find them again.
>Anyone know where any Atari clip art is found on the net?
>I probably bought the disks from some Public Domain library back in the
>days...

If you are talking about clip-art of Atari computers, I have some and
you are welcome to it. Just email me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4183. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 14:17:15 UTC
From: ebaiz@skyenet.net
Message-ID: <LHfA7.95$cQ1.91304@newsfeed.slurp.net>
Source record: 41299

On 20 Oct 2001 13:39:28 , "Grazey" wrote:
>NNTP-Posting-Date: 20 Oct 2001 12:42:15 GMT
>X-Complaints-To: abuse@theplanet.net
>X-Priority: 3
>X-MSMail-Priority: Normal
>X-Newsreader: Microsoft Outlook Express 5.50.4133.2400
>X-MimeOLE: Produced By Microsoft MimeOLE V5.50.4133.2400
>Xref: newsfeed.slurp.net comp.sys.atari.st:256672
>
>Hi
>
>I have a 4mb Mega STE and I would like to upgrade the 80mb internal drive
>(connected to the internal Atari interface).
>
>I've already read that the drive must be capable of having parity turned
>off. But does it matter how large the drive is ? I can get hold of a
>2.1gb Segate drive (ST 32155N) , will this work ok? I'm not that bothered
>if I can't access all 2gig, just as long as it's substantially greater
>than my current 80mb!

I do not see a problem other than the fact that you may not access the
whole drive. You may want to load in Magic or Mint. That way, you will
get to access the whole drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4184. Using Atari Programs from the net on a Real Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 14:18:17 UTC
From: Mendel Kucharzeck <avisnoctura@t-online.de>
Message-ID: <B7F75449.1453D%avisnoctura@t-online.de>
Source record: 41297

Hi,

I discovered some sites recently where old atari games can be downloaded for free. Almost every game I can play on my Mac with noSTalgia (ST emu), is there a way to transfer these files from my mac to my atari without much trouble? I tried some programs made for win computers, none of the disks worked after the transfer.

I would love to play these games on my old ST!

Regards,
Mendel.

4185. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 14:44:32 UTC
From: rsmac@t-online.de
Message-ID: <1f1l18l.1lr943nkqqk3aN%rsmac@t-online.de>
Source record: 41300

Grazey <grazey@tphf.karoo.co.uk> wrote:

> I've already read that the drive must be capable of having parity turned
> off. But does it matter how large the drive is ? I can get hold of a

Thats a problem of the internal MegaSTe controller.
Parity must be off on all devices they are connected to this controller.

Other is the termination. Some devices wonï¿½t work if termination ist on,
other work if the termination is off. Suspect part of MegaSTe and
Stacy Controller.

(Bests sign for parity on is if the MegaSTe wonï¿½t accept the drive)

> 2.1gb Segate drive (ST 32155N) , will this work ok? I'm not that bothered
> if I can't access all 2gig, just as long as it's substantially greater

Thatï¿½s is a part of the used TOS and a question how large you defined
the size of any partition. Size of a partition had nothing to do with
the device size.

OS-Release Partition Size

TOS 1.00 - 1.02 256 MByte
TOS 1.04 - 3.0x 512 Mbyte
TOS 4.0x 1024 MByte

MagiC / BigDOS 1024 MByte
2048 MByte (DOS-Kompatibel)
MagiC 6.10 FAT32 -> Terrabyte (not MagiC 6.01) !!

FreeMiNT 1.15 / FAT16 2048 MByte (DOS/TOS komp. Partitionierung)
FreeMiNT / FAT32 -> Terrabyte

You need an hard disk driver they can switch parity off /on over
software. Modern devices doasnï¿½t had an jumper for parity. Also you
should connect the device to an computer they can handle parity.
Falcon, TT as example.

Regards, Robert

--

---
* Atari and Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

4186. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 16:03:45 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0110201202400.2615-100000@moose.erie.net>
Source record: 41301

Just out of curiosity, what aspect of the ICD formatting is not
AHDI compatible?

On Sat, 20 Oct 2001, Uwe Seimet wrote:

> John Garone schrieb:
>
> > Can ICD2AHDI be used without loosing data already in the HD ?
>
> Yes, there is no loss of data.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

4187. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 16:49:18 UTC
From: Don <dons@qnet.com>
Message-ID: <3BD1AB0E.A13E9070@qnet.com>
Source record: 41302

Edward,

Was it the Yamaha CDRW that the fan fell apart? If it was I would replace the can from what I have read and heard the Yamaha will have problems with the heat.

Don

4188. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 17:42:34 UTC
From: BMaedicke@t-online.de
Message-ID: <1f1lcco.6v7qw415j4pa8N%BMaedicke@t-online.de>
Source record: 41303

Martin Byttebier <tos4ever@pandora.be> wrote:

> Yes you're right. There is an option indeed but under freeMiNT/N_AES
> this seems not to work at all. First I thought this was a demo
> restriction but as it work under MagicMac this must be a bug.
> Furthermore it's impossible to view a pdf file under N_AES. If I try I
> get a Runtime error 213 at offset $0008540A.

You should make a bug report to the author.

--
Url: http://home.t-online.de/home/BMaedicke/

4189. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 17:58:33 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9qse09$g5i$1@news8.svr.pol.co.uk>
Source record: 41304

On 19 Oct 2001 11:59:46 , Uwe Seimet wrote:
>"M.Bedford" schrieb:
>
>> I have a 20G IDE on my Falcon. Using HD Driver 8 I formatted it as
>> 10 x 2G partitions.
>> (I also use Magic I can't remember if that's relevant)
>
>Note that there is not operating system for the Atari that supports
>TOS-compatible partitions of more than 2 GB. TOS 4.0x, for example, has
>at least one known bug that prevents TOS-compatible partitions of more
>than 1 GB to be used.

And maybe this is why my 7 partitions of nominally below 2Gb (1990Mb) aren't even recognised by Magic 6.01, never mind TOS 7.04 (Centek). Even when I changed the type to BGM (Big GeM) their capacity wasn't recognized by the OSs. Jinnee and HD Driver knows they exist, but other than that its a no-go!

Only way now is to try say 1600Mb partitions with MagiC.

Big drives aren't always faster either, this Seagate UDMA ATA 20Gb unit is actually slower than the Maxtor 2.1Gb I had installed previously data transfer rates drop to less than 3000Kb/s, whereas I was getting 3600 on the old Maxtor! What a disappointment, no chance of recording at x6 speed on the CDRW.

Neil.

4190. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 18:26:27 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ocf3ttsecksjr0ncmf1mvr6kh4pvjn1k91@4ax.com>
Source record: 41305

On Sat, 20 Oct 2001 01:28:30 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>Hello all,
>
>You remember when I reported that my CD drive was noisy? Well last
>night it was REALLY noisy. I took it out and looked at it and found
>that the noise was coming from a little fan. It was on it's last leg
>and fell off. Now the drive is as quiet as a mouse. Is it all right to
>run the drive without the fan? I tested it out and it runs and
>functions great. Should I look for another SCSI drive?
>
>
>Edward S. Baiz Jr.
> (Gamer)

You don't suppose the manufacturer of the drive had any REASON to put a fan there, do you?

How's the ventilation in the case the drive is installed into? Does it seem overly warm after it's been in use for a while?

Remember, heat is the #1 enemy of electronics.

If it seems to be cool enough after it's been used, go ahead and live dangerously if you want, but keep in mind that it may shorten the life of the drive.

BobR

4191. HOW TO FORMAT HDD?

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 18:51:22 UTC
From: d_os_hr <d_os_hr@yahoo.com>
Message-ID: <9qsh3s$1146$1@fegnews.vip.hr>
Source record: 41307

Please answer me how to format hdd, because I can't do it like I do it with fdd.
IT'S URGENT, SO PLEASE SEND YOUR ANSWER TO d_os_hr@yahoo.com QUICKLY.

Thank you in advance.

4192. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 18:54:37 UTC
From: tos4ever@pandora.be
Message-ID: <1f1lglk.1i6jd2exqff6wN%tos4ever@pandora.be>
Source record: 41306

Bernd Maedicke <BMaedicke@t-online.de> wrote:

> Martin Byttebier <tos4ever@pandora.be> wrote:
>
> > Yes you're right. There is an option indeed but under freeMiNT/N_AES
> > this seems not to work at all. First I thought this was a demo
> > restriction but as it work under MagicMac this must be a bug.
> > Furthermore it's impossible to view a pdf file under N_AES. If I try I
> > get a Runtime error 213 at offset $0008540A.
>
> You should make a bug report to the author.

Done that. I surely hope that the problems will be fixed. It looks very promishing indeed.

4193. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 20:43:46 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1003610947.8499.3@hebe.uk.clara.net>
Source record: 41308

Hi Martin

> I can't help you with Two-in-one as I don't use it anymore. Too much
> troubles with Long files names etc..
> There is another program though that can extract .zoo files, ARCVIEW.
> This is a brand new shell for the most common packers on the Atari
> platform such as *.ZIP, *.LZH, *.ARC, *.ARJ, *.ZOO, *.TAR
> It works on all platform with every OS but it needs w_dialog.
> Very neat program.

I heard some while back of a hack to enable 2in1 to talk LFN's, if you use a binary editor to find the signature Magx (not sure of case) and replace it with MiNT, 2in1 will now happily pass LFN's to the archive engines, these have for some while been able to speak the lingo..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4194. Re: LAN port pinout on TT030

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 21:09:26 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3bd1e806$0$13423@news.zetnet.co.uk>
Source record: 41309

On 15 Oct 2001 16:39:25 , "Alan Hourihane" wrote:
>"Martin-Ric Racine" <q-funk@funkyware.atari.org> wrote in message
>news:Pine.LNX.4.21.0110151431560.21563-100000@hal.pp.fishpool.fi...
>> On Mon, 15 Oct 2001, Alan Hourihane wrote:
>SNIP
>> Another alternative, if connecting to a Mac or Sun computer equipped
>> with an RS-422 interface, is the "Mac printer cable" which can be
>> used as a nullmodem cable.
>>
>Yep, I've got one, but it doesn't work, and I'm trying to understand the
>TT port to understand why it's not working. Aparently the TT doesn't
>have some of the control lines. So I could really use the port pinout
>info if anyone has it.

```
TT (SCC) LAN port pins, according to the manual, look like this (in a
circular 8-pin female mini-DIN RS-422 socket); Serial 2 is disabled if
LAN is enabled: [monotype, not proportional]

[ ]
[8] [7] [6]
[5] [4] [3]
] [2] [1] [
The Atari A to Z (Mark Baines) adds:
|
1 = Handshake Output | (DTR, RS-423) SYNCO
2 = Handshake Input or Internal Clock | SYNCI
3 = *Transmit Data Output | - Transmit data inverted /TxD
4 = Ground |
5 = *Received Data Input | - Receive data inverted /RxD
6 = Transmitted Data Output | + Transmit data TxD
7 = General Purpose Input | GPINP (TRxCA/CTSA)
8 = Receive Data Input | + Receive Data RxD

Mark Baines, p 127, describes it in words. It is claimed to be Apple
Local-Talk compatible.

Hope this is some help,
Charles.
```

4195. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 21:43:01 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9qsrfl$2lrb$1@news.comnet.co.nz>
Source record: 41310

"Robert Schaffner" <rsmac@t-online.de> wrote ...
> That's is a part of the used TOS and a question how large you
defined
> the size of any partition. Size of a partition had nothing to do
with
> the device size.
>
>
> OS-Release Partition Size
> ----------
> TOS 1.00 - 1.02 256 MByte

I have a recollection (from the days of my Mega 4/Megafile 60 in 1990)
that TOS 1.2 had a 32 or 64MB limit on partitions

> TOS 1.04 - 3.0x 512 Mbyte
> TOS 4.0x 1024 MByte
>
> MagiC / BigDOS 1024 MByte
> 2048 MByte (DOS-Kompatibel)
> MagiC 6.10 FAT32 -> Terrabyte (not MagiC 6.01) !!
>
> FreeMiNT 1.15 / FAT16 2048 MByte (DOS/TOS komp. Partitionierung)
> FreeMiNT / FAT32 -> Terrabyte

(BTW: It's spelled "Terabyte", with only one 'r')

Kilobyte = 1024 Bytes = 10 bits
Megabyte = 1024 Kilobytes = 20 bits
Gigabyte = 1024 Megabytes = 30 bits
Terabyte = 1024 Gigabytes = 40 bits

Petabyte = 1024 Terabytes = 50 bits
Exabyte = 1024 Petabytes = 60 bits

--

Quote for the month

"Nice software!"
(Number 5)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

4196. Re: Using Atari Programs from the net on a Real Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 22:24:22 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <jcu3tts5tnpt6g280gmnnom31vkgrujebc@4ax.com>
Source record: 41311

On Sat, 20 Oct 2001 16:18:17 +0200, Mendel Kucharzeck
<avisnoctura@t-online.de> wrote:

>Hi,
>
>I discovered some sites recently where old atari games can be downloaded for
>free. Almost every game I can play on my Mac with noSTalgia (ST emu), is
>there a way to transfer these files from my mac to my atari without much
>trouble? I tried some programs made for win computers, none of the disks
>worked after the transfer.
>
>I would love to play these games on my old ST!
>
>Regards,
>Mendel.

Be certain the floppy disks are formatted as 720K (Double
Sided/Double Density).

The Atari floppy drives won't read a "normal" High Density (1.44Meg)
floppy disk format.

I don't know if the Mac can format an IBM/Atari compatible 720K disk,
so you might be best off formatting them on the ST itself. If that
doesn't work (if the Mac has any trouble reading the Atari format),
try formatting them on an IBM (as 720K).

That should take care of getting the files into the ST- from that
point you may have to do some uncompressing with various utility
programs to re-create the original disks.

BobR

4197. CDROM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-20 23:36:01 UTC
From: "Jeffrey S. Worley" <UberTechnoid@Home.com>
Message-ID: <3BD20C36.26363C07@Home.com>
Source record: 41312

When I bought my link II interface for my mega back in 96 or 97 it came with a version of MiNT which would enable a cdrom. I'm running a much later version of MiNT on my mega4 now and really would like to move data via cd or some other way than slip at 19200 baud.

Is there a MiNT way to mount a cdrom?

Thanks

Jeff

4198. Re: DesTTiny

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 03:03:48 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BD23B1F.3AA9D0F4@home.com>
Source record: 41315

I'd like to see something like this. Thing is, how can we get this
project going forward again?

Alan Hourihane wrote:

> Wouldn't anyone like a PPC in their TT ?
>
> Any chance of reviving it again ?

4199. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:01:33 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_1003640493@macdonal.cfc.dnd.ca>
Source record: 41316

I have the same problem Frank!
I downloaded the 'update' and it plain does not work.
I hope someone has found a way to get it to work.
I noticed Bengy had some info about the update, MagicOnline said there would be a new easier way to update coming
out, but when??
ken

On Tue, 02 Oct 2001 12:11:48 -0600 (MDT), "Frank Lockwood" <lockwood@nucleus.com> wrote:
> I've been trying to upgrade my copyof Magic, which I believe is
> version 6.01 (but I could be wrong...) to 6.02 using the downloadable
> files available from ASH. This process requires decrypting the new
> MAGIC.RAM file by using the original one from the 6.01 installation
> disk.
>
> I've been trying this, to no avail, which means either the decryption
> program is faulty, or what I have on my floppy disk is not version
> 6.01 (but rather 6.0).
>
> Apart from the first line in the MAGX.INF file, is there any way to
> determine which version I have? My MAGIC.RAM file (the installed one
> on my boot disk) is 239382 bytes, and dated Dec. 13, 1999.
>
> Can anyone help?
>
> Thanks,
>
> --
> Frank Lockwood ~ Lockwood A.R.S.
> Calgary, Alberta, Canada
> Quality Classical Music Recording and Editing
> http://www.nucleus.com/~lockwood/

4200. Re: Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:23:09 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1104_1003641789@macdonal.cfc.dnd.ca>
Source record: 41317

Thanks a ton Derek!
please ignore my previous message in c.s.a.s.! :-)
ken
btw, I have it on good authority that you are a handsome fellow,
just ask STeve!

On Sun, 30 Sep 2001 10:18:22 -0000, Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
> Hi all,
> Fresh in are all the files, including text files, needed to update Magic 6.10
> to a (mostly) English 6.20. The updater itself is a free download from ASH.
> Please ensure that you examine the Readme.txt file in the outer level of the
> DDP archive before starting the update process.
> Kudos and comments on the archive's contents are welcome.
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4201. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:54:44 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD26324.5F893BB5@seimet.de>
Source record: 41318

Grazey schrieb:

> I've already read that the drive must be capable of having parity turned
> off. But does it matter how large the drive is ? I can get hold of a

The internal host adapter of the STE can only address 1 GB of capacity,
even if you have a larger drive. In order to address more than that
another host adapter is required.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4202. Re: Reading a TOS image from hardware?

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:55:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD26357.EA8CF816@seimet.de>
Source record: 41319

Grazey schrieb:

> Well all major TOS's have already been dumped, many are available for
> download at http://homepage.mac.com/carlhafner/AtariTOS.html

Note that it's not legal to use TOS versions where you have no license
(in particular the corresponding ROM) for.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4203. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:57:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD263BA.9AACC928@seimet.de>
Source record: 41320

"Edward S. Baiz Jr." schrieb:

> I do not see a problem other than the fact that you may not access the
> whole drive. You may want to load in Magic or Mint. That way, you will
> get to access the whole drive.

That's not correct. MagiC or MiNT cannot enable the STE's host adapter
to use more than one GB of a drive. The problem is not the partition
size here but the capabilities of the host adapter.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4204. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 05:59:41 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD2644D.38DD070E@seimet.de>
Source record: 41321

Sage schrieb:
>
> Just out of curiosity, what aspect of the ICD formatting is not
> AHDI compatible?

It's not the formatting but the partitioning. Formatting is always
platform-independent.
AHDI uses a linked list of root sectors if more than 4 partitions are
present. The ICD software's default is putting up to 8 partition entries
into the first root sector, which is not what the standard mandates. As
a result most non-ICD drivers do not recognise more than 4 partitions.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4205. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 10:53:42 UTC
From: swampfax@atlantic.net
Message-ID: <WOxA7.1$PD2.2064@news1.atlantic.net>
Source record: 41322

On 20 Oct 2001 12:01:00 , Peter Schneider wrote:
>Hi John,
>
>JG>Can ICD2AHDI be used without loosing data already in the HD ?
>yes, but IIRC the manual (readme) recommends to have a backup prepared
>_before_ the conversion!
>
>Quotation:
> Man sollte bei wichtigen Daten allerdings trotzdem berlegen, ob
> es nicht sicherer ist, von der Platte ein komplettes Backup zu
> machen, um sie dann komplett neu zu partitionieren.
>
>The author's email address (maybe not recent!) is given in this readme.
>
>Und TTsch
>ps
>
>.
Hi Peter,
Looks like the author is Thomas Binder and there is an E-mail address.
I ran the program but the prompts are in German which leaves me lost!!!
Hope he can translate!
Thanks for the info.
John G.

4206. I have the beginning!

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 16:03:43 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <ekCA7.55$xB5.4345967@news.incc.net>
Source record: 41323

The IBM publicly-available POP designs and Bill of Materials for the latest version.

For this stage, I need someone (or a couple people) who are familiar with PCB layout/design.

For the next stage, I need someone (or a couple people) familiar with programming MiNT, FreeMiNT, SpareMiNT, etc.

And, does anyone know if/where a generic Atari ST emulator is in the PowerPC sector? Source code is a necessity and a person (or persons) who can code. The original programmer would be best.

"All it takes is just a few people to start agreeing..."

Jared

4207. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 16:46:50 UTC
From: rsmac@t-online.de
Message-ID: <1f1n4ws.y4mpcme8w760N%rsmac@t-online.de>
Source record: 41329

Lyndon Amsdon <bindon@madasafish.com> wrote:

> DOS comaptibility is the TOS/DOS option in HDDriver right? Does this

Yes.

> affect speed, integrity or which program to defragment with? I use

Canï¿½t found any problem here. Speed is same as an TOS partition.
(Checked with HowFast)

Regards, Robert
--

---
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

4208. Re: Using Atari Programs from the net on a

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 17:12:16 UTC
From: ebaiz@skyenet.net
Message-ID: <QIDA7.444$Cf2.107136@newsfeed.slurp.net>
Source record: 41330

On 20 Oct 2001 16:18:17 , Mendel Kucharzeck wrote:
>Hi,
>
>I discovered some sites recently where old atari games can be downloaded for
>free. Almost every game I can play on my Mac with noSTalgia (ST emu), is
>there a way to transfer these files from my mac to my atari without much
>trouble? I tried some programs made for win computers, none of the disks
>worked after the transfer.
>
>I would love to play these games on my old ST!

There are some emulators like Pacifist that use files in a different
form. That may be the same with the emulator above. I was able to take
those files that Pacifist uses and convert them over to a form that my
ST could use. I would think the same could be done in your case. What
is the file extension of the programs that noSTalgia uses?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4209. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 17:12:18 UTC
From: ebaiz@skyenet.net
Message-ID: <SIDA7.445$Cf2.107020@newsfeed.slurp.net>
Source record: 41331

On 19 Oct 2001 13:48:16 , "Lyndon Amsdon" wrote:
>Hi Martin!
>
>>> No, that's not right so. You can choose the language in the program:
>>> menue "Einstellungen -> Sprache". You choose your language and then you
>>> must restart the program.
>>
>>Yes you're right. There is an option indeed but under freeMiNT/N_AES
>>this seems not to work at all. First I thought this was a demo
>>restriction but as it work under MagicMac this must be a bug.
>>Furthermore it's impossible to view a pdf file under N_AES. If I try I
>>get a Runtime error 213 at offset $0008540A.
>>Another strange thing is that when I use Freedom 2.05 as fileselector
>>Porthos keeps saying wdialog isn' started. Wdialog is in memory as I can
>>use for instance arcview and Phototip.
>
>I've heard that from another Mint+NAES user. I got that Runtime error
>first time I tried to load a PDF but next time I loaded Porthos up it went
>away. It runs OK under Magic but I imagine these kind of bugs can be
>sorted out by the next release.

Hello,

What is the address you downloaded Porthos from? The one that was
previously posted does not work. Is there a webiste devoted to it?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4210. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 17:32:08 UTC
From: jflemaire@belgacom.net
Message-ID: <3bd314b48222900@belgacom.net>
Source record: 41332

Hello,

Le vendredi 19-10-10 13:48, Lyndon Amsdon ï¿½crivait:

>>Furthermore it's impossible to view a pdf file under N_AES. If I try I
>>get a Runtime error 213 at offset $0008540A.
>
>
>I've heard that from another Mint+NAES user. I got that Runtime error
>first time I tried to load a PDF but next time I loaded Porthos up it went
>away. It runs OK under Magic but I imagine these kind of bugs can be
>sorted out by the next release.

The first time I opened a pdf file I had the same error too. Then I changed the memory flags of Porthos.prg from private to global (without memory protection) and now all is well. Don't ask me why. It seems to be much faster than gemgs. I haven't tried printing yet -- don't know if it's allowed in the demo version, anyway.
Hope this helps.

J-F.

4211. [www] Atari Icon Library updated

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 18:17:18 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ihpogklo@localhost>
Source record: 41333

Hi all,

Finally I have found time to update the Atari Icon Library,
this time with 11 archives supplied by Matthias Jaap :))

archive 95 - 77 archeology icons
archive 96 - 75 Babylon5 icons
archive 97 - 22 VW Beetle icons
archive 98 - 19+19 game console icons
archive 99 - 50+23 Dark Angel icons
archive 100 - 7 octopus icons
archive 101 - 78 pencil icons
archive 102 - 21+21 penguin icons
archive 103 - 10 seahorse icons
archive 104 - 9 treefrog icons
archive 105 - 91 tree icons
archive 106 - 60 woman icons

Thanks to Matthias for a great contribution :)

Regards,

Joakim

http://gokmase.atari.org

4212. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 19:44:43 UTC
From: osian@zetnet.co.uk
Message-ID: <3bd325ab$0$13425@news.zetnet.co.uk>
Source record: 41334

On 18 Oct 2001 14:44:02 , Galen wrote:
>If you are able to move files to and from the card, it is very likely
>that any similar type card will work (at least, up to 32MB -- larger
>should be possible, but might require some extra effort). My
>understanding of the digital camera industry is that if the
>CompactFlash card works, any CompactFlash card should work.

Yeah - I'm not worried about compatibility of the card itself, more about the format that the camera saves in. This incident shows that the camera that I borrowed the card from doesn't save files in a format that I can read. Then again, it doesn't seem to be saving in any standard format as not even PC programs can read it! The 4 files contained on the card all had the same problem so it wasn't just one corrupted file.

So after I've decided on a camera, the final step is to ensure that I can actually read the files it produces.

>When are you going to get your camera?

Around Christmas hopefully - depends on my credit card balance!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4213. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-21 19:46:21 UTC
From: osian@zetnet.co.uk
Message-ID: <3bd3260d$0$13425@news.zetnet.co.uk>
Source record: 41335

On 16 Oct 2001 19:29:14 , "Steve Sweet" wrote:
>Why are you whipping that bloke dressed as a vicar, and why is that sheep
>smiling??.

Don't knock it 'til you've tried it...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4214. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 00:16:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9qvog2$5hq$1@thorium.cix.co.uk>
Source record: 41336

In message <1003610947.8499.3@hebe.uk.clara.net>, stevesweet@freeuk.com said:

>I heard some while back of a hack to enable 2in1 to talk LFN's, if you use a
>binary editor to find the signature Magx (not sure of case) and replace it
>with MiNT, 2in1 will now happily pass LFN's to the archive engines, these
>have for some while been able to speak the lingo..

Hi Steve!

Do you mean in the 2-in-1.PRG file? There I only found 'MagX' at
offset $2e86. I changed that to 'MiNT' but the 2-in-1 windows
still showed the abbreviated filenames with '~'. Or do you mean
that it can ZIP/LZH etc LFNs and unzip them again?

Regards, /Peter/

4215. Re: External/internal harddisk booting

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 00:16:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9qvog3$5hr$1@thorium.cix.co.uk>
Source record: 41337

In message <1f1l8la.fcyfmz3oe7y8N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>I've got a Mega STe with an internal SCSI harddisk set at ID 0 and no
>termination (as I've heard that it should be with this rather strange
>SCSI host-adaptor).
>
>I've also got an external SCSI harddisk, set at ID 5, termination on. I
>think I have parity switched on as well.
>This drive is usually used with my STe via an ICD Link II.
>Both harddisks have HDdriver (6.13) installed as drivers.
>
>Now, I want to test out a certain setup I have on that external harddisk
>with the Mega STe, but I can't find out how I can *boot* from that
>external harddisk. It always boots from the internal (ID 0) drive. I've
>tried out various "tricks", but it all results in bombs or lockups.

I am sure that Uwe will pop up soon, but AIUI you don't need
HDRIVER installed on both disks - the internal one will do. During
the boot process, just press the corresponding to the drive you
want to boot from, and all AUTO, ACCs etc will be loaded from it.
Mind you, I don't know if the Mega STe is different in this
respect, but doubt it.

Regards, /Peter/

4216. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 01:14:44 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_1003713284@macdonal.cfc.dnd.ca>
Source record: 41338

what a pain indeed! :-(
If you purchased Magic 6.01, then the upgrade to Magic 6.10 is 39$US.
But the upgrade from 6.10 to 6.20 is free?!
Let me guess that there were some bugs in 6.10 that desperately needed fixing,
so the 6.20 upgrade is more like a patch to 6.10?
ken

On Wed, 03 Oct 2001 00:47:54 GMT, Bengy <bengy@mac.com> wrote:
> > That is for Magic 6.10, confusing eh? :) It will not work with magic
> > version .01 which is the one distributed my Atari Workshop in English.
> > I'm considering upgrading but not sure who to turn to, I guess ASH would
> > upgrade to the latest, it's just a pain.
>
> Europe Shareware or ESNA has the upgrade for $39 US, a better alternative if
> you're not in Germany.
>
> B.
>

4217. TAF Flee Market sale (North America)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 01:24:52 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <1103_1003713892@macdonal.cfc.dnd.ca>
Source record: 41339

TAF (Toronto Atari Federation) is having a Flea Market sale of items TAF has received or purchased over the years.
Far more stuff than its members can use! :-)
Also, there are individual pages for TAF members selling items.
and the address is?
http://webhome.idirect.com/~anarkist/TAF_Flee.html

4218. Re: I have the beginning!

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 03:30:02 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9r03rq$9om$1@news.asu.edu>
Source record: 41340

>The IBM publicly-available POP designs and Bill of Materials for the latest
>version.

I thought IBM dropped the POP design. The "north bridge" chip is no longer
unavailable (or some story like that).
--

4219. Re: TAF Flee Market sale (North America)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 04:11:48 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BD39C8E.B59F964F@home.com>
Source record: 41341

Hi Ken,

did you get my last email to you? are you going to reply?

Ken Macdonald wrote:

> TAF (Toronto Atari Federation) is having a Flea Market sale of items TAF has received or purchased over the years.
> Far more stuff than its members can use! :-)
>

4220. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 08:23:24 UTC
From: swampfax@atlantic.net
Message-ID: <0IQA7.16$Bx4.14335@news1.atlantic.net>
Source record: 41342

Hi All,

Firstly, thank's all for the feedback!
Thomas Binder's E-mail address in his docs is no longer good!
I'll post a request for his current address. So, in the mean time, is anyone up to translating what the prompts are asking for in ICD2AHDI (in case his address is not available ?).

John G.

4221. Metados/BigDos ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 08:28:42 UTC
From: swampfax@atlantic.net
Message-ID: <_MQA7.17$Bx4.14511@news1.atlantic.net>
Source record: 41343

```
Fi All,
Post for a friend (please respnd to his E-mail address) :

gerard.manssoiphe@online.fr

Thanks,
John G.
```

Is it possible to use M�tados as a Bigdos8 replacement ?
If so what to write in the config file to use partitions of more than
512 Ko ?
gerard.manssoiphe@online.fr

4222. Atari TT dips

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 08:52:44 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <9r0mt6$96q$1@news.tpi.pl>
Source record: 41344

Where I can find description of dip switches on TT mainboard?
TIA.

Kuba Kosiec
TT/Jag/Portfolio user!
mailto:lewis@atari.pl
Atari rulez!

4223. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 09:55:13 UTC
From: Ove Peter <ovepeter@gmx.de>
Message-ID: <3BD3ED01.4627F722@gmx.de>
Source record: 41345

Hallvard Tangeraas schrieb:
> >
> > I thought the 8200 was a Europe-only model which has the motherboard of
> > a 7200 (3 PCI slots, 601 CPU soldered to the board) in an 8500-like
> > tower case. The 8100, on the other hand, is NuBus.
>
> That's correct. Picture and info available here:
>
> http://www.apple-history.com/8200.html

OK, I stand corrected. I have seen it listed on another page as NuBus,
but I guess the apple history uys have the correct infos.

Then it seems like a pretty good Deal! Did you already do it?

Regards,
Ove

4224. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 10:14:40 UTC
From: Pascal S <psoutarson@free.fr>
Message-ID: <3bd3f1a5$0$2316$626a54ce@news.free.fr>
Source record: 41196

hi,

have you any schema about an host adapter or a web site ?

Thanks,

Pascal

"Uwe Seimet" <us__nospam__@seimet.de> a crit dans le message de news:
3BD26324.5F893BB5@seimet.de...
> Grazey schrieb:
>
> > I've already read that the drive must be capable of having parity turned
> > off. But does it matter how large the drive is ? I can get hold of a
>
> The internal host adapter of the STE can only address 1 GB of capacity,
> even if you have a larger drive. In order to address more than that
> another host adapter is required.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

4225. Re: CDROM on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 11:09:21 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0110221407240.9259-100000@hal.pp.fishpool.fi>
Source record: 41197

On Sat, 20 Oct 2001, Jeffrey S. Worley wrote:

> Is there a MiNT way to mount a cdrom?

The simplest way is to use a recent MiNT kernel with the SPIN! package.
SPIN includes a BIOS driver and a MiNT filesystem driver, which is all you
need. References regarding MiNT and SPIN! at:

http://www.freemint.de/

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

4226. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 11:59:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003757066-058216AEicMi@ntlworld.com>
Source record: 41198

From: BMaedicke@t-online.de (Bernd Maedicke)
Date: Sat, 20 Oct 2001 08:15:27 +0200

>Martin Byttebier <tos4ever@pandora.be> wrote:
>
>> The new pdf reader, Porthos is out. You can find a demo verson on
>> http://www.calamus.net/index.html. For the moment only in German.

I must say that I was surprised (but pleased) to read about this on the MagiC Online page. Invers had previously denied that they were working on such a utility.

>No, that`s not right so. You can choose the language in the program:
>menue "Einstellungen -> Sprache". You choose your language and then you
>must restart the program.

Excellent, I hope that they've found a good translator.

Has anyone bought this program yet, how does it cope with PDFs that GS refuses to read?

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4227. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 12:01:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003757074-059540AEicMi@ntlworld.com>
Source record: 41201

From: swampfax@atlantic.net (John Garone)
Date: Sat, 20 Oct 2001 10:18:27 GMT

>than once! But just to be more certain, does the conversion cause loss of
>data or are you saying to play it safe by backing up the drive?

I'm not saying that it will cause loss of data (Uwe says not), but would you
really want to risk losing anything?

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4228. Re: Noisy CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 12:09:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003757080-060668AEicMi@ntlworld.com>
Source record: 41199

From: Bob Retelle <bobr1@provide.net>
Date: Sat, 20 Oct 2001 14:26:27 -0400

>If it seems to be cool enough after it's been used, go ahead and live
>dangerously if you want, but keep in mind that it may shorten the life
>of the drive.

And the PSU - the fan's more than likely positioned over this area inside the
case.

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4229. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 12:15:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003757084-061739AEicMi@ntlworld.com>
Source record: 41200

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sat, 20 Oct 2001 21:43:46 +0100

>I heard some while back of a hack to enable 2in1 to talk LFN's, if you use a
>binary editor to find the signature Magx (not sure of case) and replace it
>with MiNT, 2in1 will now happily pass LFN's to the archive engines, these
>have for some while been able to speak the lingo..

Aye, but you do have to search out appropriate TTPs - you can find the
appropriate ZIP ones on http://philippdonze.atari.org/

Whilst you're there, chuck away 2in1 and grab ArcView!

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4230. Re: Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 12:18:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003757092-063135AEicMi@ntlworld.com>
Source record: 41202

From: Ken Macdonald <anarkist@idirect.com>
Date: Sun, 21 Oct 2001 05:23:09 GMT

>btw, I have it on good authority that you are a handsome fellow,
>just ask STeve!

Very good, you may pass! ;-)
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4231. gnu lcomm and bss variables

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 13:47:29 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BD42371.AF1F1A3F@siemens.at>
Source record: 41203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi,

For one of the projects I am working on I needed a program that converts code from gnu assembler to devpac assembler syntax. I wrote a program and checked the differences on the resulting .o files using TTdigger (great program, Henk, many thanks for it). ATM the situation is that nearly all produced code is equal. The main difference is, that gnu .comm variables which I translated to xdef variables in the bss section should be translated in some other way, because in one .o file they are included as 0 and in the other .o file it's 6xxx. This wouldn't be a problem if the resulting program would work but it doesn't. BTW, after assembler I called gst2gcc to convert the .o module and then linked it with other gnu objects.

Many thanks for any idea
Gerhard

4232. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 14:29:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1003778670-77083AEicMi@gmx.net>
Source record: 41214

From: tos4ever@pandora.be (Martin Byttebier)
Date: Sat, 20 Oct 2001 09:31:51 GMT

Hi Martin,

>Yes you're right. There is an option indeed but under freeMiNT/N_AES
>this seems not to work at all. First I thought this was a demo
>restriction but as it work under MagicMac this must be a bug.
>Furthermore it's impossible to view a pdf file under N_AES. If I try I
>get a Runtime error 213 at offset $0008540A.

It's *not* a program related bug, but an OS-related bug. If it would be a
program related bug then the same would happen under MagiC. Invers like
most commercial developers doesn't explicitly guarantee or even mention
that the program will run under freeMiNT/N.AES....

>Another strange thing is that when I use Freedom 2.05 as fileselector
>Porthos keeps saying wdialog isn' started. Wdialog is in memory as I can
>use for instance arcview and Phototip.

You know very well that this isn't strange at all... in fact it's common
practice. According to the freeMiNT 1.15.12 docs Wdialog and Freedom are
"dirty" programs and it's recommended not to run these...
Invers should be applauded for releasing this long awaited app instead of
getting an earfull, Porthos being able to run under freeMiNT/N.AES is not
relevant at all since it works perfectly under the OS it's ment to run on.

Cheers from Belgium
Dennis
--


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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4233. Re: Magic Upgrading?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 14:29:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1003778668-76523AEicMi@gmx.net>
Source record: 41213

From: Ken Macdonald <anarkist@idirect.com>
Date: Sun, 21 Oct 2001 05:01:33 GMT

Hi Ken,

>I have the same problem Frank!
>I downloaded the 'update' and it plain does not work.
>I hope someone has found a way to get it to work.

The patch can only update MagiC 6.10, note that version 6.01 is not
the same as 6.10....
Also note that the MagiC 6.20 translation on the DDP website should
only be used with a succesfull updated MagiC 6.10, some files in the
archive are different to the ones used in the MagiC 6.10 archive.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4234. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 14:29:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1003778664-75859AEicMi@gmx.net>
Source record: 41212

From: tos4ever@pandora.be (Martin Byttebier)
Date: Thu, 18 Oct 2001 16:18:08 GMT

Hi Martin,

>And yet, it's true. The European law is not effective yet but the
>Belgian government didn't wait until the Eurpean law will become
>operative.

Yes, (unfortunately) it's true... my ISP is enforcing that new law also.

>Directtly after I've posted my first message I noticed Newswatch
>supports User Authentification. Alas it seems not to work at all. The
>newsserver refuse to send out messages (authentifications failed)

IConnect supports user ID and password authentication for USENET so
it's not really a problem for me. Are you sure the problem is related
to Newswatch? I wouldn't be surprised if your ISP is goofing somewhere
along the line. In my experience most of the problems we occasionaly
face are nearly always ISP-related, these meatballs assume we all work
with Windows or similar crap.... they usally don't have a clue.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4235. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 14:33:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1003778674-77747AEicMi@gmx.net>
Source record: 41215

From: neil@adel6.freeserve.co.uk (Neil Chester)
Date: 20 Oct 2001 17:58:33 GMT

Hi Neil,

>Only way now is to try say 1600Mb partitions with MagiC.

Or upgrade MagiC to 6.10 or 6.20...
From version 6.10 onwards FAT32 partitions are allowed meaning that
it's possible to use partitions with an nearly unlimited size. You
could even partition the 20G drive in just one single partition...

>data transfer rates drop to less than 3000Kb/s, whereas I was getting
>3600 on the old Maxtor! What a disappointment, no chance of recording
>at x6 speed on the CDRW.

The speed of a hard disk is only one factor which affects the speed at
which one can burn CD's. The processor plays quite a big role here as
well, you can't expect miracles from a 68030... a Atari clone with 68060
for example can easily manage 8X speed, while the hard disk only manages
an average data tranfer speed of 3200kb/s.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4236. Re: I have the beginning!

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 15:20:25 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <DNWA7.63$fV5.5396611@news.incc.net>
Source record: 41204

So they dropped the POP design because the "North Bridge" is still
available? (read the sentence below carefully, there's a "double negative"
(of sorts) in it)?

> I thought IBM dropped the POP design. The "north bridge" chip is no
longer
> unavailable (or some story like that).

Jared

4237. Re: Atari TT dips

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 15:47:48 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <8dXA7.56297$sF.5022271@news2-win.server.ntlworld.com>
Source record: 41205

Hello.

"Kuba Kosiec" <lewis@atari.pl> wrote in message
news:9r0mt6$96q$1@news.tpi.pl...
> Where I can find description of dip switches on TT mainboard?
> TIA.

In the manual.....which switches to you wish to know about?

Barrie at Keychange. www.keychange.co.uk

4238. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 16:43:22 UTC
From: tos4ever@pandora.be
Message-ID: <1f1ozmb.2t1uioueinswN%tos4ever@pandora.be>
Source record: 41206

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

>
> What is the address you downloaded Porthos from? The one that was
> previously posted does not work. Is there a webiste devoted to it?
>
It's on the Invers homepage. http://www.calamus.net/index.html. Follow
Porthos ist Da!
Or go directly to http://www.dsd.net/prod/atari/porthos.php

CU,
Martin

4239. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 16:43:22 UTC
From: tos4ever@pandora.be
Message-ID: <1f1oz9e.19icgzk1utap6sN%tos4ever@pandora.be>
Source record: 41207

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:

> From: "Steve Sweet" <stevesweet@freeuk.com>
> Date: Sat, 20 Oct 2001 21:43:46 +0100
>
> >I heard some while back of a hack to enable 2in1 to talk LFN's, if you use a
> >binary editor to find the signature Magx (not sure of case) and replace it
> >with MiNT, 2in1 will now happily pass LFN's to the archive engines, these
> >have for some while been able to speak the lingo..
>
> Aye, but you do have to search out appropriate TTPs - you can find the
> appropriate ZIP ones on http://philippdonze.atari.org/
>
> Whilst you're there, chuck away 2in1 and grab ArcView!

I can only confirm that the latest Arcview works very good under MiNT.

TTFN,
Martin

4240. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 16:52:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r1itbjdt1@snipp.uninett.no>
Source record: 41208

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Does anyone know *WHY* NVDI is *needed* for it at all?

NVDI 5 has lots of new functionality to deal with palettes and bitmaps.

I haven't been able to test Porthos (?) myself yet, since I only have
MiNT/N.AES on my computers now, and WDialog does very bad things to the
stability of my systems. With N.Dialog installed, Porthos complains about
the lack of WDialog.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4241. Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 17:37:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <rOYA7.64$kW5.5465153@news.incc.net>
Source record: 41209

With today's SMD resistors and capacitors and other miniaturized components, having an actual ST 1040ST in vastly less space should be entirely possible. Couple this "mini ST" into the gut of a Neotari computer and... hmm.

Jared

4242. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 18:02:43 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9r1n03ik1@news.panix.com>
Source record: 41211

Derryck Croker <derryck@NOSPAMcix.co.uk> writes:

: From: swampfax@atlantic.net (John Garone)
: Date: Sat, 20 Oct 2001 10:18:27 GMT

: >than once! But just to be more certain, does the conversion cause loss of
: >data or are you saying to play it safe by backing up the drive?

: I'm not saying that it will cause loss of data (Uwe says not), but would you
: really want to risk losing anything?

I did it, and neither gained or lost anything. It did not help, it did not
hurt. Whatever programs needed to read the file struture managed to read
the ICD format before I ran that progam, so running it made no difference
to me.

--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4243. Re: need some Atari ST's - and, a floppy drive problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 18:55:29 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3bd45d91@news.victoria.tc.ca>
Source record: 41210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Joseph Zorzin (redoak@forestmeister.com) wrote:
: My ancient 1040ST is failing. I'd like to have a few more for

: By the way, the problem I'm having with my system is that often
: the built in floppy doesn't work. I think it will fail soon. Are
: they replaceable? Does anyone have a drive they can sell me that
: will work?

Did you check the rubber belt that connects the motor spindle to the
diskette spindle. Replacing that might solve your problems. I think
it's the weak link in many drives. Everything else lasts for many years,
but the rubber belts stretch or loose their rubberyness in a much shorter
time.

--
Want to access the command line of your CGI account? Need to debug your
installed CGI scripts? Transfer and edit files right from your browser?

What you need is "ispy.cgi" - visit http://nisoftware.com/ispy.cgi

4244. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 19:44:31 UTC
From: tos4ever@pandora.be
Message-ID: <1f1p7oc.uqqsgi1p0hv00N%tos4ever@pandora.be>
Source record: 41217

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> From: tos4ever@pandora.be (Martin Byttebier)
> Date: Sat, 20 Oct 2001 09:31:51 GMT
>
> Hi Martin,
>
> >Yes you're right. There is an option indeed but under freeMiNT/N_AES
> >this seems not to work at all. First I thought this was a demo
> >restriction but as it work under MagicMac this must be a bug.
> >Furthermore it's impossible to view a pdf file under N_AES. If I try I
> >get a Runtime error 213 at offset $0008540A.
>
> It's *not* a program related bug, but an OS-related bug. If it would be a
> program related bug then the same would happen under MagiC. Invers like
> most commercial developers doesn't explicitly guarantee or even mention
> that the program will run under freeMiNT/N.AES....

There we go again. All what I've to say is that the author is doing his
best to get it running under N_AES. Today I received a beta from the
author and yes it does work now more of the less. There are still a few
problems left but these will be solved very soon.

I know you hoped Porthos would be a MagiC only program *BUT* alas it's
not.

>Invers should be applauded for releasing this long awaited app instead of
>getting an earfull, Porthos being able to run under freeMiNT/N.AES is not
>relevant at all since it works perfectly under the OS it's ment to run
on.
It does not run perfectly under MagiC
Get lossed. I'm really sick and tired of your anti-MiNT comments. Do
you really haven't other things to do. Don't bother to reply to this
message. I won't read your dumb comments anymore.

Martin.

4245. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 20:15:26 UTC
From: at4ri@kki.net.pl
Message-ID: <9r1uou$pu8$1@news.tpi.pl>
Source record: 41218

On 22 Oct 2001 16:52:59 , Jo Even Skarstein wrote:
> Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
> > Does anyone know *WHY* NVDI is *needed* for it at all?
>
> NVDI 5 has lots of new functionality to deal with palettes and bitmaps.
>
> I haven't been able to test Porthos (?) myself yet, since I only have
> MiNT/N.AES on my computers now, and WDialog does very bad things to the
> stability of my systems. With N.Dialog installed, Porthos complains about
> the lack of WDialog.

I have tried it *with* Wdialog installed (MiNT, N.AES and WDialog) only
to find that it still displays "WDialog not installed" message. Other
programs, such as Papyrus or Artworx, recognised Wdialog properly
and used it to display eg. printer dialog.

I have also tried it with MagiC 5.2, MagiC 6.1 and MagiC 6.2 - but
it crashed (2 bombs) when opening PDF file. So I gave up :-(

--
G.

4246. Re: DesTTiny

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 20:15:29 UTC
From: at4ri@kki.net.pl
Message-ID: <9r1up1$pu8$2@news.tpi.pl>
Source record: 41219

On 19 Oct 2001 13:48:18 , "Lyndon Amsdon" wrote:
> Hi Alan!
>
> >Wouldn't anyone like a PPC in their TT ?
>
> I would have thought it would be quite easy to make an accelerator for the
> TT. It has fast 32 bit bus so all you need is some cache , cache
> controller and PGA 68030 and run the whole lot at 75MHz. Then just use
> waitstates to access the TT or slow the CPU down. It would be like the
> ADspeed or those T28/36 accelerators but just for 32bit design. I don't
> have a TT though but I'm sure that would make it very fast, I would have
> thought faster than a CT2 Falcon.

It would be great someone made such an accelerator...! I would certainly
buy it when/if it was available.

--
G.

4247. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 20:25:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r1vci$l6l$1@snipp.uninett.no>
Source record: 41220

Martin Byttebier <tos4ever@pandora.be> wrote:
>> most commercial developers doesn't explicitly guarantee or even mention
>> that the program will run under freeMiNT/N.AES....

> There we go again. All what I've to say is that the author is doing his

Dennis is trolling again.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4248. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 20:27:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r1vet$l6l$2@snipp.uninett.no>
Source record: 41221

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

>> NVDI 5 has lots of new functionality to deal with palettes and bitmaps.

> So it might be worth upgrading?

Only if you need apps that use it. I personally find NVDI 4.x more
reliable. Printing doesn't work properly on my Falcon with NVDI 5.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4249. Re: Metados/BigDos ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 20:36:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110222236.a26731@su2.maus.de>
Source record: 41243

Hi John,

JG>Is it possible to use M?tados as a Bigdos8 replacement ?
no for the subjects are different.

METADOS is used to include devices like CDROM into the operating
system while BIGDOS8 is used to access bigger and more partitions.

At least, so I understood that. Correct me if I'm wrong!

Und TTschï¿½
ps

4250. Re: External/internal harddisk booting

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 21:19:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r22h0$9k9$1@thorium.cix.co.uk>
Source record: 41222

In message <1f1nx0e.t8dg6s15c04osN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>But it doesn't do any harm to have it installed on both drives? As I use
>the external drive with my STe and sometimes with MagiCMac (great for
>transfering large/many files between the Mac and Ataris) I need the
>harddisk driver there in any case.

Probably will not do any harm to have it on both, but only Uwe can
tell for sure. Of course, you can always have HDDRIVER on A:, provided
both machines have a floppy drive, and boot from that when the
external drive is used with the STe or MagiCMac.

>> During the boot process, just press the corresponding to the drive you
>> want to boot from, and all AUTO, ACCs etc will be loaded from it.
>
>Eh.... press what? The ID number of the harddisk? I understand that
>you're saying that I can somehow select which drive to boot from? I've
>never heard of this feature. Maybe I should re-read the manual ;-)

Sorry, missed out a couple of words. Should have been: 'press the
letter coresponding to the drive partition you want to boot from'. The
hard disk driver itself only will then be read from C:, after which
you skip to the selected partition. That way you can have several
different ACC and AUTO setups without using a boot manager, though of
course they will each take up disk space.

4251. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 21:19:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r22h0$9ka$1@thorium.cix.co.uk>
Source record: 41224

In message <0IQA7.16$Bx4.14335@news1.atlantic.net>, swampfax@atlantic.net said:

> Firstly, thank's all for the feedback!
>Thomas Binder's E-mail address in his docs is no longer good!
>I'll post a request for his current address. So, in the mean time, is
>anyone up to translating what the prompts are asking for in ICD2AHDI (in
>case his address is not available ?).

Herewith the strings in the TTP, hooked out with Look'n See and
translated:

ICD-nach-AHDI-Rootsektor-Wandler
ICD-to-AHDI rootsector-converter

von Thomas Binder
by " "

Bitte Festplatte w�hlen! (0..7: ACSI-Ger�te 0-7, 8..15: SCSI-Ger�te 0-7,
16/17: IDE-Ger�te 0/1)

Please choose hard drive! (0..7 ACSI devices 0-7, 8..15 SCSI devices 0-7,
16/17: IDE devices 0/1)

Ger�tenummer?
Device number?

Illegale Ger�tenummer!
Illegal device number!

Folgende Partitionen auf Ger�t %d gefunden:
Following partitions found on device %d:

Start Gr��e Typ Aktiv
Start Size Type Active

Ja
Yes

Nein
No

Wurde f�r die Partitionen #3 bis #%d CLCHECK befragt (j/n)?
Was CLCHECK interrogated for partitions #3 to %d (Y/N)?

Ger�t %d in AHDI-Format wandeln (j/n)?
Convert device %d to AHDI format (Y/N)?

Entferne letzten Datencluster von Partition #%d...
Removing last data cluster from partition #%d...

Erzeuge XGM-Sektor am Ende von Partition #%d...
Creating XGM sector at end of partition #%d...

Erzeuge leere Bad-Sector-List...
Creating empty bad sector list...

Erzeuge neuen Rootsektor...
Creating new rootsector...

Lesefehler bei Ger�t %d!
Read error on device %d!

Schreibfehler bei Ger�t %d!
Write error on device %d!

Kein Speicher mehr frei!
No more free memory!

Festplatte nicht mit ICD formatiert oder hat weniger als 5 Partitionen!
Hard drive not formatted with ICD or has fewer than 5 partitions!

Festplatte hat weniger als 5 Partitionen!
Hard drive has fewer than 5 partitions!

Illegale Partitionskennung!
Illegal partition ID!

Bootsektor enth�lt unsinnige Werte!
Bootsector contains nonsensical values!

Partition #4 mu� mindestens 1024 Bytes pro Cluster haben!
Partition #4 must have at least 1024 bytes per cluster!

Es mu� ein AHDI 3.0-kompatibler Treiber aktiv sein!
An AHDI 3.0-compatible driver must be active!

Zahl der Sektoren im Bootsektor gr��er als im Rootsektor!
Number of sectors in bootsector larger than in rootsector!

~~~~~~~~~~~~~~~~

HTH.

Regards, /Peter/
Courtesy DDP.
~~~~~~~~~~~~~~~~

4252. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 21:19:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r22h1$9kc$1@thorium.cix.co.uk>
Source record: 41223

In message <1003757084-061739AEicMi@ntlworld.com>, derryck@NOSPAMcix.co.uk said:

[Re LFN archivers]

>Aye, but you do have to search out appropriate TTPs - you can find the
>appropriate ZIP ones on http://philippdonze.atari.org/
>
>Whilst you're there, chuck away 2in1 and grab ArcView!

I have, but it seems less convenient than 2-in-1, which at least
shows the contents of an arcvhive when you click on it. ArcView
only brings up file selectors and then uses a sseparate window to
show you what's in the archive. But this is a minor drawback
compared to having LFNs.

Regards, /Peter/

4253. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 21:19:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r22h1$9kb$1@thorium.cix.co.uk>
Source record: 41225

In message <1003757066-058216AEicMi@ntlworld.com>, derryck@NOSPAMcix.co.uk said:

>>> The new pdf reader, Porthos is out. You can find a demo verson on
>>> http://www.calamus.net/index.html. For the moment only in German.
>
>I must say that I was surprised (but pleased) to read about this on the MagiC
>Online page. Invers had previously denied that they were working on such a
>utility.
>
>>No, that`s not right so. You can choose the language in the program:
>>menue "Einstellungen -> Sprache". You choose your language and then you
>>must restart the program.

The one I downloaded came up with English menus straight away. BUT
I think it may be corrupted as it crashes immediately it is
double-clicked. If I drag a PDF file to it, the Porthos window
opens and the first page of the document is displayed briefly and
then it crashes again with an 68000 exception Error #-69. I have
been in touch with the author, who is surprised at this. Hope to
try another copy from a CCC colleague soon who didn't have this
problem.

One interesting sideline: As the Porthos manual is in PDF and I
couldn't get Porthos to work, I printed it out with GEMGS. The
strange thing is that V1.3 only showed and printed the first 10
pages; this is something I noticed before with multi-page PDF
documents and this version - it seems to stop less than half-way
through a PDF doc. On the other hand V1.2 printed all pages out
fine, though I could not get 'Go to Page' or 'Next page' to work
and had to print the lot again (these commands worked in 1.3 - but
what's the use of a partial printout)?

>Has anyone bought this program yet, how does it cope with PDFs that GS refuses
>to read?

Don't know, but the manual says that at present the evaluation of
linearized PDF documents (whatever *they* are) is not implemented,
neither are outlines and thumbnails, Acrobat forms (interactive
dialogs) are not yet, and they point out that there are documents
that consist exclusively of these forms and that these cannot be
displayed. Special opening actions are not yet implemented, nor
Text Notes to PDF pages, hypertext links, Text marker and movies
and sounds.

HTH

Regards, /Peter/

4254. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 21:20:32 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <31216_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 41216

In uno strano messaggio del 16 Oct 01 ovepeter@gmx.de (2:333/608.1) scrisse
al povero All :
o> Some IMO good Mac models are: Performa 6400, PM 8500, 9500, 7300, 4400
o> and the UMax clones.

May I jump in ? I am using a Quadra800 and it is very good for MagiCMac with
MacOS 7.5.5, I am no more using Mac software on it, but I tryed installing
MacOS8 and seems good for the Mac where I have troubles with MagiCMac 6.1
with few programs I need.

I have the option to swap my old TT with a PowerMac 9500 MT 180, can I expect
to use it with MagiCMac faster then now keeping compatibility ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
LISP - Lots of Infuriating & Silly Parenthesis

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4255. Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 23:16:48 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3bd453c9.8172939@news.zetnet.co.uk>
Source record: 41226

While a lot of HD drives seem to to be contributing, I thought It a
good time to air my query.

I have an external SCSI drive attached to my STFM. It is a Quantum
Maverick 270mb. I am thinking of repacing it with a Gbyte drive which
I can use mainly with my PC.

Can anyone recommend a a compatible replacement.
I see Fujitsu 9Gb for about £90. Good?

Thanks
Norm

(Please do not reply by email)

4256. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-22 23:55:33 UTC
From: swampfax@atlantic.net
Message-ID: <Vl2B7.56$Bx4.28256@news1.atlantic.net>
Source record: 41227

On 22 Oct 2001 12:01:44 , Derryck Croker wrote:
>From: swampfax@atlantic.net (John Garone)
>Date: Sat, 20 Oct 2001 10:18:27 GMT
>
>>than once! But just to be more certain, does the conversion cause loss of
>>data or are you saying to play it safe by backing up the drive?
>
>I'm not saying that it will cause loss of data (Uwe says not), but would you
>really want to risk losing anything?
>

Derryck,
Your suggestion is a good one!
I just wanted to know the possibilities.
Thanks,
John G.

4257. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 00:00:01 UTC
From: swampfax@atlantic.net
Message-ID: <5q2B7.57$Bx4.28159@news1.atlantic.net>
Source record: 41228

On 22 Oct 2001 21:19:28 , xlator@cix.compulink.co.uk wrote:
>In message <0IQA7.16$Bx4.14335@news1.atlantic.net>, swampfax@atlantic.net said:
>
>> Firstly, thank's all for the feedback!
>>Thomas Binder's E-mail address in his docs is no longer good!
>>I'll post a request for his current address. So, in the mean time, is
>>anyone up to translating what the prompts are asking for in ICD2AHDI (in
>>case his address is not available ?).
>
>Herewith the strings in the TTP, hooked out with Look'n See and
>translated:
>
>ICD-nach-AHDI-Rootsektor-Wandler
>ICD-to-AHDI rootsector-converter

SNIP

Big thanks Peter
John G.

4258. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 01:18:52 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BD4C586.3E41BC8A@home.com>
Source record: 41229

The one thing to keep an eye out for is the atari specific components, they'd
still be the same size as always unless you located a compatable replacement.

Jared Falvo wrote:

> With today's SMD resistors and capacitors and other miniaturized components,
> having an actual ST 1040ST in vastly less space should be entirely possible.
> Couple this "mini ST" into the gut of a Neotari computer and... hmm.
>
> Jared

4259. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 07:39:56 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BD51ECC.DA569528@siemens.at>
Source record: 41230

Jo Even Skarstein wrote:
> Only if you need apps that use it. I personally find NVDI 4.x more
> reliable. Printing doesn't work properly on my Falcon with NVDI 5.

Never had any problems on my Falcon and my Epson 760, neither with
5.02 nor with 5.03 although at 720dpi and best quality printing
5.03 is notably slower.

Gerhard

4260. Re: Atari TT dips

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 07:41:47 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <9r3747jlg1@news.tpi.pl>
Source record: 41231

U&#65533;ytkownik Barrie at Atarispares <barrie@keychange.co.uk> w wiadomo&#65533;ci do
grup dyskusyjnych
napisa&#65533;:8dXA7.56297$sF.5022271@news2-win.server.ntlworld.com...
> In the manual.....which switches to you wish to know about?
All!

PS. I heve no manual.... :-(

Kuba Kosiec
TT/Jag/Portfolio user!
mailto:lewis@atari.pl
Atari rulez!

4261. Re: External/internal harddisk booting

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 09:54:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003829800-942562AEicMi@ntlworld.com>
Source record: 41232

From: northstar2010@_____yahoo.no (Hallvard Tangeraas)

>> During the boot process, just press the corresponding to the drive you
>> want to boot from, and all AUTO, ACCs etc will be loaded from it.
>
>Eh.... press what? The ID number of the harddisk? I understand that

Peter means that you press the letter on the keyboard corresponding to the
drive letter of the drive that you wish to boot from.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4262. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:00:02 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bd6a18e12c6371@free.fr>
Source record: 41156

Hello,

in article <1f1hjlz.g94ad32ik7uoN%tos4ever@pandora.be> (comp.sys.atari.st)
Martin Byttebier wrote on Thu 18-10-2001 16:18 (GMT):

> > >Due a new European rule the newsserver of my ISP (and soon all the
> > >European ISP's too) requires User Authentification for sending messages.

Ah?

> > >Does somebody know how I can do this with Newswatch?
> >
> > Newswatch is supposed to support this, yes. I have never tried i it
> > really works, though.
>
> Directtly after I've posted my first message I noticed Newswatch
> supports User Authentification. Alas it seems not to work at all. The
> newsserver refuse to send out messages (authentifications failed)

Well, I can just tell you that I use the authentification with Newswatch
when I need to connect to my regular news server when I'm not connect to
its hosting ISP.

You need a file named authinfo.dat in the same folder than Newswatch.
Two lines in this file: 1st line for the login and 2nd line for the
password. In my case, login/password are the same as those used for the
pop3 server.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4263. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:35:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911596-293482AEicMi@ntlworld.com>
Source record: 41245

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Mon, 22 Oct 2001 16:29:40 +0200

Welcome back, your newsfeed working again, did they sneak in authentication
without telling you?

>IConnect supports user ID and password authentication for USENET so

I too had to use authentication with 08002go's news server, until they closed
down!

>it's not really a problem for me. Are you sure the problem is related
>to Newswatch? I wouldn't be surprised if your ISP is goofing somewhere

I can't imagine that Newswatch and IConnect deal with this in different ways -
Newswatch's docs say that it's possible so it should work.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4264. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:40:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911598-293934AEicMi@ntlworld.com>
Source record: 41146

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Mon, 22 Oct 2001 16:29:26 +0200

>Invers should be applauded for releasing this long awaited app instead of
>getting an earfull, Porthos being able to run under freeMiNT/N.AES is not

It isn't without its problems however - I had "Fatal system error" several
times whilst trying to load docs other than its manual.

There are some nice points in it aside fdrom its speed, for example exporting
images, vector graphics and text - the latter doesn't do anything, but is
presumably an unregistered user restriction. The popup can be called with
[Alt]-left click inside the document window.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4265. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:41:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911600-294406AEicMi@ntlworld.com>
Source record: 41244

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Mon, 22 Oct 2001 16:33:08 +0200

>Or upgrade MagiC to 6.10 or 6.20...
>From version 6.10 onwards FAT32 partitions are allowed meaning that
>it's possible to use partitions with an nearly unlimited size. You
>could even partition the 20G drive in just one single partition...

MagiC 6.20 fixes some problems with these very large partition types,
although I haven't tested this!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4266. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:43:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911602-294866AEicMi@ntlworld.com>
Source record: 41147

From: tos4ever@pandora.be (Martin Byttebier)
Date: Mon, 22 Oct 2001 16:43:22 GMT

>> appropriate ZIP ones on http://philippdonze.atari.org/
>>
>> Whilst you're there, chuck away 2in1 and grab ArcView!
>
>I can only confirm that the latest Arcview works very good under MiNT.

Kudos to Philipp - everyone, if you use ArcView please drop him a line. He'll
very much appreciate the feedback.

If it had not been for a little encouragement earlier in its development it
would have been dropped.
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4267. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:53:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911604-295362AEicMi@ntlworld.com>
Source record: 41148

From: northstar2010@_____yahoo.no (Hallvard Tangeraas)

>With ARCview I understand you have to first double-click the file, then
>drag the contents to where you want it.

That's so, but I find it so much more convenient to drag files from an
Arcview window to where I want them there-and-then, rather than later from
the 2in1 directory or whatever.

>Another thing was that it didn't decompress properly. Several files
>inside folders were missing.

You should report this if it is a bug.

>Why do you and others suggest using ARCview instead?

Because it fits in much better with modern operating systems and desktops
than that old thing, you can view ANY file for which you've got a viewer set
up, you can actually RUN programs from inside the archive contents (you must
have previously viewed any associated resource files etc). Need I go on? ;-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4268. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 13:58:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911608-295842AEicMi@ntlworld.com>
Source record: 41151

From: xlator@cix.compulink.co.uk
Date: Mon, 22 Oct 2001 21:19:29 +0000 (UTC)

>>Whilst you're there, chuck away 2in1 and grab ArcView!
>
>I have, but it seems less convenient than 2-in-1, which at least
>shows the contents of an arcvhive when you click on it. ArcView
>only brings up file selectors and then uses a sseparate window to

You should install Arcview as the app to open archive filetypes. If you just run Arcview from the desktop then you'll have to go through the malarky of searching for the archive to open with the file selector.

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4269. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 14:05:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911610-296315AEicMi@ntlworld.com>
Source record: 41150

From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Date: Mon, 22 Oct 01 21:20:32

>May I jump in ? I am using a Quadra800 and it is very good for MagiCMac with
>MacOS 7.5.5, I am no more using Mac software on it, but I tryed installing
>MacOS8 and seems good for the Mac where I have troubles with MagiCMac 6.1
>with few programs I need.

From what I can make out, it's best to use Mac OS's 8.X , because NVDI can
then take advantage of Quickdraw for faster output.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4270. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 14:10:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003911612-296794AEicMi@ntlworld.com>
Source record: 41149

From: downthehatch@zetnet.co.uk
Date: Mon, 22 Oct 2001 23:16:48 GMT

>While a lot of HD drives seem to to be contributing, I thought It a

My hard drive hasn't contributed anything ;-)

>I have an external SCSI drive attached to my STFM. It is a Quantum
>Maverick 270mb. I am thinking of repacing it with a Gbyte drive which
>I can use mainly with my PC.

I think that you will have problems, for as far as I know it isn't possible
to share drives that have more than one partition between these two platforms.
Unless you mean to actually share the SCSI bus between the two systems of
course, or don't mind that restriction!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4271. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 16:33:09 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r4645$5q6$1@snipp.uninett.no>
Source record: 41233

Janka Gerhard <gerhard.janka@siemens.at> wrote:
>> Only if you need apps that use it. I personally find NVDI 4.x more
>> reliable. Printing doesn't work properly on my Falcon with NVDI 5.

> Never had any problems on my Falcon and my Epson 760, neither with
> 5.02 nor with 5.03 although at 720dpi and best quality printing
> 5.03 is notably slower.

Printing only works properly under MagiC (atleast on my TT), but I have
never been able to print a full page without a crash on my Falcon.
Printing to a file only works with MagiC, not TOS or MiNT.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4272. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 16:45:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <Q7hB7.79$0C6.8088605@news.incc.net>
Source record: 41234

Couldn't you just "emulate" them (the custom chips) with some GAL's/PAL's or other hardware?

Jared

James Alexander wrote in message <3BD4C586.3E41BC8A@home.com>...
>The one thing to keep an eye out for is the atari specific components, they'd
>still be the same size as always unless you located a compatable replacement.
>
>Jared Falvo wrote:
>
>> With today's SMD resistors and capacitors and other miniaturized components,
>> having an actual ST 1040ST in vastly less space should be entirely possible.
>> Couple this "mini ST" into the gut of a Neotari computer and... hmm.
>>
>> Jared
>

4273. FS: Atari computers, monitors, and Cubase software

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 17:20:12 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0110230920.768a2f3c@posting.google.com>
Source record: 41235
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Atari stuff:

Atari 1040 STfm, 4 meg memory, upgraded to TOS 1.4 and worked on by Wizztronics, a very stable machine. comes with nice aftermarket mouse. $150

Atari 1040Stf, 4 meg memory, good machine, standard atari mouse, $100

Atari SM124 monochrome monitor (the one you need for cubase, music, etc), excellent condition, in original box, $60

Atari SM124 monochrome monitor, excellent condition, $50

Cubase v 2.01 with dongle, and "Complete Guide to Cubase" book. VERY RARE, not a crack, a legit copy of cubase. my copy of 3.0 sold for $150. this one goes for the first $75.

SCSI adapter for Atari, $20.

email for more info. cash only, no trades, sorry.

4274. Re: Champions league soccer and Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 17:28:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf295c42f300@madasafish.com>
Source record: 41026

Hi Freek!

>Hi all,
>
>i saw a football match on TV between Barcelona(with Dutch players Patrick
>Kluivert and Philip Cocu) and Olympique Lyon. The sponsor message on the shirts
>of the players of Lyon was... the familiar fuji logo... ATARI!
>Whatï¿½s all behind this? Hasbro selling PC and Playstation games under the Atari
>brand?

Infrogrammes now owns the Atari label. There was a post here before the
season started with a link to a website showing the teams shirt.
--
Lyndon Amsdon

4275. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 17:34:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf295c42f301@madasafish.com>
Source record: 41027

Hi James!

>> Firewire??! I don't see the point, writing drivers for it would be a
>> nightmare. Look at the PCI situation on graphics cards.
>
>its not easy, but not impossible either. The point is to be able to use modern
>peripherals. Quite often I've seen external devices that have firewire interfaces
>or more commonly USB. 4 years ago when I got my scanner, SCSI scanners were not
>too difficult to find new at the time. Now its a different story, all the ones
>I've seen this year have been USB or firewire.

I agree, I had to buy my GT Scanner second hand which I've never that keen
on. But hardware vendors (makers?) just don't give out all the technical
information needed to write a driver. I guess most of it is educated
guesses.
--
Lyndon Amsdon

4276. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 17:45:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf295c42f302@madasafish.com>
Source record: 41028

Hi Dan!

>Is the TOS upgrade really worth it? What advantages does the TOS upgrade
>give?

TOS 2.06 is great. The machine feels faster and it's very stable, it also
allows auto booting off the IDE drive so you don't need a floppy disk in
the drive, whereas SCSI will autoboot even if you have TOS 1.02 (or 1.00
even?). I would go for IDE but if you want lots of drives and external
stuff go for SCSI. Both are about the same speed.
--
Lyndon Amsdon

4277. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 19:24:44 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BD5C404.35721A7A@home.com>
Source record: 41237

For some of them yes but it may not save space that way. Other possibilities are for small quantities is to order the originals from best electronics, or a better plan would be to find a close equivalent and use some pal/gal logic (if needed) to keep the new replacements compatible with the original. Also since some new ports would be in order, say like usb or firewire, some modifications to Tos would be good idea to keep stuff working ok.

Jared Falvo wrote:

> Couldn't you just "emulate" them (the custom chips) with some GAL's/PAL's or
> other hardware?
>
> Jared

4278. FS: Cubase v2.01 with dongle and book

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 20:07:37 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0110231207.7e50e31@posting.google.com>
Source record: 41238

Cubase v 2.01 with dongle, and "Complete Guide to Cubase" book. VERY RARE, not a crack, a legit copy of cubase. my copy of 3.0 sold for $150. this one goes for the first $75. i am in tampa florida USA, email me for more info or to buy it.

4279. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 20:28:20 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011023202246.229B-100000@localhost>
Source record: 41236

On Mon, 22 Oct 2001, Martin Byttebier wrote:

> > >Yes you're right. There is an option indeed but under freeMiNT/N_AES
> > >this seems not to work at all. First I thought this was a demo
> > >restriction but as it work under MagicMac this must be a bug.
> > >Furthermore it's impossible to view a pdf file under N_AES. If I try I
> > >get a Runtime error 213 at offset $0008540A.
> >
> > It's *not* a program related bug, but an OS-related bug. If it would be a
> > program related bug then the same would happen under MagiC. Invers like
> > most commercial developers doesn't explicitly guarantee or even mention
> > that the program will run under freeMiNT/N.AES....
>
> There we go again. All what I've to say is that the author is doing his
> best to get it running under N_AES. Today I received a beta from the
> author and yes it does work now more of the less. There are still a few
> problems left but these will be solved very soon.

I fully agree.. I guess we shouldnt point to bugs. Some ppl just dont
understant that poining bug's out just helps the authors to get
application better! I didnt see a single bad meaning messages, just some
reports that Porthos dont recognize Wdialog. But thats just too much for
some ppl...

> *It does not run perfectly under MagiC*
> Get lossed. I'm really sick and tired of your anti-MiNT comments. Do
> you really haven't other things to do. Don't bother to reply to this
> message. I won't read your dumb comments anymore.

Amen.

Janez

P.S. I also mailed author (extracted main from RSC) and he didnt see that
as offensive act! In docs he said it should work on MiNT/Naes, he prolly
cant test it and bug reports ARE WELCOME!

4280. Stupid hard drive *mumble*

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 21:24:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9r4n6f$2j7$1@dos.canit.se>
Source record: 41239

I recently tried to install RISCPLAYER as an accessory on my SH205, but
forget to put its configuration file along with the program itself in the
root of the drive. Now, every time I boot my STE with the SH205 plugged
in, a requester will just pop up, telling me that the config file has gone
missing, and when the requester is dismissed, the machine will reboot,
repeating the same procedure over and over again.
What am I to do? The HD seem to take priority over the disk drive.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4281. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 22:45:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r4rto$l6h$1@thorium.cix.co.uk>
Source record: 41240

In message <3BD51ECC.DA569528@siemens.at>, gerhard.janka@siemens.at said:

>Jo Even Skarstein wrote:
>> Only if you need apps that use it. I personally find NVDI 4.x more
>> reliable. Printing doesn't work properly on my Falcon with NVDI 5.
>
>Never had any problems on my Falcon and my Epson 760, neither with
>5.02 nor with 5.03 although at 720dpi and best quality printing
>5.03 is notably slower.

My DeskJet 520 (and NEC P2200 24-pin for when I need carbon
copies) work fine with NVDI 5. BUT it is much more picky about
fonts: Even with font checking switched off, there is a large
number of TTFs that NVDI 4.11 printed OK but NVDI 5 rejects.

Regards, /Peter/

4282. Fractal Music ST DOCS now available.

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 23:04:05 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0110231504.7c23d865@posting.google.com>
Source record: 41241

Hi All

Chris Sansom, author of Fractal Music ST has now completed the Docs in PDF format. They are now available on the UPDATED FMST page on my site.He has done an excellent job with plenty of illustrations within the text.

http://tamw.atari-users.net/fractmus.htm

You can also download the program there (of course! :-)

Chris also provided an Email address for feedback regarding his program:

fmst@highway57.co.uk

Have fun with Fractal Music ST !

Tim C.
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

4283. Re: Stupid hard drive *mumble*

Newsgroup: comp.sys.atari.st
Date: 2001-10-23 23:41:39 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <snHnVFbzAg17Ew7k@my-ste.demon.co.uk>
Source record: 41242

In article <9r4n6f$2j7$1@dos.canit.se>, Iggy Drougge <optimus@canit.se>
writes
>I recently tried to install RISCPLAYER as an accessory on my SH205, but
>forget to put its configuration file along with the program itself in the
>root of the drive. Now, every time I boot my STE with the SH205 plugged
>in, a requester will just pop up, telling me that the config file has gone
>missing, and when the requester is dismissed, the machine will reboot,
>repeating the same procedure over and over again.
>What am I to do? The HD seem to take priority over the disk drive.

Try holding down the ALT, CTRL and/or SHIFT keys when booting. Most
(all?) HD driver software will not run when a certain key/key
combination is pressed, letting you get to the desktop.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 256Mb Win98 |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

4284. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 08:35:37 UTC
From: Ratko Jovicic <ratko@atarifan.com>
Message-ID: <9r5uep$e7te$1@as201.hinet.hr>
Source record: 41152

> I have the option to swap my old TT with a PowerMac 9500 MT 180, can I expect
> to use it with MagiCMac faster then now keeping compatibility ?

No.... compatibility and speed are better on 68k Mac (Unless you use a G3 for speed!)

I use MagiC Mac for years and I tried several Mac models... on old Centris 610 it was nice (68040 @25 MHz) it was afster than my TT. The best was on Powerbook 540C - notebook with 68040 @ 66/33 MHz! MagiCMac runs great and faster than Medusa or Hades. This is the best solution for portable Atari emulator.

I have MagicMac now on my PowerMac 4400 upgraded to G3 @ 240 MHz and it is extremely fast but it was much slower before upgrade (power PC 603 @ 200 MHz) than my ex Powerbook 540C with 68k!!

It also runs on my Powerbook 1400 (PPC 603 @133 MHz) but it is not too fast.

If you are interested I can post some benchmarks here...

MagiCMac is absolutely the fastest OS on my G3! It si much, much faster than Mac OS :))))))

Bolid

4285. Re: .ZOO extraction file-paths (Thing)

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 09:13:32 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bd6b348$1_1@news1.vip.uk.com>
Source record: 41157

Hi Derryck,

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:1003911602-294866AEicMi@ntlworld.com...
> Kudos to Philipp - everyone, if you use ArcView please drop him a line.
He'll
> very much appreciate the feedback.
>
Just like to second that Derryck. I know Philipp has other ideas for
software - including Arcview but if ppl don't show any interest I guess this
desire to develop modern atari software will soon diminish. :-(

Regards
KapMaN

4286. Re: MagiCMac on 68K or PPC?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 09:21:53 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3BD68831.9020908@wanadoo.be>
Source record: 41153

Ratko Jovicic wrote

>
>MagiCMac is absolutely the fastest OS on my G3! It si much, much faster than
>Mac OS :))))))
>
>
> Bolid
>
I agree completely, I used MagicMac on a Quadra 650 and 800, it already
was very fast ....
And now on a 7600 and 8600 G3 400 upgraded it's damned fast ......
SL2000 is a great pleasure to use on these machines ....

Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

4287. Re: External/internal harddisk booting

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 10:00:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD69139.EF9E8EAB@seimet.de>
Source record: 41154

Hallvard Tangeraas schrieb:

> But.... if I want to *boot* from that external drive I run into
> problems. Is there any way I can make the *external* drive into C,D,E,F
> *if* connected to the Mega STe?
> When the drive is *not* connected to the Mega STe I want the Mega STe's
> internal drive to be C,D,E.
> Is this possible without too much trouble, or do I need to reconfigure
> HDdriver each time? If so, which drive's HDdriver do I need to
> reconfigure?

It might work without re-configuring if you change the device order as
described in the HDDRIVER manual. If the device that is usually *not*
connected is the first device, it will have partition C,D,E,F, but only
if it is present. Otherwise these partitions will be on the other drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4288. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 10:01:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD69181.EF5C7762@seimet.de>
Source record: 41155

Jim DeClercq schrieb:

> I did it, and neither gained or lost anything. It did not help, it did not
> hurt. Whatever programs needed to read the file struture managed to read
> the ICD format before I ran that progam, so running it made no difference
> to me.

There is only one type of program that requires the AHDI compatible
partitioning scheme: Any fully AHDI-compliant hard disk driver. For
other programs this is not relevant as they usually do not access the
partition table.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4289. Re: Using Atari Programs from the net on a

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 14:15:52 UTC
From: Mendel Kucharzeck <avisnoctura@t-online.de>
Message-ID: <B7FC99B7.14BDF%avisnoctura@t-online.de>
Source record: 41158

On 10/21/01 7:12 PM, in article QlDA7.444$Cf2.107136@newsfeed.slurp.net,
"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote:

> On 20 Oct 2001 16:18:17 , Mendel Kucharzeck wrote:
>> Hi,
>>
>> I discovered some sites recently where old atari games can be downloaded for
>> free. Almost every game I can play on my Mac with noSTalgia (ST emu), is
>> there a way to transfer these files from my mac to my atari without much
>> trouble? I tried some programs made for win computers, none of the disks
>> worked after the transfer.
>>
>> I would love to play these games on my old ST!
>
> There are some emulators like Pacifist that use files in a different
> form. That may be the same with the emulator above. I was able to take
> those files that Pacifist uses and convert them over to a form that my
> ST could use. I would think the same could be done in your case. What
> is the file extension of the programs that noSTalgia uses?
>
> Edward S. Baiz Jr.
> (Gamer)

I think they were .st files. I found a dos-program that could do this, but I
wasnï¿½t able to run it correctly in my dos-emulator on my mac.

Regards,
mendel.

4290. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 16:12:41 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3bd6e825.2670866@news.zetnet.co.uk>
Source record: 41159

On Tue, 23 Oct 2001 14:10:22 -0000, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>From: downthehatch@zetnet.co.uk
>Date: Mon, 22 Oct 2001 23:16:48 GMT
>
>>While a lot of HD drives seem to to be contributing, I thought It a
>
>My hard drive hasn't contributed anything ;-)
>
>>I have an external SCSI drive attached to my STFM. It is a Quantum
>>Maverick 270mb. I am thinking of repacing it with a Gbyte drive which
>>I can use mainly with my PC.
>
>I think that you will have problems, for as far as I know it isn't possible
>to share drives that have more than one partition between these two platforms.
>Unless you mean to actually share the SCSI bus between the two systems of
>course, or don't mind that restriction!
>
>
>

drive being external, would be plugged and unplugged as required.
Norm

(Please do not reply by email)

4291. Re: newsserver authentification and newswatcH?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 16:48:20 UTC
From: tos4ever@pandora.be
Message-ID: <1f1sp9m.1r2f8yoriuw1wN%tos4ever@pandora.be>
Source record: 41160

Pascal Ricard <paricard@free.fr> wrote:

> Hello,
>
> in article <1f1hjlz.g94ad32ik7uoN%tos4ever@pandora.be> (comp.sys.atari.st)
> Martin Byttebier wrote on Thu 18-10-2001 16:18 (GMT):
>
> > > >Due a new European rule the newsserver of my ISP (and soon all the
> > > >European ISP's too) requires User Authentification for sending messages.
>
> Ah?
>
> > > >Does somebody know how I can do this with Newswatch?
> > >

> Well, I can just tell you that I use the authentification with Newswatch
> when I need to connect to my regular news server when I'm not connect to
> its hosting ISP.
>
> You need a file named authinfo.dat in the same folder than Newswatch.
> Two lines in this file: 1st line for the login and 2nd line for the
> password. In my case, login/password are the same as those used for the
> pop3 server.

Done that all. But alas it seems not to work. I still get an
Authentification failed message.
Note that the Hades isn't directlty connected to the Internet. The Hades is
networked with a Mac G3 which serves as a router. Maybe the NAT (Network
address translation) isn't correct installed. I don't know. Anyone an idea?
I really want to get rid of the Mac newsreaders. None of them come even
close to Okami.

CU,
Martin

4292. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 17:29:31 UTC
From: Nicholas Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <%TCB7.5318$P4.636903@news1.cableinet.net>
Source record: 41161

You can try 16/32 Systems, they have both in stock.

website - www.1632systems.co.uk
webshop - http://catalog.zen.co.uk/actinic/1632Systems/

both games can be found at
http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Atari_STE_Games
_74.html

enjoy!

Nick

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:483-3BC6441B-118@storefull-172.iap.bryant.webtv.net...
> can anyne help me find these 2 games complete, i have contacted
> chro-magic many times in the last few years with little, or no success
> in even getting them to answer me.
> i used to try and buy and sell to them, and they never returned any of
> my phone class, or e-mails.
> i know they used to carry these games can anyone help,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

4293. Re: obsessed and substation

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 17:29:33 UTC
From: Nicholas Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <1UCB7.5319$P4.636938@news1.cableinet.net>
Source record: 41162

Try 16/32 Systems

Nick

"madmax" <madmax@bfree.on.ca> wrote in message
news:7b81f281.0110150949.9ea8bfc@posting.google.com...
> Video61@webtv.net (Lance Ringquist) wrote in message
news:<483-3BC6441B-118@storefull-172.iap.bryant.webtv.net>...
> > can anyne help me find these 2 games complete, i have contacted
> > chro-magic many times in the last few years with little, or no success
> > in even getting them to answer me.
> > i used to try and buy and sell to them, and they never returned any of
> > my phone class, or e-mails.
> > i know they used to carry these games can anyone help,
> > thanks,
> > lance
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
> > www.atarisales.com
>
> I picked up Substation from Systems For Tommorrow last year.
>
> He may still have some in stock.
>
> Later Brian.

4294. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 17:34:24 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bd74e7837cfff1@free.fr>
Source record: 41167

Hello,

in article <1003778670-77083AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Mon 22-10-2001 16:29 (+0200):

> From: tos4ever@pandora.be (Martin Byttebier)

> >Furthermore it's impossible to view a pdf file under N_AES. If I try I
> >get a Runtime error 213 at offset $0008540A.
>
> It's *not* a program related bug, but an OS-related bug. If it would be a
> program related bug then the same would happen under MagiC. Invers like
> most commercial developers doesn't explicitly guarantee or even mention
> that the program will run under freeMiNT/N.AES....

That's not true. I got the Runtime error message with MagiC 6.10.

As other people, I also have a 68000 error (2 bombs ?) with a lot of
files. I tried with Tos to "see" the bombs but the program complainted
about WDialog not installed (but it IS installed, v2.04 iirc).

On some files, the display is not quite correct (compared to GemGS or
Acrobat reader) but it's not too bad for a beginning imho. Speed is far
better than with GemGS. Not time to buy it though, imho again, as far as
so much files crash the program.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4295. Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 19:01:48 UTC
From: jba4@po.cwru.edu
Message-ID: <3bd70f73.258931666@news.cwru.edu>
Source record: 41163

Hey everyone!

I was thinking about actually purchasing Papyrus for my TT 'cause I'm sick of AtariWorks. Does anyone know if ROM or anyone else had converted the enormous Papyrus help files to any sort of useful format? Loading the help file on my TT takes ages in the demo. I'd really like to purchase a nice word processor, but I'd like the help files to be laid out a little better.

BTW - Are there any other programs I should be looking at? I need a word processor entirely in English since I don't speak or read German.

Thanks!

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4296. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 19:39:26 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <wJEB7.16293$ET.2398423@news20.bellglobal.com>
Source record: 41164

I like EditPlus the best, but it is plain text only.

> Hey everyone!
>
> I was thinking about actually purchasing Papyrus for my TT 'cause I'm
> sick of AtariWorks. Does anyone know if ROM or anyone else had
> converted the enormous Papyrus help files to any sort of useful
> format? Loading the help file on my TT takes ages in the demo. I'd
> really like to purchase a nice word processor, but I'd like the help
> files to be laid out a little better.
>
> BTW - Are there any other programs I should be looking at? I need a
> word processor entirely in English since I don't speak or read German.

4297. FA : Atari ST system w/xtras

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 19:50:25 UTC
From: Kim Pimmel <pimmelk001@hawaii.rr.com>
Message-ID: <3BD71CF0.787E2DA9@hawaii.rr.com>
Source record: 41165
Cross-posted to: hawaii.ads.forsale,comp.sys.atari.st

Complete System Includes :

1040 STf in original box
SM124 hi res Monitor
Spectre GCR Mac Emulator
Mouse stm1
External Floppy Drive SF 354
External Modem sx 212
Cables etc.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289061497

4298. Re: TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 19:57:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be04a144dca01@madasafish.com>
Source record: 41077

Hi Dan!

>I'd like to program in assembly (already being an 68000 assembly programmer)
>and
>so I would like to know if anyone on this ng has any links, faq's or other
>assembly programming
>docs for the ST.
>
>Who knows, maybe I'll release some cool utilities for the platform soon....

Check out http://www.dhs.nu and look for the coding link on the left hand side. Also there is some documentation on Vezz hack site for memory map registers and stuff. There is also this book I downloaded called ARP book IIRC. If you can find it drop me an email and I'll zip it up along with some other stuff I have.
--
Lyndon Amsdon

4299. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 20:01:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdc56fa184690@madasafish.com>
Source record: 41086

Hi Jared!

>Frankly, creating a new platform is the *ONLY* way to save what we consider
>the "Atari Experience". Sadly, however, it won't have the name Atari, or be
>made by Atari or even use GEM any longer. It will, however, emulate an
>Atari, at least so far as making "transition" to the new platform easier by
>making it possible to run and port ST applications on the given system.
>
>We can only salvage the software. We must leave the rest behind, for it is
>dead and antiquated. Would you rather run your favorite apps on new
>hardware, with the potential of upgrades and improvements or continue using
>your aged ST apps, with no future?
>
>As much as we'd like to have our cake and eat it too, that will never
>happen. We must accept that and realize, if we are to progress, we must
>leave what we can not take with us... and that is the legacy hardware and
>the OS that ran on it.
>
>WOLF... the future of Atari computing... if we allow it to be.

I thought you were really keen on new Atari machines? OK not Atari, but
then the Hades/Milan etc are as close as they can get. (and the guys who
designed them were probably more able than some at Atari from the mess
they made with the Falcon)
--
Lyndon Amsdon

4300. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 21:06:28 UTC
From: osian@zetnet.co.uk
Message-ID: <3bd72d54$0$13425@news.zetnet.co.uk>
Source record: 41166

On 24 Oct 2001 19:01:48 , Jeff Armstrong wrote:
>Does anyone know if ROM or anyone else had
>converted the enormous Papyrus help files to any sort of useful
>format?

They're still in Papyrus format I'm afraid - I haven't received any
updates from them for ages either.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4301. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 22:18:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004022632-42555AEicMi@gmx.net>
Source record: 41179

From: osian@zetnet.co.uk (Chris Simon)
Date: 21 Oct 2001 19:44:43 GMT

Hi Chris,

>it doesn't seem to be saving in any standard format as not even PC
>programs can read it! The 4 files contained on the card all had the same
>problem so it wasn't just one corrupted file.

Most cameras don't save in standard format, that's why they are supplied
with drivers and custom software.

>So after I've decided on a camera, the final step is to ensure that I
>can actually read the files it produces.

This is the normal procedure. But an Atari user has to follow a different
approach. First of all you should download PhotoTip and take a look at the
list of supported cameras. If the one you decided on is on the list then
you shouldn't encounter any problems. If it's not supported by PhotoTip
then you're in trouble... PhotoTip can do a whole lot more then just read
the files in the camera, download the demo and be pleasantly surprised...
PhotoTip homepage: http://home.sunrise.ch/dursoft/

The next, soon to be released version of PhotoTip will come with English
docs and manual.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4302. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 22:32:02 UTC
From: jflemaire@belgacom.net
Message-ID: <3bd74fb21098c30@belgacom.net>
Source record: 41000

Hello,

Le mercredi 24-10-10 19:01, Jeff Armstrong ï¿½crivait:

>I was thinking about actually purchasing Papyrus for my TT 'cause I'm
>sick of AtariWorks. Does anyone know if ROM or anyone else had
>converted the enormous Papyrus help files to any sort of useful
>format? Loading the help file on my TT takes ages in the demo. I'd
>really like to purchase a nice word processor, but I'd like the help
>files to be laid out a little better.

Load the help file "pap_help.pap" as you would with any other ".pap"
file (it's a standard Papyrus document), save it, close it then press the
HELP key. The help file will now load /much/ faster.

J-F.

4303. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-24 23:06:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bce0f4c12e69d0@madasafish.com>
Source record: 41136

Hi Michael!

>If you really start to make something like this in a way that can be
>produced in more-than-one quantities, you will end up with something like
>the Milan II design.

So the Milan 2 wasn't based on Intel parts like the Milan 1? I heard that
a chip became unavailble so if it was all CPLD why couldn't it be shifted
to a different family of CPLDs or even different make?
--
Lyndon Amsdon

4304. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 00:58:29 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004032358.41180.1@eurus.uk.clara.net>
Source record: 41190

Yo!, Dezza

> >While a lot of HD drives seem to to be contributing, I thought It a
>
> My hard drive hasn't contributed anything ;-)

What have I told you about attempting humour??. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4305. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 01:05:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004032361.41180.2@eurus.uk.clara.net>
Source record: 41191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hey Asshole

> Hi, I'm Ben Smith of Bravo Sierra Computers.

Cant you take this spam and shove it somewhere that's painful.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4306. Re: newsserver authentification and new

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 01:45:06 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9r7qr1dse1@green.tninet.se>
Source record: 41168

On 24 Oct 2001 16:48:20 , Martin Byttebier wrote:

>Done that all. But alas it seems not to work. I still get an
>Authentification failed message.
>Note that the Hades isn't directlty connected to the Internet. The Hades is
>networked with a Mac G3 which serves as a router. Maybe the NAT (Network
>address translation) isn't correct installed. I don't know. Anyone an idea?
>I really want to get rid of the Mac newsreaders. None of them come even
>close to Okami.
>
>CU,
>Martin
>.

Hi Martin

Why don't you do it the other way around, running the Hades as the
server? I use my Milan as a server for my Powerbook, without any
significant speed loss.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4307. 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 01:58:16 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <YkKB7.419503$aZ.82214762@typhoon.tampabay.rr.com>
Source record: 41169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

1140 + pieces of new, boxed, unopened Atari and Commodore software!
Including games, programming, education, productivity and emulation (run IBM software on an Atari ST!).

Perfect for a reseller, aspiring reseller or SERIOUS collector.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161

4308. PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 04:11:49 UTC
From: taj16@dreamscape.com
Message-ID: <ttf4859umeda54@corp.supernews.com>
Source record: 41170

I just got a couple of great deals on some 200Mb Syquest drives and carts. I"ve had one for years on my Mega STe and now expect to put at least one on my PC. I have two questions:

Is there any way I can get either Windows 98 to read/write to an Atari Syquest cart, or alternatively, get an Atari to read/write a Windows 98 cart? I can think of some times when I might want to transfer some files(graphics mostly, I think-for PageStream) from the PC to the Mega STe, and while I can use floppies the Syquest would be much quicker. I currently use ICD software on my Mega STe.

If I were to get an emulator for the PC, could I use the ST Syquest carts I now have set up, or would I have to make new ones? I'd need to be able to "boot" the emulator system from the ST carts for them to work properly, and I'd need for the emulator to see the partitions on the carts as the Atari C:, D:, etc drives.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

4309. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 05:47:52 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bd7a788$0$13421@news.zetnet.co.uk>
Source record: 41171

Hi Jeff,

On 24 Oct 2001 19:01:48 , Jeff Armstrong wrote:

>I was thinking about actually purchasing Papyrus for my TT 'cause I'm
>sick of AtariWorks.

Have you had any contact with ROM recently ? I sent Ulli some bug reports for the Windows version of Papyrus ages ago and never heard from him. (I can't get it to see new fonts.) Do let us know if he is still around.

Regarding the help file - if I load it into Papyrus as a PAP document it takes maybe 10secs on the Hades, but if I go to the "help" menu then I can access it instantly. I don't know if this feature is there in the demo.

Otherwise I think it's an excellent programme, I always use it on the PC. I seem to remember there were some restrictions when using it to view "word" documents, but I've managed to convert several which have been sent to me.

Cheers

Paul

4310. FS Atari 1040 STE

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 05:55:58 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9r892s$g2d$1@newsg3.svr.pol.co.uk>
Source record: 41172

Atari 1040ste for sale click on link below to view
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1287692973
--
Regards
Russ Green

4311. Re: PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 07:34:49 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD7C099.C4CBE1C7@seimet.de>
Source record: 41173

"Thomas J. Andrews" schrieb:

> Is there any way I can get either Windows 98 to read/write to an Atari
> Syquest cart, or alternatively, get an Atari to read/write a Windows 98
> cart? I can think of some times when I might want to transfer some
> files(graphics mostly, I think-for PageStream) from the PC to the Mega STe,
> and while I can use floppies the Syquest would be much quicker. I currently
> use ICD software on my Mega STe.

Yes, this is possible with cartridges that were partitioned with a
single partition that is both PC and Atari compatible. HDDRIVER supports
this and except for HDDRIVER no additional software is required for the
Atari or PC. See http.//www.seimet.de/atari_english.html for more
information.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4312. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 09:13:14 UTC
From: swampfax@atlantic.net
Message-ID: <KIQB7.107$Bx4.90079@news1.atlantic.net>
Source record: 41174

Hi Again,
More help needed:
It seems the ICD2AHDI is'nt responding to my entries.
The first prompt asks for the device #. I enter the same number that
HDDriver.app shows in "Device Check" which is 01.00. The program just
reverts back to the desktop after I hit return. I tried variations such
as 1 or 01 (and 9 from ICD's chart) but I get the same. Which # did I miss
as being right?
John G.

4313. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 09:52:38 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bd8505abc9a50@free.fr>
Source record: 41186

Hello,

in article <3bd70f73.258931666@news.cwru.edu> (comp.sys.atari.st)
Jeff Armstrong wrote on Wed 24-10-2001 19:01 (GMT):

> format? Loading the help file on my TT takes ages in the demo. I'd

I'm not sure to recall correctly as I do not have this demo anymore but
it should speed up the thing if you open the help file (as a normal
pap file, not with help) and then save it again.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4314. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 10:39:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004082432-179117AEicMi@ntlworld.com>
Source record: 41102

From: downthehatch@zetnet.co.uk
Date: Wed, 24 Oct 2001 16:12:41 GMT

>>>I have an external SCSI drive attached to my STFM. It is a Quantum
>>>Maverick 270mb. I am thinking of repacing it with a Gbyte drive which
>>>I can use mainly with my PC.

>>I think that you will have problems, for as far as I know it isn't possible
>>to share drives that have more than one partition between these two
>platforms.

>drive being external, would be plugged and unplugged as required.

Unless you run MagiC on your ST you will fall over the maximum partition size
of 512MB. You'll also run into the problem I mentioned above - you can only
share drives which have 1 partition between the two systems.

Practically, you would need to run MagiC and to have formatted the GB drive as
one single partition, mixed TOS/Windows compatible with HDDriver. You would
have to boot the ST from another disk as the maximum size of a boot partition
is 32MB. I'm sure someone will be along to correct me, but this is how I see
it.

HTH.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4315. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 10:43:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004082434-179585AEicMi@ntlworld.com>
Source record: 41103

From: "Pascal Ricard" <paricard@free.fr>
Date: Wed, 24 Oct 2001 19:34:24 +0200 (MET DST)

>On some files, the display is not quite correct (compared to GemGS or
>Acrobat reader) but it's not too bad for a beginning imho. Speed is far

It also lacks features such as a resizable window, the ability to change the magnification of the doc window, and the ability to use fonts held on another partition.

Once it's been polished up it'll be a "must-have", but ATM it seems to be more of an alpha-test project.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4316. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 12:02:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004022624-41099AEicMi@gmx.net>
Source record: 41180

From: SWE/YesCREW <jvalant@m42.cx>
Date: Tue, 23 Oct 2001 20:28:20 +0000

Hi Janez,

>I fully agree.. I guess we shouldnt point to bugs. Some ppl just dont
>understant that poining bug's out just helps the authors to get
>application better!

-Some pll don't understand that pointing out bugs in a newsgroup is not
constructive at all. Bugs should be reported to Invers or the author.
-Some ppl don't understand the difference between a program related bug and
an OS system extension related bug either...

>I didnt see a single bad meaning messages, just some reports that Porthos
>dont recognize Wdialog. But thats just too much for some ppl...

What you read were reports that Porthos doesn't recognise WDialog *under*
MiNT/N.AES... that's not exactly the same is it? The docs don't claim that
Porthos will run under MiNT/N.AES, so what's all the fuss about? It doesn't
run under TOS either, have you seen any remarks here about this?
All I've seen in this thread was negative feedback. The way some ppl are
carrying on here, one would think that Porthos is the biggest crap ever
released...

It might come as a surprise but the demo actually works, one can view the
first page of a PDF file and print it out, printing to an IMG file also
works. In fact the demo does exactly what is promised, nothing more and
nothing less.
But that's a dumb remark ofcourse, some even call it trolling, one shouldn't
write here that an app which has problems under MiNT/N.AES works under MagiC.
One should put a sock in it and shut up ...:-/

>P.S. I also mailed author (extracted main from RSC) and he didnt see that
>as offensive act! In docs he said it should work on MiNT/Naes, he prolly
>cant test it and bug reports ARE WELCOME!

Good, that's the correct approach!! moaning about it in CSAST doesn't solve
the problem.
But we're not talking about just another beta version here are we? I find it
hard to believe that Invers hasn't tested this app inside out, the demo only
has restrictions as long as it isn't registered. It will not run any better
under MiNT/N.AES by simply entering the serial number. The current version
doesn't work under MiNT, a future version might, but that's not a reason to
bash the program, Porthos is a very nice app, future versions can only get
better. A lot of people have been waiting for an utility like this. It is
finally here now and it *works*, why it doesn't work at the present time

under MiNT/N.AES isn't relevant at all.
If the demo doesn't work with your setup then don't register it, if enough MiNT/N.AES users complain to Invers then they will make it compatible, it's simply a matter of economics...

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4317. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 12:04:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004022634-43195AEicMi@gmx.net>
Source record: 41181

From: tos4ever@pandora.be (Martin Byttebier)
Date: Mon, 22 Oct 2001 19:44:31 GMT

>There we go again. All what I've to say is that the author is doing his
>best to get it running under N_AES.

No, that's what you're saying now, previously all you've had to say about Porthos was negative. Instead of being pleased that we finally have a PDF reader you start moaning about trivial things...
You're the one telling us all the time to read the freaking manual, if you would have followed your own advice for a change then this silly thread didn't need to develop into another holy war against non-MiNT compatible apps. There isn't a single line of text in the manual which claims that Porthos actually works under MiNT/N.AES, yet you keep on moaning about it.

>Today I received a beta from the author and yes it does work now more of
>the less. There are still a few problems left but these will be solved
>very soon.

More or less?
Porthos is a very simple app. You can either load a PDF file, view it and print it, or you can't. If you can it works, if you can't it doesn't...
Make up your mind please. BTW this thread is about Porthos 1.21 which is for sale right now and not about a beta "with a few problems left that need to be sorted out". One doesn't need a crystal ball to realise that these "problems" are printer-related. Unless the author writes a custom printer routine there's no way Porthos will ever output one single letter to a sheet of paper under MiNT/N.AES with Wdialog. If he can pull this off then he deserves a Nobel prize. People who buy version 1.21 will expect at least the same functionality from a future version, they will not be very happy with a program that has some of its features clipped to please some MiNT users. If this is what is going to happen, expect some fireworks in here... It's about time I think that someone tells the author that his app works just fine and that he should put all his efforts towards making Porthos more compatible with some of the obscure PDF formats instead of waisting time pleasing some people who simply can't be pleased.

>I know you hoped Porthos would be a MagiC only program *BUT* alas it's
>not.

I told you that the current release was going to be MagiC-only, and you didn't believe it, correct me if I'm wrong but from what I've been reading here so far it seems to me that this statement was true. I don't care if an app is MagiC-only or not, all I care about is that I can run it.

>*It does not run perfectly under MagiC*

Like it or not, but it *does run perfect under MagiC*. I can view the file, print the file to paper or as IMG, crop the size of the document, get info about the file etc... in my book that's working correctly. Except for the functions that are disabled in the demo, everything works.

>Get lossed. I'm really sick and tired of your anti-MiNT comments.

As long as you and some ppl here can't accept the fact that some apps which use the advanced features of NVDI 5.0 and Wdialog will not run the way they should under MiNT, I'll keep reacting to silly threads like these.
You did an excellent job as far as putting potential buyers off goes, if my memory serves me well you did pretty much the same thing when PhotoTip was first released... I'm getting sick of this crusade against apps that don't perform well under MiNT/N.AES.
You know that certain functions of Wdialog don't work under N.AES, isn't that the reason NDialog is written? You also know that Freedom has problems with MiNT, and yet you take this as another brilliant example to convince us how poorly Porthos works? What's next?
Sorry, but to this kind of crap I'll keep commenting, this has nothing do to with being anti- or pro-MiNT, it's all about being fair. Invers doesn't deserve this kind of bashing, especially since Porthos does exactly what is promised in the manual.

>Do you really haven't other things to do.

YES !! reading and printing some PDF files with Porthos for example :-)

>Don't bother to reply to this message. I won't read your dumb comments
>anymore.

Hallelujah...

Cheers from Belgium
Dennis
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4318. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 12:07:06 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004022628-41907AEicMi@gmx.net>
Source record: 41178

From: at4ri@kki.net.pl (Grzegorz Pawlik)
Date: 22 Oct 2001 20:15:26 GMT

>I have tried it *with* Wdialog installed (MiNT, N.AES and WDialog) only
>to find that it still displays "WDialog not installed" message. Other
>programs, such as Papyrus or Artworx, recognised Wdialog properly
>and used it to display eg. printer dialog.

Porthos uses a function of Wdialog that AFAIK hasn't been implemented in
other programs before, an extra menu entry is added to the NVDI printer
dialog, if that dialog isn't present one can't print the PDF file. Why that
function isn't recognised properly under N.AES is something I'm not going
to comment on.... :-/

>I have also tried it with MagiC 5.2, MagiC 6.1 and MagiC 6.2 - but
>it crashed (2 bombs) when opening PDF file. So I gave up :-(

Do make sure that the checkbox "Mac fonts" is activated in the Fonts&Caches
CPX from NVDI and set the cache to minimum 1Mb . Check if you have enough
free memory, Porthos consumes a lot of memory, to display a 250Kb PDF file
containing 20 pages of text with no graphics nearly 7Mb is used....
Also check if your HOME folder is set up correctly, the Portos.inf file
should be in the HOME/DEFAULT folder not the HOME folder.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4319. How to type a backslash on a german keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 12:08:09 UTC
From: Wolfgang Neff <wolfgang.neff@elektrabregenz.com>
Message-ID: <1004007960.380391@hagakure.utanet.at>
Source record: 41175

I played around a bit with the Steem Atari ST emulator using German keyboard and German TOS 2.06. Unfortunately I was not able to type a \ (backslash). Is there someone who knows how to type one with Steem or someone who could tell me by which key combination I get one on an original German Atari ST keyboard?

Thanks a lot

Wolfgang

4320. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 13:36:33 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD81561.6286E38B@seimet.de>
Source record: 41176

John Garone schrieb:
>
> Hi Again,
> More help needed:
> It seems the ICD2AHDI is'nt responding to my entries.
> The first prompt asks for the device #. I enter the same number that
> HDDriver.app shows in "Device Check" which is 01.00. The program just
> reverts back to the desktop after I hit return. I tried variations such
> as 1 or 01 (and 9 from ICD's chart) but I get the same. Which # did I miss
> as being right?

For a drive connect to the ACSI drive the device numbers are most likely
0-7, for devices connected to SCSI it's 8-15.
01.00 as reported by HDDRUTIL refers to the SCSI driver's device
definition and denotes the first device (ID 0) on bus 1 (SCSI). This is
most likely device 8.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4321. SNOW page Updated

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 13:43:14 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0110250543.3314d3d1@posting.google.com>
Source record: 41177

Hi All

Just updated my DAVID SNOW page with the addition of putting in Edgar Aichinger's version of MidiSquare, which turns the original midi square into
an ACC as well as improved looks and dialog. Its great you can improve upon
something that is already good! Edgar is part of the Atari-Midi Mailing list, and has also created an excellent Fractal Music generator, although still in Beta stage. It is available in the same link provided for his version of MidiSquare.

So check it out:

http://tamw.atari-users.net/snow.htm

Tim C.

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

4322. Re: PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 14:35:28 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <QqVB7.364$gN.104523@paloalto-snr1.gtei.net>
Source record: 41182

Thomas,

I've had some experience doing this. I can't say for sure if it can be done on the PC. But I've done it on my Mac using MagicMac.

It's easy to do on the Mac since the SCSI bus in built in to the system. I connect the Syquest drive (or a ST hard drive) and run MagicMac. I will get a icon to the hard drive on the Magic desktop. I then just copy the files to the Mac hard drive then burn them onto CD.

Since the developers have come out with MagicPC, this might be a possibility.

I have tried using TOSBox on the PC and see if I could get it to see the drive. Had no luck. The trick is to somehow get the drive mounted and seen by the Windows OS. If this can be done, then you should be able to read the AHDI partition using TOSBox.

Best of luck on this.

Glenn Bruner
glenn_b18@yahoo.com
glenn.bruner@verizon.net

"Thomas J. Andrews" <taj16@dreamscape.com> wrote in message news:ttf4859umeda54@corp.supernews.com...
> I just got a couple of great deals on some 200Mb Syquest drives and carts.
> I"ve had one for years on my Mega STe and now expect to put at least one on
> my PC. I have two questions:
>
> Is there any way I can get either Windows 98 to read/write to an Atari
> Syquest cart, or alternatively, get an Atari to read/write a Windows 98
> cart? I can think of some times when I might want to transfer some
> files(graphics mostly, I think-for PageStream) from the PC to the Mega STe,
> and while I can use floppies the Syquest would be much quicker. I currently
> use ICD software on my Mega STe.
>
> If I were to get an emulator for the PC, could I use the ST Syquest carts I
> now have set up, or would I have to make new ones? I'd need to be able to
> "boot" the emulator system from the ST carts for them to work properly, and
> I'd need for the emulator to see the partitions on the carts as the Atari

> C:, D:, etc drives.
>
>
>
> --
> TJ
> Keeper of the Flame
> &
> Atari Computer Enthusiast of Syracuse

4323. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 15:27:34 UTC
From: at4ri@kki.net.pl
Message-ID: <9r9b16$n2s$1@news.tpi.pl>
Source record: 41183

On 24 Oct 2001 19:01:48 , Jeff Armstrong wrote:
> format? Loading the help file on my TT takes ages in the demo

I don't know if you tried that, but if the papyrus help file takes *too*
long to open when pressing Help key, you should do the following:
Open the help file as a normal papyrus document (File -> Open document),
wait till it's loaded and shown on screen, and then *save* it again,
under the same name, replacing the old help file. I think it is mentioned
in the manual. The point is that papyrus sometimes need not only to
load the help file, but also to *reformat* it (when it is in its original
form), and that indeed takes ages. When you save it on your system,
papyrus would only need to load it, without reformatting, and it should
take 10-15 seconds on a TT with TT-RAM.

--
G.

4324. ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 15:59:30 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-128123.08593025102001@corp-radius.supernews.com>
Source record: 41185
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.lynx

I am proud to announce the launch of the Official Cleveland Free-Net Atari SIG Archive.

http://www.atariarchives.org/cfn/

The Cleveland Free-Net, a free dialup and telnet BBS offered through Case Western Reserve University, was home to an active group of Atari users. The Atari SIG (special interest group) had information about every Atari platform, including 8-bit computers, 16/32-bit computers, Jaguar, Lynx, and Portfolio. The Cleveland Free-Net was shut down on September 30, 1999, but before it was, a complete backup of the Atari SIG was made.

Working with the folks who ran the forum, we have endeavored to preserve both the feel of the SIG and the information it contained. This is an amazing resource that exceeds 200 megabytes of data - much of which isn't available elsewhere.

"The Atari SIGOps hoped to preserve this extensive information resource we had built over the years. We approached www.atariarchives.org and Kevin Savetz with the idea of a permanent web archive of our SIG, and we couldn't be happier with the result." --Michael Current, mcurrent@carleton.edu, former 8-bit Atari SIGOp, Cleveland Free-Net Atari SIG.

Among the highlights:

A Time Capsule of Atari news items from 1986 - 1999
http://www.atariarchives.org/cfn/12/03/

Atari 8-Bit Technical Reference Manual and upgrade guides
http://www.atariarchives.org/cfn/12/02/

664 ST-related newsletters, including Z*NET and ST Report
http://www.atariarchives.org/cfn/06/08/

A complete archive of Z*Magazine
http://www.atariarchives.org/cfn/12/05/02/

Reviews of 79 Lynx games
http://www.atariarchives.org/cfn/08/07/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

4325. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 17:05:57 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <KIXB7.796$y02.2858@nntpserver.swip.net>
Source record: 41187

Hi,

It could get quite small.
0402 resistors/capacitors, resistornets, a couple of larger PLD:s for memorymapping etc, a standard MFP, a couple of ACIA:s, a simple IDE interface, floppycontroller.
The largest problem would probably be ST/STE compatible video.

/Peter

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:rOYA7.64$kW5.5465153@news.incc.net...
> With today's SMD resistors and capacitors and other miniaturized components,
> having an actual ST 1040ST in vastly less space should be entirely possible.
> Couple this "mini ST" into the gut of a Neotari computer and... hmm.
>
> Jared
>
>
>

4326. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 17:31:41 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r9i9tekq1@snipp.uninett.no>
Source record: 41188

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>>*It does not run perfectly under MagiC*

> Like it or not, but it *does run perfect under MagiC*. I can view the file,

Why does people report bugs under MagiC then? Come on Dennis, if you
actually believe that *any* program runs perfectly you probably also
believe in Santa Claus.

> As long as you and some ppl here can't accept the fact that some apps which
> use the advanced features of NVDI 5.0 and Wdialog will not run the way they
> should under MiNT, I'll keep reacting to silly threads like these.

You know better than this... If Porthos use NVDI5/Wdialog features and
these work as intended under MagiC but not under MiNT, then the fault is
neither MiNT's nor Porthos, but NVDI or WDialog. However, it's perfectly
possible that Porthos does have bugs (yes, bugs, not features) that only
appears under MiNT and not MagiC. And guess what, it's not the OS' fault,
but the app's. I know, I'm personally responsible for hundreds of bugs
that acts like this. AFAIK you're not a programmer...

> You know that certain functions of Wdialog don't work under N.AES, isn't
> that the reason NDialog is written? You also know that Freedom has problems

N.Dialog is written because WDialog is mainly written for MagiC, not MiNT.
One of the unfortunate side-effects of this is that WDialog prevents
memory protection from working under MiNT.

Freedom is a very nice fileselector, but badly implemented I'm afraid.
It's responsible for many crashes under MagiC as well. Under MiNT it has
the same problem as WDialog - memory protection won't work with Freedom
installed. And this is a serious problem.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4327. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 17:33:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9r9id7ekq2@snipp.uninett.no>
Source record: 41189

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> Do make sure that the checkbox "Mac fonts" is activated in the Fonts&Caches
> CPX from NVDI and set the cache to minimum 1Mb . Check if you have enough

Why does this make a difference? According to the docs, Porthos use
FreeType to render the fonts.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4328. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 17:54:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011025173800.188B-100000@localhost>
Source record: 41184

On Thu, 25 Oct 2001, Dennis Vermeire wrote:

Hi Dennis,

> -Some pll don't understand that pointing out bugs in a newsgroup is not
> constructive at all. Bugs should be reported to Invers or the author.
> -Some ppl don't understand the difference between a program related bug and
> an OS system extension related bug either...

Well even author fixed the app so its ok now, untill now i didnt found
app that did not found Wdialog after i loaded it.. So as i said to author
its small bug in detecting routines (prolly). The fact author add those
routines shows he want that application runs on all OS-es and i can only
gree that! I dont think pointing out in groups is so bad.. There was
report that Wdialog is recognized IF Freedom is not loaded. And i could
get more of testing that way.. We (i can sure speak for myself) were
discussing, not moaning..

> What you read were reports that Porthos doesn't recognise WDialog *under*
> MiNT/N.AES... that's not exactly the same is it? The docs don't claim that
> Porthos will run under MiNT/N.AES, so what's all the fuss about? It doesn't
> run under TOS either, have you seen any remarks here about this?

Fuss is only about that, that this version has troubles.. I didnt see
any bashing! As i sad, Porthos is only app i know that had troubles with
Wdialog. I dont see any probs reporting that and also mailing the author.
I also offered him testing if he cant try it on NAES

> All I've seen in this thread was negative feedback. The way some ppl are
> carrying on here, one would think that Porthos is the biggest crap ever
> released...

Im suprised where u get those views.. Personaly im happy such app came
out, i also have no troubles with Wdialog if needed.. But i didnt see
anyone say it is crap.

>
> It might come as a surprise but the demo actually works, one can view the
> first page of a PDF file and print it out, printing to an IMG file also
> works. In fact the demo does exactly what is promised, nothing more and
> nothing less.
> But that's a dumb remark ofcourse, some even call it trolling, one shouldn't
> write here that an app which has problems under MiNT/N.AES works under MagiC.
> One should put a sock in it and shut up ...:-/

Well u see, u took it personaly.. U did NOT say that it works on Magic
and have probs on NAES, u bashed MiNT.. Thats diferent. I realy dont care

if u dont use or even like MiNT, but be a bit more tolerant.. I did not see ANY messages about Magic or Porthos being, crap, just messages that there are probs on NAES, one quazi solution which may point out the prob (Freedom related message). I may missed some more offensive messages, since i didnt read list carefully..

> Good, that's the correct approach!! moaning about it in CSAST doesn't solve
> the problem.
> But we're not talking about just another beta version here are we? I find it
> hard to believe that Invers hasn't tested this app inside out, the demo only
> has restrictions as long as it isn't registered. It will not run any better
> under MiNT/N.AES by simply entering the serial number. The current version
> doesn't work under MiNT, a future version might, but that's not a reason to
> bash the program, Porthos is a very nice app, future versions can only get
> better. A lot of people have been waiting for an utility like this. It is
> finally here now and it *works*, why it doesn't work at the present time
> under MiNT/N.AES isn't relevant at all.

But it is relevant.. I mean, information that without Freedom, problem didt happen or was diferent is VERY important to coder. Same as u said above, so we shouldnt say "um i have troubles on mint/naes, any ideas" and better shutup?

> If the demo doesn't work with your setup then don't register it, if enough
> MiNT/N.AES users complain to Invers then they will make it compatible, it's
> simply a matter of economics...

Well its not that easy. Why i shouldnt ask or help authors to make it better? Better for me and authors. Especialy in this case, cause PDF reader is good move. I also want to help catching other bugs, again to make it better.. Maybe there is a bit of problem of MiNT "mentality", but we also discuss bugs of other apps a lot, no matter is Magic or Mint or Unix related.. discuss it, maybe got advices and ALSO mail the authors. I dont see prob there!

Janez

4329. ATARI MEGA/STE UP FOR AUCTION ON YAHOO! AUCTIONS

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 19:11:45 UTC
From: amazingspidey@mac.com
Message-ID: <ea6e70ab.0110251111.51afc51@posting.google.com>
Source record: 41192

Check it out!

http://page.auctions.yahoo.com/auction/56509419

<A HREF="http://page.auctions.yahoo.com/auction/56509419">Click here
to view my auction</A>

4330. Re: How to type a backslash on a german keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 20:39:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9r9t94$9f1$2@dos.canit.se>
Source record: 41193

Wolfgang Neff <wolfgang.neff@elektrabregenz.com> skrev:
: I played around a bit with the Steem Atari ST emulator using German keyboard
: and German TOS 2.06. Unfortunately I was not able to type a \ (backslash).
: Is there someone who knows how to type one with Steem or someone who could
: tell me by which key combination I get one on an original German Atari ST
: keyboard?

Probably on the key with backslash, @ sign and circumflex to the right of
the return key.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4331. Re: Stupid hard drive *mumble*

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 20:58:03 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9r9ucr$3tt$1@thorium.cix.co.uk>
Source record: 41194

In message <9r4n6f$2j7$1@dos.canit.se>, optimus@canit.se said:

>I recently tried to install RISCPLAYER as an accessory on my SH205, but
>forget to put its configuration file along with the program itself in the
>root of the drive. Now, every time I boot my STE with the SH205 plugged
>in, a requester will just pop up, telling me that the config file has gone
>missing, and when the requester is dismissed, the machine will reboot,
>repeating the same procedure over and over again.
>What am I to do? The HD seem to take priority over the disk drive.

Which hard disk driver are you using? With HDDRIVER you can boot
off a floppy with HDDRIVER.PRG on it by pressing the 'A' key
during the boot process. If you don't have this on a disk, hold
down 'D' and the SH205 will boot from there witrhout trying to
load the accessories. Then go to C:\ and either add the CFG file,
or delete RISCPLAYER and start again.

If you are using another driver, download the demo version of
HDDRIVER and try that (of course you will need access to a machine
that connects to the web!). His pages are at:

http://home.nikocity.de/nogfradelt/atari_english.html

Regards, /Peter/

4332. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 21:06:03 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B7FDDADD.429F%bengy@mac.com>
Source record: 41195

From MagiC Online:

After our previous news report regarding the $32 dollar PDF viewer, Porthos, the programmer of the project, Wolfgang Domroese, had some things to say in defense of the said short-comings:

1. We stated that Porthos has severe troubles when trying to display recent PDF files.

Wolfgang's defence: The fact is, until now I got only one file that does not work, due to a not-supported color-space. As the manual announces, every user (even a non-registered) can offer me a not-working PDF - and I will try to fix the problem soon.
Please note: there has already been one update to version 1.24 with a lot of bug-fixes.

Version 1.25 will follow soon (not more than one week). It will make old PDFs (PDF Version 1.1) available.

2. We stated that Porthos has problems under N.AES.

Wolfgang's defence: Thatï¿½s true. But even though it was written for MagiC, PORTHOS 1.25 will be able to work under N.AES.

--
MagiC Online - http://www.magical-sides.de

4333. Porthos problem solved

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 22:28:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ra3mb$65g$1@thorium.cix.co.uk>
Source record: 41096

I reported recently that Porthos crashed on my machine with a #-69
exception as soon as I double-clicked it. I found that the cause
was Holger Weets' DOCK.APP in MagiC's START folder - when I
disabled that it seemed to work fine. Since I seldom use DOCK,
it's not much of a loss. Its only advantage over APPLINE is that
it not only allows you to top any application easily, but even any
window of a running application.

Regards, /Peter/

4334. Re: How to type a backslash on a german keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 22:28:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ra3mb$65f$1@thorium.cix.co.uk>
Source record: 41097

In message <1004007960.380391@hagakure.utanet.at>, wolfgang.neff@elektrabregenz.com said:

>I played around a bit with the Steem Atari ST emulator using German keyboard
>and German TOS 2.06. Unfortunately I was not able to type a \ (backslash).
>Is there someone who knows how to type one with Steem or someone who could
>tell me by which key combination I get one on an original German Atari ST
>keyboard?

I think it's Shift+Alt.

Regards, /Peter/

4335. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 22:28:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ra3mb$65e$1@thorium.cix.co.uk>
Source record: 41098

In message <KIQB7.107$Bx4.90079@news1.atlantic.net>, swampfax@atlantic.net said:

>It seems the ICD2AHDI is'nt responding to my entries.
>The first prompt asks for the device #. I enter the same number that
>HDDriver.app shows in "Device Check" which is 01.00. The program just
>reverts back to the desktop after I hit return. I tried variations such
>as 1 or 01 (and 9 from ICD's chart) but I get the same. Which # did I miss
>as being right?
>John G.

As my translation said:
Please choose hard drive! (0..7 ACSI devices 0-7, 8..15 SCSI devices 0-7,
16/17: IDE devices 0/1)

So if your drive is on the ACSI bus as ID0, enter 0; if ID2, enter 2 etc.
If it's on the SCSI bus, enter 8 and 10 respectively etc.
On the IDE bus, enter 16 if it's LUN 0 and 17 if LUN 1.

BTW, I have now translated the ICD2AHDI and CLCHECK executables,
though not the README text as yet. If you want I can mail them to
you, ZIPped and MIMEd.

Regards, /Peter/

4336. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 22:56:32 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3bd91e31$0$13421@news.zetnet.co.uk>
Source record: 41104

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3bd7a788$0$13421@news.zetnet.co.uk...
| . . . .
| Have you had any contact with ROM recently ? I sent Ulli some bug
| reports for the Windows version of Papyrus ages ago and never heard
from
| him. (I can't get it to see new fonts.) Do let us know if he is
still
| around.

He is still around. Phone company was playing him up over the summer.
Version 9 will be ready RSN (or so I'm told).

--
JI Logan

4337. Bravo Sierra want's Your Money! NEW stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-10-25 23:12:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110251600280.4139-100000@shell.pacifier.com>
Source record: 41099
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

http://www.pacifier.com/~atari/8btsales.htm More NEW Software!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari Benjamin's WebSite.
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4338. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 00:00:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf0a02332312@madasafish.com>
Source record: 41111

Hi Peter!

>It could get quite small.
>0402 resistors/capacitors, resistornets, a couple of larger PLD:s for
>memorymapping etc, a standard MFP, a couple of ACIA:s, a simple IDE
>interface, floppycontroller.
>The largest problem would probably be ST/STE compatible video.

Heh, the video isn't that complex on the ST when compared to modern PC graphics cards. It doesn't use a DAC and doesn't do any special hardware anti aliasing and stuff that modern cards are expected to do. I think that could be shoved into a CPLD along with the rest. It may be nice to operate this with some local memory to get higher bandwidth, but the basics would need to be done first, and for a portable ST I'd say lo rez for games. If I ever have the oppurtunity to use CPLDs at my leisure it would be some good fun to try it :)
--
Lyndon Amsdon

4339. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 00:00:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf0a02332310@madasafish.com>
Source record: 41110

Hi James!

>For some of them yes but it may not save space that way. Other possibilities
>are for small quantities is to order the originals from best electronics, or a
>better plan would be to find a close equivalent and use some pal/gal logic (if
>needed) to keep the new replacements compatible with the original. Also since
>some new ports would be in order, say like usb or firewire, some modifications
>to Tos would be good idea to keep stuff working ok.

Firewire??! I don't see the point, writing drivers for it would be a
nightmare. Look at the PCI situation on graphics cards.

--
Lyndon Amsdon

4340. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 03:16:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004128038.10197.1@eurus.uk.clara.net>
Source record: 41135

Hi Guys
> >> most commercial developers doesn't explicitly guarantee or even
mention
> >> that the program will run under freeMiNT/N.AES....
>
> > There we go again. All what I've to say is that the author is doing his
>
> Dennis is trolling again.

Doesn't anyone stop to read what Dennis has to say anymore or do you just dismiss him as an asshole automatically. I didn't read any OS bias in his reply.

Read his input first, then dismiss him if appropriate..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4341. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 03:21:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004128041.10197.2@eurus.uk.clara.net>
Source record: 41134

Hi Dennis
> >I fully agree.. I guess we shouldnt point to bugs. Some ppl just dont
> >understant that poining bug's out just helps the authors to get
> >application better!

>
> -Some pll don't understand that pointing out bugs in a newsgroup is not
> constructive at all. Bugs should be reported to Invers or the author.

I'm going to have to disagree with you there matey, if peop's post there problems in here and someone has an answer thats not program bug related then thats one less false report to waste the programmers time abd cloud the issue.

> -Some ppl don't understand the difference between a program related bug
and
> an OS system extension related bug either...

That would be highlighted by posting experiences in a public forum.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4342. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 03:32:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004128047.10197.3@eurus.uk.clara.net>
Source record: 41133

Hi Derryck

> >> The new pdf reader, Porthos is out. You can find a demo verson on
> >> http://www.calamus.net/index.html. For the moment only in German.
>
> I must say that I was surprised (but pleased) to read about this on the
MagiC
> Online page. Invers had previously denied that they were working on such a
> utility.

Operation Mushroom??. :-)

> >No, that`s not right so. You can choose the language in the program:
> >menue "Einstellungen -> Sprache". You choose your language and then you
> >must restart the program.
>
> Excellent, I hope that they've found a good translator.

They should send it to DDP.

> Has anyone bought this program yet, how does it cope with PDFs that GS
refuses
> to read?

I saw it being demo'd at the Cheshunt Computer Club, a friendly club in
Cheshunt Herts., a venue where people exchange ideas, problems and
solutions. You also get a free hot drink to liven you up for the return
journey. You should pop along one night, its quiet close to you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4343. Re: Stupid hard drive *mumble*

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 06:37:21 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD904A1.B84F37FC@seimet.de>
Source record: 41100

xlator@cix.compulink.co.uk schrieb:

> If you are using another driver, download the demo version of
> HDDRIVER and try that (of course you will need access to a machine
> that connects to the web!). His pages are at:
>
> http://home.nikocity.de/nogfradelt/atari_english.html

This URL is outdated. The correct URL is:

http://www.seimet.de/atari_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4344. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 06:39:27 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD9051F.A03EA0FF@seimet.de>
Source record: 41101

Jo Even Skarstein schrieb:

> N.Dialog is written because WDialog is mainly written for MagiC, not MiNT.

Is it? You do not need WDIALOG at all when you are running MagiC.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4345. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 09:34:21 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.31.0110261132330.172-100000@freemint>
Source record: 41105

Hello!

> > N.Dialog is written because WDialog is mainly written for MagiC, not MiNT.
>
> Is it? You do not need WDIALOG at all when you are running MagiC.

Under a recent MagiC it's called pdlg.slb or so and not wdialog.app.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4346. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 10:17:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004168892-84709AEicMi@ntlworld.com>
Source record: 41005

Hi Steve,

>> My hard drive hasn't contributed anything ;-)
>
>What have I told you about attempting humour??. 8-)

S'OK, I'm better now ;-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4347. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 10:19:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004168896-85220AEicMi@ntlworld.com>
Source record: 41004

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 25 Oct 2001 11:52:38 +0200 (MET DST)

>> format? Loading the help file on my TT takes ages in the demo. I'd
>
>I'm not sure to recall correctly as I do not have this demo anymore but
>it should speed up the thing if you open the help file (as a normal
>pap file, not with help) and then save it again.

I think it's also helful to save the font cache, that will save time rendering
the characters the next time (as they will already have been rendered).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4348. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 10:29:51 UTC
From: swampfax@atlantic.net
Message-ID: <zWaC7.155$Bx4.122498@news1.atlantic.net>
Source record: 41106

On 25 Oct 2001 22:28:27 , xlator@cix.compulink.co.uk wrote:
>In message <KIQB7.107$Bx4.90079@news1.atlantic.net>, swampfax@atlantic.net said:
>
>>It seems the ICD2AHDI is'nt responding to my entries.
>>The first prompt asks for the device #. I enter the same number that
>>HDDriver.app shows in "Device Check" which is 01.00. The program just
>>reverts back to the desktop after I hit return. I tried variations such
>>as 1 or 01 (and 9 from ICD's chart) but I get the same. Which # did I miss
>>as being right?
>>John G.
>
>As my translation said:
>Please choose hard drive! (0..7 ACSI devices 0-7, 8..15 SCSI devices 0-7,
> 16/17: IDE devices 0/1)
>
>So if your drive is on the ACSI bus as ID0, enter 0; if ID2, enter 2 etc.
>If it's on the SCSI bus, enter 8 and 10 respectively etc.
>On the IDE bus, enter 16 if it's LUN 0 and 17 if LUN 1.
>
>BTW, I have now translated the ICD2AHDI and CLCHECK executables,
>though not the README text as yet. If you want I can mail them to
>you, ZIPped and MIMEd.
>
>Regards, /Peter/
>
>.
Hi Peter,
Ok. I'll take an E-mail.
John G.

4349. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 10:58:41 UTC
From: Christopher Friend <Removethis.rangerfiend@yahoo.com>
Message-ID: <ttighf34gig89e@corp.supernews.com>
Source record: 41107
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Considering he is an Atari reseller which are FEW AND FAR between, I don't see a problem with it. No-one goes after the ebay auctions or Songbird.

Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
>Hey Asshole
>
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers.
>
>Cant you take this spam and shove it somewhere that's painful.
>
>
>--
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

4350. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 11:00:16 UTC
From: swampfax@atlantic.net
Message-ID: <4nbC7.156$Bx4.122715@news1.atlantic.net>
Source record: 41108

On 25 Oct 2001 15:36:33 , Uwe Seimet wrote:
>John Garone schrieb:
>>
>> Hi Again,
>> More help needed:
>> It seems the ICD2AHDI is'nt responding to my entries.
>
snip
>
>For a drive connect to the ACSI drive the device numbers are most likely
>0-7, for devices connected to SCSI it's 8-15.
>01.00 as reported by HDDRUTIL refers to the SCSI driver's device
>definition and denotes the first device (ID 0) on bus 1 (SCSI). This is
>most likely device 8.
>

Hi Uwe,
I tried numbers 0 through 17 but it still returns to the desktop!
ICD's IDCHECK program shows it as ID 9, LUN 0. I know it is a Seagate
SCSI hard drive so I'm assuming it is connected to SCSI (unless it still
functions connected to ACSI or I don't understand the lingo!). Could my
copy of the program be defective?
Regards,
John G.

4351. SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 11:15:48 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <EBbC7.204$Xnm.170368000@news.telia.no>
Source record: 41109
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> Considering he is an Atari reseller which are FEW AND FAR between, I don't
> see a problem with it. No-one goes after the ebay auctions or Songbird.

Agreed! And Ben is a nice guy and you can trust him. More than I can say
about some others here.

> Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> >Hey Asshole
> >
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> >
> >Cant you take this spam and shove it somewhere that's painful.
> >
> >
> >--
> >
> >
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
> >
>
>

4352. [ES] Press release about software patents

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 12:49:10 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bd96baacfb240@free.fr>
Source record: 41112

Hi all,

A Press Release about the "war" against softwre patents was sent
recently to the following media:

Le Monde
Le Monde Interactif
Libï¿½ration
Le Figaro
Les Echos
Transfert
Internet Actu
The Register
as well as to smaller media

You can read it at the following URL:
french version : http://www.europe-shareware.org/pages/pr_swpat.html

english version: http://www.europe-shareware.org/pages/pr_swpat_e.html
(translation done by Octavia, only a few sentences modified)

EuroLinux will publish a PR in the middle of this week which will support
ours but with also the "libre software" and commercial software players.

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4353. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 13:04:28 UTC
From: ebaiz@skyenet.net
Message-ID: <wbdC7.879$sJ1.51675@newsfeed.slurp.net>
Source record: 41113

On 23 Oct 2001 13:40:04 , Derryck Croker wrote:
>From: Dennis Vermeire <dennis.vermeire@gmx.net>
>Date: Mon, 22 Oct 2001 16:29:26 +0200
>
>>Invers should be applauded for releasing this long awaited app instead of
>>getting an earfull, Porthos being able to run under freeMiNT/N.AES is not
>
>It isn't without its problems however - I had "Fatal system error" several
>times whilst trying to load docs other than its manual.
>
>There are some nice points in it aside fdrom its speed, for example exporting
>images, vector graphics and text - the latter doesn't do anything, but is
>presumably an unregistered user restriction. The popup can be called with

I registered the program and it runs great overall. I do get the
"runtime error 204" when loading in some docs with lots of color
graphics. Some of those files load in fine under Magic, but not under
Mint. I noticed also that the pdf Porthos manual file loads in with
color under Mint, but not under Magic. It may be a setup problem at my
end or maybe the program needs a little upgrade. Still, I am pleased
with the program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4354. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 13:08:02 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rbn7i$s7l$1@draco.stochastik.rwth-aachen.de>
Source record: 41114

In article <KIXB7.796$y02.2858@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>Hi,
>
>It could get quite small.
>0402 resistors/capacitors, resistornets, a couple of larger PLD:s for
>memorymapping etc, a standard MFP, a couple of ACIA:s, a simple IDE
>interface, floppycontroller.
>The largest problem would probably be ST/STE compatible video.

The biggest problem is probably that many parts are now out of production -
the sound chip definitely, the FDC also. I am not sure about the ACIA (you
could implement them in a CPLD, too), and even the MPF is getting more
difficult to get nowadays.

Everything that is done by Glue, MMU and Shifter (including video) can
easily be done using some modern CPLD/FPGA.

If you really start to make something like this in a way that can be
produced in more-than-one quantities, you will end up with something like
the Milan II design.

cu
Michael

4355. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 14:16:26 UTC
From: GDG <ggeorge747@hotmail.com>
Message-ID: <3BD970A0.C12898ED@hotmail.com>
Source record: 41115

Jared Falvo wrote:

> With today's SMD resistors and capacitors and other miniaturized components,
> having an actual ST 1040ST in vastly less space should be entirely possible.
> Couple this "mini ST" into the gut of a Neotari computer and... hmm.

What about an ST emulator for a handheld PC?

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=

4356. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 14:47:33 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BD97785.2E7B8C7@bangor.ac.uk>
Source record: 41116

Dennis Vermeire wrote:
> This is the normal procedure. But an Atari user has to follow a different
> approach. First of all you should download PhotoTip and take a look at the
> list of supported cameras. If the one you decided on is on the list then
> you shouldn't encounter any problems. If it's not supported by PhotoTip
> then you're in trouble... PhotoTip can do a whole lot more then just read
> the files in the camera, download the demo and be pleasantly surprised...
> PhotoTip homepage: http://home.sunrise.ch/dursoft/

I've downloaded PhotoTip, I can have a play round with it over the weekend.
I've seen the list of supported cameras, however it seems to have been last
updated in June 2000 and the list bears no relation to the cameras
available in High St. stores today. Put it this way, none of the cameras
that I'm able to buy appear on the list!

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor

4357. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 15:06:06 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD97BDE.11B28E47@seimet.de>
Source record: 41117

John Garone schrieb:

> I tried numbers 0 through 17 but it still returns to the desktop!
> ICD's IDCHECK program shows it as ID 9, LUN 0. I know it is a Seagate
> SCSI hard drive so I'm assuming it is connected to SCSI (unless it still
> functions connected to ACSI or I don't understand the lingo!). Could my
> copy of the program be defective?

This is very unlikely because in this case it would not start at all or
crash immediately.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4358. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 15:07:29 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BD97C31.DBEEBCA3@seimet.de>
Source record: 41118

John Garone schrieb:

> I tried numbers 0 through 17 but it still returns to the desktop!
> ICD's IDCHECK program shows it as ID 9, LUN 0. I know it is a Seagate
> SCSI hard drive so I'm assuming it is connected to SCSI (unless it still
> functions connected to ACSI or I don't understand the lingo!). Could my
> copy of the program be defective?

BTW, which hard disk driver was installed when you were running
ICD2AHDI. I don't know whether ICD2AHDI requires an XHDI compatible
driver. The ICD driver is not XHDI compatible, or at best compatible to
a quite old level of XHDI.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4359. Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 15:20:13 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <%7fC7.4453$c5.48047@newsfeeds.bigpond.com>
Source record: 41119

What is the best device to buy that will enable an ide or scsi drive to be connected
to an atari mega1 or ste?

device must be plug and play (as in it should include drivers and be easy to fit & set up).

thanks.

4360. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 16:05:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rc1ks$36c$1@snipp.uninett.no>
Source record: 41120

Uwe Seimet <us__nospam__@seimet.de> wrote:
>> N.Dialog is written because WDialog is mainly written for MagiC, not MiNT.

> Is it? You do not need WDIALOG at all when you are running MagiC.

IIRC WDialog started out as an extension to MagiC, which later on was
implemented in MagiC itself. Am I completely wrong here?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4361. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 16:08:49 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rc1qh$36c$2@snipp.uninett.no>
Source record: 41121

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

>> Why does this make a difference? According to the docs, Porthos use
>> FreeType to render the fonts.

> FreeType? What's that?

It's a free/open source font-engine that renders TrueType-fonts. It might
be used in fVDI some time in the future.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4362. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 16:35:44 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B7FEDF40.1A49B%nameerf@flash.net>
Source record: 41122

in article 3bd70f73.258931666@news.cwru.edu, Jeff Armstrong at
jba4@po.cwru.edu wrote on 10/24/01 11:01 AM:

> Hey everyone!
>
> I was thinking about actually purchasing Papyrus for my TT 'cause I'm
> sick of AtariWorks. Does anyone know if ROM or anyone else had
> converted the enormous Papyrus help files to any sort of useful
> format? Loading the help file on my TT takes ages in the demo. I'd
> really like to purchase a nice word processor, but I'd like the help
> files to be laid out a little better.

Papyrus's bitmapped fonts are pretty slow on my Falcon, which seemed to be causing the slowdown on my system. When I changed the font in the help file, it seemed to load much faster, and looked better. Or, you can just print the file and have a paper-based manual instead. For the most part, Papyrus is a great program. The only major problem I've found is that RTF files aren't done correctly (as far as I can tell). Whenever I save an RTF file, and then save the same file as a MS Word .DOC file, they are exactly the same, and the RTF file won't load back into anything correctly (AtariWorks, AppleWorks, and even Papyrus itself). When I contacted ROM about it, they said AtariWorks doesn't handle RTF correctly (I hadn't tested it on my Mac and loading it back into Papyrus yet at that point), and that they are supposed to be identical to DOC files, which didn't make any sense to me.

> BTW - Are there any other programs I should be looking at? I need a
> word processor entirely in English since I don't speak or read German.

Papyrus does have an English version. Another program I've heard is good is Tempus Word. I don't know if there is an English version or not. I didn't like the user interface on the demo, though. Quite ugly, and being a very visually and aesthetically oriented person, I found it very difficult to use.

Otherwise, there are no other really good, *modern* Word Processing programs out there to my knowledge.

Mike Freeman
nameerf@flash.net

4363. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 16:38:44 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BD99194.A3F8C44E@ti.com>
Source record: 41123

> With today's SMD resistors and capacitors and other
> miniaturized components, having an actual ST 1040ST in
> vastly less space should be entirely possible.
> Couple this "mini ST" into the gut of a Neotari computer
> and... hmm.

Why not use an FPGA and emulate the whole ST in on one chip, complete with 68000 and the custom chips. Put it on a board that is generic enough to allow you to program the FPGA with a different "computer". Say you want to run a TT instead of an ST, just download the code for a 68030 and other chips....

Well, okay, things might be more difficult than that, but it would be possible. Also, I think it would be possible to make a CPU replacement with an FPGA. Write the code to emulate a 68030 and run it at 200MHz (with today's FPGAs). If you plug this into your Atari as a cpu replacement/accelerator, you could see some cool speed-ups....

Just a thought,
Chris

4364. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 17:07:10 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <TPgC7.957$y02.3185@nntpserver.swip.net>
Source record: 41124

Hi,

Actually, creating a hardware platform, a new motherboard, is not a very good idea. It is possible to make a kickass Atari clone using emulation on a PC. PC hardware is very fast at a low price. A new atari motherboard would probably be slower and cost 10 times as much. All existing emulators tries to behave as ST-compatible as possible. What we need is a 68030+emulator and direct access to the PC hardware or custom emulated hardwarelayer. It should be compatible enough to run MiNT, or perhaps the other way around - MiNT should be adapted to work on the emulator. Perhaps there could be some application interface to access native x86 code too.

/Peter

"Jared Falvo" <luposian@azob.quik.com> wrote in message news:rOYA7.64$kW5.5465153@news.incc.net...
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> Jared
>
>
>

4365. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 18:33:39 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <h1iC7.1766$sJ1.105110@newsfeed.slurp.net>
Source record: 41125

Screw emulation. Where's the Atari spirit in using a PC mobo and some crap emulation? I would pay 10 times as much for a new Atari mobo that has been created with just Atari in mind. I know, it's just my opinion and I'm sure this group is split into 2 about this issue. I find too many 'loyal' Atari users are willing to cop-out for a PC mobo and emulation and that sucks.

Joshua.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message news:TPgC7.957$y02.3185@nntpserver.swip.net...
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> > Jared
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4366. Re: How to type a backslash on a german keyboard

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 18:34:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110262034.a31631@su2.maus.de>
Source record: 41043

Hello Peter!

X>I think it's Shift+Alt.
Yes, it's Shift-Alt-ï¿½ (U umlaut)

Und TTschï¿½
ps

4367. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 18:38:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200110262038.a31632@su2.maus.de>
Source record: 41044

Hi John,

JG>Could my copy of the program be defective?
are you sure that it isn't a copy restricted to run on a TT? E.g. if
one of the fastram bits is set the program will not run on a ST...

Sorry, an idea from far behind!

Und TTschï¿½
ps

4368. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 18:57:47 UTC
From: osian@zetnet.co.uk
Message-ID: <3bd9b22b$0$13421@news.zetnet.co.uk>
Source record: 41126

Well, so far, PhotoTip doesn't appear very useful. I can't get it to open any images. The help files are all in German. I think I've worked out that you need to open the Preview window and then select Slideshow, but when I select a directory that's full of images it jut says that there are no displayable images in that path! And I can'st work out how to select one picture in order to do all the wonderful editing that you're supposed to be able to do. Can anyone help?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4369. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 19:26:18 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <kSiC7.980$y02.3399@nntpserver.swip.net>
Source record: 41127

I am also a "loyal" Atari user. I have lots of Atari stuff, a CT2 Falcon, a MSTE and an STE.
How come emulating an ST compatible computer on a Power PC processor is kosher, but emulating on a x86 is not? It is a bit like the Amiga-Atari war back in school. Before that it was C64 vs. the Spectrum. The Amiga and C64 guys used to kick the crap out of me every day.

Emulation does not need to be crappy, or suck, at all. Especcially if the emulated machine is adapted to the emulator, like in a "software clone" system. Most games, demos, older software etc, would not run on a hardware clone system anyway.

Personally, I don't care if the hardware platform is an x86, PPC, mini-ST, boosted Falcon or whatever, as long as it is a fast, stable, TOS compatible system, with nice expansion possibilities. Why can't we just drop the anti-emulation-on-a-PC-attitude and get _something_ instead of _nothing_?

TOSBox for instance, is far more compatible and stable than my CT2 Falcon, btw.

Regards

/Peter

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:h1iC7.1766$sJ1.105110@newsfeed.slurp.net...
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4370. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 19:40:03 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <w%iC7.1788$sJ1.115883@newsfeed.slurp.net>
Source record: 41128

Hey,
I never said that emulating on a PPC system was ok. I don't like the idea of MagiCMac either. I have MagiCPC installed on my PC at work just for fun but it just doesn't feel right. Like I said earlier, there is always 2 sides to this matter. I understand your point but I can't drop the anti-emulation-on-a-PC-attitude. I guess we'll just have to live with each other eh?

Joshua.

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4371. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 19:45:40 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <t8jC7.983$y02.3357@nntpserver.swip.net>
Source record: 41129

:) I guess.

I hope Motorola gets their finger out of their butt and release a fully
68000 compatible Coldfire. We use Coldfire in some stuff at work, and it is
very fast, and very cheap. At 66mz it's about as fast as a Pentium 75! For
an Atari, this would be very fast.

/Peter

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
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4372. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 19:56:09 UTC
From: vdjole@EUnet.yu
Message-ID: <9rcf4n$g07$1@news.eunet.yu>
Source record: 41137

On 26 Oct 2001 13:08:02 , Michael Schwingen wrote:

>Everything that is done by Glue, MMU and Shifter (including video) can
>easily be done using some modern CPLD/FPGA.

Although I do not intend to do this simulation I would surelu appreciate
a pointer to a source where the operation of these three chips is exactly
and completely described.

cu.

4373. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 20:23:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9rcgn4$a16$1@thorium.cix.co.uk>
Source record: 41131

In message <9rc1qh$36c$2@snipp.uninett.no>, joska@nvg.ntnu.no said:

>> FreeType? What's that?
>
>It's a free/open source font-engine that renders TrueType-fonts. It might
>be used in fVDI some time in the future.

Interesting. But the fonts supplied with Porthos are all PS types.
If it handles TTs as well, then Derryck is right and there ought
to be selection for font folders available.

Regards, /Peter/

4374. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 20:23:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9rcgn4$a15$1@thorium.cix.co.uk>
Source record: 41132

In message <1004082434-179585AEicMi@ntlworld.com>, derryck@NOSPAMcix.co.uk said:
>
>It also lacks features such as a resizable window, the ability to change the
>magnification of the doc window, and the ability to use fonts held on another
>partition.

The window *is* resizable, but in a srange way. You have to set
the pixel size in micrometeres in the 'Window' dialog. And with
the 4th, 34rd and 2nd icon from the right you can switch between
the set 1:1 display size, or full height or full width.

>Once it's been polished up it'll be a "must-have", but ATM it seems to be more
>of an alpha-test project.

Yes, I agree. Among other things four of the icons look the same in
mono resolutions - they don't in the manual and are OK in 256-colour.

Regards, /Peter/

4375. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 22:17:14 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011026215928.183C-100000@localhost>
Source record: 41130

On Fri, 26 Oct 2001, Peter Persson wrote:

HI Peter,

> How come emulating an ST compatible computer on a Power PC processor is
> kosher, but emulating on a x86 is not? It is a bit like the Amiga-Atari war
> back in school. Before that it was C64 vs. the Spectrum. The Amiga and C64
> guys used to kick the crap out of me every day.

None of the emulation is good in my opinion.. If u just want TOS only machine then maybe. Then say "I want fast TOS compatible" period. But ATARI is so much more as just TOS, it was diferent aproach machine, brought us new stuff, new ways.. and some emulator is that NOT!

> Most games, demos, older software etc, would not run on a hardware
> clone system anyway.

And those are not to be regarded as Atari software? Lets ban ALL non GEM and have a new "super Atari"? Is that the proper way? Before u start bashing me, im preety aware that there is NO WAY for 100 compatibility, esp for NON Gem stuff, but also lotsa of that could be realised. Take Milan for example, would anyone died or raise cost a lot if they would just add little YM on board? Or little ACIA for midi and maybe Atari keyboards?

> Personally, I don't care if the hardware platform is an x86, PPC, mini-ST,
> boosted Falcon or whatever, as long as it is a fast, stable, TOS compatible
> system, with nice expansion possibilities. Why can't we just drop the
> anti-emulation-on-a-PC-attitude and get _something_ instead of _nothing_?

Well i just prepayed to CT60... It is not perfect solution, but 060 is capable, PCI bridge is also announced and what i personaly prefer the best, original Falcons HW, such as VIDEL, DSP and so on, will stay in use, even 2 monitor systems easy possible.. Way better as emulation in my opinion. And old and specific apps will work, if not on ct60, in normal mode... Its not fancy/smancy 10GHz machine, but author deserve support! Bad point is, emulators are so much cheaper and can be copied for free, thats main reason.. "loyal" atarians dont wana spent money.. Look on emulations sites... U cant realy tell how legal they are anyway...

> TOSBox for instance, is far more compatible and stable than my CT2 Falcon,
> btw.

My CT2 is very stable.. And can u run APEX (u must admit, it is a lot better as any of GEM competition) on TOSBox? or Cubase (even MIDI only?) etc...? So its not very "Falconish" or "Atarish".

So that is main problem with emulation, u get soulless machine.. I will compare it again, as so many times: new VW "beetle" is way from being the "beetle" we all know, its sad joke and imitation..
I see "Atari vs emulators" in same perspective. When my pals came on visit i have something to show to them, something they can not have, something which some time ago writed computer history.. Something unique.
Final question: Why ppl buy Macintosh or PC, there could be one machine and emulating code?

Janez

4376. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-26 23:29:23 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <eqmC7.1007$y02.3309@nntpserver.swip.net>
Source record: 41138

Please, this is religion for you, right?

> None of the emulation is good in my opinion.. If u just want TOS only
> machine then maybe. Then say "I want fast TOS compatible" period. But
> ATARI is so much more as just TOS, it was diferent aproach machine,
> brought us new stuff, new ways.. and some emulator is that NOT!

Well, to start with, the "real" Atari computer is dead. The company is gone.
MiNT for example is still evolving. An Atari compatible using a virtual
machine with PC hardware would certantly be a different approach machine,
using new ways.

> And those are not to be regarded as Atari software? Lets ban ALL non GEM
> and have a new "super Atari"? Is that the proper way? Before u start
> bashing me, im preety aware that there is NO WAY for 100 compatibility,
> esp for NON Gem stuff, but also lotsa of that could be realised. Take

An old Swedish saying is "You must think further than your nose reaches". I
was talking about a machine with a future, with a modern OS like MiNT. Start
MiNT on your ST and run a couple of programs and see how compatible it is
with older non gem stuff.
We allready have Atari computers to run the older stuff.

> Milan for example, would anyone died or raise cost a lot if they would
> just add little YM on board? Or little ACIA for midi and maybe Atari
> keyboards?

Perhaps they focused on making a computer that people would actually use
instead of owning just for nostalgic reasons?

> Well i just prepayed to CT60... It is not perfect solution, but 060 is
> capable, PCI bridge is also announced and what i personaly prefer the
> best, original Falcons HW, such as VIDEL, DSP and so on, will stay in use,
> even 2 monitor systems easy possible.. Way better as emulation in my
> opinion. And old and specific apps will work, if not on ct60, in normal
> mode... Its not fancy/smancy 10GHz machine, but author deserve support!
> Bad point is, emulators are so much cheaper and can be copied for free,
> thats main reason.. "loyal" atarians dont wana spent money.. Look on
> emulations sites... U cant realy tell how legal they are anyway...

I don't support piracy in any way. My interests in emulation is purely a
good clone, as I have staded earlier.
Authors deserve support if they make usable products. I think the CT60 is
usable, Rodolphe makes great hardware.
Old and specific apps? I have a falcon, and even in normal mode, I am unable
to run most "specific" apps, older games, etc. I use an STEEM to do this.

> My CT2 is very stable.. And can u run APEX (u must admit, it is a lot
> better as any of GEM competition) on TOSBox? or Cubase (even MIDI only?)
> etc...? So its not very "Falconish" or "Atarish".

Well, my CT2 is also very stable. I think it's a pity that APEX is not a nicely coded GEM program as it is limited to run on the Falcon. I use Cubase 5 on a PC nowadays, it was an horribly step to take, but it is much more powerful in every possible way. And no I cannot run them under TOSBox, but this is not a problem as there are far better alternatives.

> I see "Atari vs emulators" in same perspective. When my pals came on
> visit i have something to show to them, something they can not have,
> something which some time ago writed computer history.. Something unique.
> Final question: Why ppl buy Macintosh or PC, there could be one machine
> and emulating code?

Well I actually USE my computers, not just have them laying around to show my friends. Well, perhaps I do that with my Sinclair collection.

Anyway, my intention is to be constructive, and I feel that this discussion turned out to be the contrary.

/Peter

4377. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 00:16:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004179321.88481.5@eurus.uk.clara.net>
Source record: 41013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi All

> meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> > Considering he is an Atari reseller which are FEW AND FAR between, I
don't
> > see a problem with it. No-one goes after the ebay auctions or Songbird.
>
> Agreed! And Ben is a nice guy and you can trust him. More than I can say
> about some others here.
>
>
> > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > >Hey Asshole
> > >
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > >
> > >Cant you take this spam and shove it somewhere that's painful.

If he was to pop up now and again with a reminder that he's alive things would be OK, but he posts a few K's of repeated dribble everytime and invites email responses, this is against the mood of this echo and is a misuse of same.

Fact is its a commercial enterprise and this is a non-commercial base. Join his mailing list if you want but I don't..

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4378. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 00:27:16 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rcv14$3er$2@dos.canit.se>
Source record: 41140

Joshua Kaijankoski <gaiyan@atari.org> skrev:
: Screw emulation. Where's the Atari spirit in using a PC mobo and some crap
: emulation? I would pay 10 times as much for a new Atari mobo that has been
: created with just Atari in mind. I know, it's just my opinion and I'm sure
: this group is split into 2 about this issue. I find too many 'loyal' Atari
: users are willing to cop-out for a PC mobo and emulation and that sucks.

Then get a Hades or Milan. They're already available, it's been created
just with Atari in mind, and it costs even less than 10 times as much as a
PC.
Go get it, now.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4379. Re: Another DDP update

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 00:30:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004179324.88481.6@eurus.uk.clara.net>
Source record: 41014

Yo, Dezza

> >btw, I have it on good authority that you are a handsome fellow,
> >just ask STeve!
>
> Very good, you may pass! ;-)
> --

Looks like your in luck here Delboy!, I'll phone Derryck and Lyn's answering machine and tell here not to wait up!! ;-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4380. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 00:41:08 UTC
From: swampfax@atlantic.net
Message-ID: <EonC7.163$Bx4.136008@news1.atlantic.net>
Source record: 41139

On 26 Oct 2001 17:07:29 , Uwe Seimet wrote:
>John Garone schrieb:
>
>> I tried numbers 0 through 17 but it still returns to the desktop!
>> ICD's IDCHECK program shows it as ID 9, LUN 0. I know it is a Seagate
>> SCSI hard drive so I'm assuming it is connected to SCSI (unless it still
>> functions connected to ACSI or I don't understand the lingo!). Could my
>> copy of the program be defective?
>
>BTW, which hard disk driver was installed when you were running
>ICD2AHDI. I don't know whether ICD2AHDI requires an XHDI compatible
>driver. The ICD driver is not XHDI compatible, or at best compatible to
>a quite old level of XHDI.
>

Hi Uwe,
I tried ICD2AHDI after booting with ICDPRO 6.5 then renamed ICDBOOT.SYS to ICDBOOT.SY. and ran HDDriver 8.04. Then renamed HDDRIVER.PRG to HDDRIVER.SYS. Rebooted, ran ICD2AHDI and got the same results: return to desktop after entering a # and hitting return. This was also tried after setting up HDDriver.sys with HDDriver.app and rebooting.
Side note: Each time I must rebuild the partition info with ICD's Cleanup.prg in order for ICD to see the 8 partitions. I go back to ICD since HDDriver is'nt seeing the 8 which is the problem we are working on!
Regards,
John G.

4381. Re: [ES] Press release about software patents

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 01:21:49 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA0C32.C72B9B85@home.com>
Source record: 41141

I just tried it and both links are dead.

Pascal Ricard wrote:

> Hi all,
>
> A Press Release about the "war" against softwre patents was sent
> recently to the following media:
>
> Le Monde
> Le Monde Interactif
> Libï¿½ration
> Le Figaro
> Les Echos
> Transfert
> Internet Actu
> The Register
> as well as to smaller media
>
> You can read it at the following URL:
> french version : http://www.europe-shareware.org/pages/pr_swpat.html
>
> english version: http://www.europe-shareware.org/pages/pr_swpat_e.html
> (translation done by Octavia, only a few sentences modified)
>
> EuroLinux will publish a PR in the middle of this week which will support
> ours but with also the "libre software" and commercial software players.
>
> Best regards,
> P. Ricard (ES)
> --
> Europe Shareware http://www.europe-shareware.org

4382. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 01:23:06 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA0C7F.C6B367D1@home.com>
Source record: 41142

Hi Dan,

there are a few available, your best bet is to try the search engines looking
for Link 96 or Link 97 for scsi host adaptors, Allso look up Mario Becroft,
he's got a few upgrades hes made including an ide adaptor

Dan S wrote:

> What is the best device to buy that will enable an ide or scsi drive to be
> connected
> to an atari mega1 or ste?
>
> device must be plug and play (as in it should include drivers and be easy to
> fit & set up).
>
> thanks.

4383. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 01:31:36 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA0E7C.34D49BF2@home.com>
Source record: 41143
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Count me in agreement too, resorting to insulting an atari dealer in an atari base is dispicable, it certainly shows who the asshole really is!

Vidar Olavesen wrote:

> Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
> meldingsnyheter:ttighf34gig89e@corp.supernews.com...
> > Considering he is an Atari reseller which are FEW AND FAR between, I don't
> > see a problem with it. No-one goes after the ebay auctions or Songbird.
>
> Agreed! And Ben is a nice guy and you can trust him. More than I can say
> about some others here.
>
> > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > >Hey Asshole
> > >
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > >
> > >Cant you take this spam and shove it somewhere that's painful.
> > >
> > >
> > >--
> > >
> > >
> > > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > >
> > >
> > >
> >
> >

4384. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 02:03:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA15DC.2F6D384@home.com>
Source record: 41144

Thats not entirely true, emulation on anything other than the ppc or g3/g4 cpu families is extremely inefficient. The main problem with emulators though besides the fact that you need a far faster computer than the one your emulating is its extremely difficult to take into consideration all the hardware, OS and variations in software. The only sucessful emulation I've seen is the apple Mac ppc machines that could run most of the old 68k code from the previous models.

A number of friends of mine from the now defunct user group I was a member of have switched to PC's and tried using various emulators to run their ST softwares. None of them has had any real success. The most recent has just switched and already regrets his decision, and he hasn't even shipped the TT to its new owner yet.

The short of it is, forget emulation, despite what rumor mongers tell you, it just doesn't work.

Peter Persson wrote:

> Hi,
>
> Actually, creating a hardware platform, a new motherboard, is not a very
> good idea. It is possible to make a kickass Atari clone using emulation on a
> PC. PC hardware is very fast at a low price. A new atari motherboard would
> probably be slower and cost 10 times as much. All existing emulators tries
> to behave as ST-compatible as possible. What we need is a 68030+emulator and
> direct access to the PC hardware or custom emulated hardwarelayer. It should
> be compatible enough to run MiNT, or perhaps the other way around - MiNT
> should be adapted to work on the emulator. Perhaps there could be some
> application interface to access native x86 code too.
>
> /Peter

4385. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 02:07:10 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA16D2.FD4A5C5E@home.com>
Source record: 41145

Peter,
as I've mentioned the idea of software emulation is laughable at best,
including tosbox, several friends of mine have tried it. Many of the common st
programs dont work with it, on many modern pc's it doesn't work at all. And
your bizarre assertion that its more stable than a falcon at running Atari
software is utterly stupid. Please don't waste our time with this, you're just
making a fool of yourself

Peter Persson wrote:

> I am also a "loyal" Atari user. I have lots of Atari stuff, a CT2 Falcon, a
> MSTE and an STE.
> How come emulating an ST compatible computer on a Power PC processor is
> kosher, but emulating on a x86 is not? It is a bit like the Amiga-Atari war
> back in school. Before that it was C64 vs. the Spectrum. The Amiga and C64
> guys used to kick the crap out of me every day.
>
> Emulation does not need to be crappy, or suck, at all. Especcially if the
> emulated machine is adapted to the emulator, like in a "software clone"
> system. Most games, demos, older software etc, would not run on a hardware
> clone system anyway.
>
> Personally, I don't care if the hardware platform is an x86, PPC, mini-ST,
> boosted Falcon or whatever, as long as it is a fast, stable, TOS compatible
> system, with nice expansion possibilities. Why can't we just drop the
> anti-emulation-on-a-PC-attitude and get _something_ instead of _nothing_?
>
> TOSBox for instance, is far more compatible and stable than my CT2 Falcon,
> btw.

4386. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 02:24:17 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA1AD0.DBB40AE@home.com>
Source record: 40996

Peter Persson wrote:

> Please, this is religion for you, right?
>

Peter, its not "religion" as you claim but FACT, emulators just don't work nearly as well. Look at Darek Mihokas emulators as just one example, he's been at it for nearly 15 years, and yas yet to produce a useable emulator of any sort. Thats a worst case example. There are better emulators out there, but they still suffer from the same problem, you can't have pc hardware, a pc os (usually windows) then an emulator, and expect it to work properly.

>
> Well, to start with, the "real" Atari computer is dead. The company is gone.
> MiNT for example is still evolving. An Atari compatible using a virtual
> machine with PC hardware would certantly be a different approach machine,
> using new ways.
>

A different approach doesn't make it a good one. The fact that atari is gone and they've not made computers is a totally bogus argument, C-lab did falcons, and the hades and milans were still available after atari left the scene. The rights to the OS and custom hardware could be acquired and machines produced.

> Perhaps they focused on making a computer that people would actually use
> instead of owning just for nostalgic reasons?
>

Did anyone claim to make an st clone for nostalgic reasons? Of course not!! that point is absurd. My ST & TT systems are used for 90% of the serious work I must do and my own amusement.

>
> > Well i just prepayed to CT60... It is not perfect solution, but 060 is
> > capable, PCI bridge is also announced and what i personaly prefer the
> > best, original Falcons HW, such as VIDEL, DSP and so on, will stay in use,
> > even 2 monitor systems easy possible.. Way better as emulation in my
> > opinion. And old and specific apps will work, if not on ct60, in normal
> > mode... Its not fancy/smancy 10GHz machine, but author deserve support!
> > Bad point is, emulators are so much cheaper and can be copied for free,
> > thats main reason.. "loyal" atarians dont wana spent money.. Look on
> > emulations sites... U cant realy tell how legal they are anyway...
>
> I don't support piracy in any way. My interests in emulation is purely a
> good clone, as I have staded earlier.

Neither do I, but most emulator authors and users do so indirectly since if someone sells their st and doesn't have the ability to dump the roms to disk for use with the emulator? That isn't even getting into the whole can of worms from emulator sites that either host pirated software or link to several that do. They're always the argument that its abandonware anyways but it does directly affect those few deveopers in the atari scene (some of whom do read this NG) and the chances that there will ever be a legitimate way of re-releasing the old software.

4387. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 02:28:32 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDA1BD5.59DB8A94@home.com>
Source record: 40997

Hi Lyndon,

Lyndon Amsdon wrote:

> Hi James!
>
> Firewire??! I don't see the point, writing drivers for it would be a
> nightmare. Look at the PCI situation on graphics cards.

its not easy, but not impossible either. The point is to be able to use modern peripherals. Quite often I've seen external devices that have firewire interfaces or more commonly USB. 4 years ago when I got my scanner, SCSI scanners were not too difficult to find new at the time. Now its a different story, all the ones I've seen this year have been USB or firewire.

4388. NVDI - Mouse Accelerator/Screen Saver question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 03:51:36 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bda317e$0$65163$272ea4a1@news.execpc.com>
Source record: 40998

Hello,

Is there a Mouse Accelerator/Screen Saver that is compatible with
NVDI? (Besides the Atari one)

I tried turning off the screen accelerator of Warp 9, but it seems
to conflict with NVDI. (Locks when booting)

thanks in advance.

ken

4389. Help! WTB Link 97.

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 03:57:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110262047430.12218-100000@shell.pacifier.com>
Source record: 40999
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can someone E-Mail me the info to buy Link 97s? I'd like to buy directly
from the Maker, I think in Germany.

==Thanx==
===Ben===

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4390. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 06:44:19 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDA57C3.DFDB68D7@seimet.de>
Source record: 41001

Jo Even Skarstein schrieb:

> IIRC WDialog started out as an extension to MagiC, which later on was
> implemented in MagiC itself. Am I completely wrong here?

No, but because the functionality of WDIALOG is implemented in MagiC you
do not have to run WDIALOG when running MagiC.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4391. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 06:46:13 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDA5835.A1AC083A@seimet.de>
Source record: 41002

John Garone schrieb:

> Side note: Each time I must rebuild the partition info with ICD's
> Cleanup.prg in order for ICD to see the 8 partitions. I go back to ICD
> since HDDriver is'nt seeing the 8 which is the problem we are working on!

I think it's required to contact Thomas Binder, the author of ICD2AHDI:
gryf@hrzpub.tu-darmstadt.de

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4392. Re: Help! WTB Link 97.

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 06:47:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDA5887.40BC28B1@seimet.de>
Source record: 41003
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bravo Sierra Computers schrieb:

> Can someone E-Mail me the info to buy Link 97s? I'd like to buy directly
> from the Maker, I think in Germany.

Try this URL: http://www.wbsystemtechnik.de/atari/

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4393. Champions league soccer and Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 08:19:43 UTC
From: Freek Munniksma <fmunniksma@hetnet.nl>
Message-ID: <6bc82169b1566d34ad4c9018c66a7bc2.14589@mygate.mailgate.org>
Source record: 41006

Hi all,

i saw a football match on TV between Barcelona(with Dutch players Patrick Kluivert and Philip Cocu) and Olympique Lyon. The sponsor message on the shirts of the players of Lyon was... the familiar fuji logo... ATARI!
Whatï¿½s all behind this? Hasbro selling PC and Playstation games under the Atari brand?

Best regards, Freek Munniksma.

--
Posted from [195.121.244.221]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4394. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 08:32:25 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <IfuC7.5485$c5.56507@newsfeeds.bigpond.com>
Source record: 41007

"James Alexander" <james-m-alexander@home.com> wrote in message
news:3BDA0C7F.C6B367D1@home.com...
> Hi Dan,
>
> there are a few available, your best bet is to try the search engines
looking
> for Link 96 or Link 97 for scsi host adaptors, Allso look up Mario
Becroft,
> he's got a few upgrades hes made including an ide adaptor
>
> Dan S wrote:
>
> > What is the best device to buy that will enable an ide or scsi drive to
be
> > connected
> > to an atari mega1 or ste?
> >
> > device must be plug and play (as in it should include drivers and be
easy to
> > fit & set up).
> >
> > thanks.
>

Thanks for the link...I checked out Mario Becroft's ide controller and the
link97
cable, the only difference I suppose apart from one being scsi and the other
ide is
that Mario's one has a TOS upgrade included and is a little more expensive.

Is the TOS upgrade really worth it? What advantages does the TOS upgrade
give?

thanks.

4395. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 08:37:28 UTC
From: tos4ever@pandora.be
Message-ID: <1f1xmdq.exjqocovfcy4N%tos4ever@pandora.be>
Source record: 41009
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be

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**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-152.zip (1.116.801 bytes)
(Nice e-mail client for STik/STing/Gluestik)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/file_search/find_it-203.tos (188.146 bytes)
(Powerfull file searcher. For the moment French only)
```

4396. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 08:57:46 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <5LuC7.1028$y02.3380@nntpserver.swip.net>
Source record: 41010

Let't not think of this as ST emulation. Lets think of it as clone emulation. Because emulating the ST hardware is very hard, as we need to support every little hardware hocus pocus or trick.

These hardware tricks does not work on the TT, the Falcon, the Milan, or the Hades.
Falcon specific software does not work on the ST, the Milan or the Hades.

Lets not forget that much of the software on the platform, is not compatible with higher spec machines. This is not the fault of the higher spec machines, but the software. Use of selfmodifying code, hardcoded memorylocations, undocumented optimizations (like the YM shadow registers - they cause a bus error on the Falcon), hardcoded interupts etc like using the MFP serialchannel on the Falcon, all of this is badly coded programs. These does not even work on all "real" Ataris.

When I said TOSBox was more compatible than my CT2, I ment for older ST software. Ofcourse the CT2 is a dream running MiNT/N.AES. And it is very stable. But not for older stuff.

I agee with you that the current emulation systems leaves a lot to be wished for, but they sure are a lot more compatible than my Falcon will ever get. 75% of all ST games does not work on the falcon, unless I use some kind of EMULATOR on it, then the figure is somewhere around 50%.

I have seen your previous posts about emulation, and you have allready proven your level in this area.

What is serious work for you, James? Is it low level programming? Is it hardware development? Where did you gain all this knowledge of yours?

Peter Persson
Technical Writer
HMS Industrial Networks AB

4397. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 09:31:16 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <uevC7.1030$y02.3605@nntpserver.swip.net>
Source record: 41011

Hi Janez,

Sorry it the earlier posts sounded a bit hostile; we both speak a language that is different from our own, this cause some nasty discussions sometimes.

I don't agree with you, but I get your point.
There is one big advantage with nicely coded GEM apps, and that is compatibility. But I agree, it slows things down a lot, and we cannot push the hardware to it's limits like we used to do.

>What new ways? Tell me ONE emulator which introduced those new ways? New
>ways as 1st Mac was, ST, Amiga, Acorn Next, BeBOX etc? Tell me one emulator
>which expand any platform to be better as real thing, introduce new ways
>to it, so far? What new horizons those emulators for all those platforms
>were opened by emulator? Or emulator just caused all those machines were
>in trash sonner as otherwise?

No, perhaps not "new ways" in that sense. Each of the existing emulators is limited in its way. But I am not speaking of existing stuff. I was looking for a cheap way to get a new Atari clone, using a new emulator of some kind. Our big rival, the Amiga scene, has joined forces a lot more than we have, I am afraid. They have taken big steps in their emulation technology, we haven't.

>Exactly. And emulate existing hardware is NOT thinking ahead! Hardware
>clone (look for clone in dictionary) with new capabilities, new stuff is
>thinking ahead. Problem of that is, i admit, cost which can be high.

Well, I see your point. An emulator system would not be looking ahead in that sense, but on the other hand, if the system is too expensive there would be no users. And the userbase, how horrible it may be, is shrinking, fast.
An emulator using new technology would meen users could actually get one. It could perhaps even stop some of the migration to other platforms.

>> We allready have Atari computers to run the older stuff.
>Yes, and even those all want to emulate. It so much fancier to run
>games/demos on STEEM which need fast PC, as on real Atari....

Ofcourse not.

>So with showing the really working Ataris, so they can see that work is
>posible on them as well, especialy since i run only Ataris for anything is
>worse as u showing them Steem or TOSBox, so they can get the impression
>Ataris are bad machines?

Ofcourse I don't show them Steem or TOSBox. I show them my serious music setup, with a PC, a Falcon, and a MSTE. And they do get impressed. But I hated when they called my Falcon a Super Nintendo so I have moved into a tower box.

>Yes, calling any disagreeing a matter of religion, making statements
>about my usage of computers (infact non usage, just make them lying arround

Well, I stepped over the line there. But read you own post again.

Regards

Peter Persson
Technical Writer
HMS Industrial Networks AB

4398. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 09:38:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252006-103534AEicMi@ntlworld.com>
Source record: 41049

Hi Steve,

>I saw it being demo'd at the Cheshunt Computer Club, a friendly club in
>Cheshunt Herts., a venue where people exchange ideas, problems and
>solutions. You also get a free hot drink to liven you up for the return
>journey. You should pop along one night, its quiet close to you.

I couldn't agree more.

Next meeting is November 28th - be there or be square! ;-)

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4399. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 09:42:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252008-104066AEicMi@ntlworld.com>
Source record: 41050

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Fri, 26 Oct 2001 13:04:28 GMT

>I registered the program and it runs great overall. I do get the

Thanks for the report Edward.

Since the programmer is putting time and effort into updating this utility we
should all at least consider registering it to show our support.
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4400. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 09:56:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252010-104539AEicMi@ntlworld.com>
Source record: 41051

From: osian@zetnet.co.uk (Chris Simon)
Date: 26 Oct 2001 18:57:47 GMT

>Well, so far, PhotoTip doesn't appear very useful. I can't get it to
>open any images. The help files are all in German. I think I've

DDP Translations have translated the hypertext file for PhotoTip - we're just
waiting for the author to redo some screen dumps and compile the .stg file.

ITMT BubbleGEM help is already available.

>worked out that you need to open the Preview window and then select
>Slideshow, but when I select a directory that's full of images it jut
>says that there are no displayable images in that path! And I can'st

The slideshow works just as you'd expect. Are you sure that you actually do
have some pics that PhotoTip understands? JPGs are good choices for a starter.

>work out how to select one picture in order to do all the wonderful
>editing that you're supposed to be able to do. Can anyone help?

Use the left-most icon to load your pictures, double-click on a preview image
to load the pic itself - then right-click for a popup.

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4401. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 09:58:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252014-105182AEicMi@ntlworld.com>
Source record: 41054

Hi Peter,

>The window *is* resizable, but in a srange way. You have to set
>the pixel size in micrometeres in the 'Window' dialog. And with

I guessed that, but it's far too fiddly :-(

>the 4th, 34rd and 2nd icon from the right you can switch between
>the set 1:1 display size, or full height or full width.

This interface is a little too clumsy IMHO - but we should still be looking for
stability :-(

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4402. Re: NVDI - Mouse Accelerator/Screen Saver question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 10:01:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252016-105658AEicMi@ntlworld.com>
Source record: 41053

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Fri, 26 Oct 2001 22:51:36 -0500

>Is there a Mouse Accelerator/Screen Saver that is compatible with
>NVDI? (Besides the Atari one)

Use NVDI's mouse accelerator.

Twilight, Bubbles or After Dark are some choices for screen savers.

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4403. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 10:30:06 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011027095248.188A-100000@localhost>
Source record: 41008

On Sat, 27 Oct 2001, Peter Persson wrote:

Hi, Peter,

> Please, this is religion for you, right?

Well what to say on such reply.. It aint a religion, its just more devotion or loyality to platform as u have. with a bit wider look on Atari as u have, whicn narrows down on runing GEM apps fast.. I was just showing my view, which i dont claim its only right one, i didnt bash anyone, but it seems that diference in mind is not welcomed here... that proved many times...

> Well, to start with, the "real" Atari computer is dead. The company is gone.
> MiNT for example is still evolving. An Atari compatible using a virtual
> machine with PC hardware would certantly be a different approach machine,
> using new ways.

What new ways? Tell me ONE emulator which introduced those new ways? New ways as 1st Mac was, ST, Amiga, Acorn Next, BeBOX etc? Tell me one emulator which expand any platform to be better as real thing, introduce new ways to it, so far? What new horizons those emulators for all those platforms were opened by emulator? Or emulator just caused all those machines were in trash sonner as otherwise?

> An old Swedish saying is "You must think further than your nose reaches". I
> was talking about a machine with a future, with a modern OS like MiNT. Start
> MiNT on your ST and run a couple of programs and see how compatible it is
> with older non gem stuff.

Exactly. And emulate existing hardware is NOT thinking ahead! Hardware clone (look for clone in dictionary) with new capabilities, new stuff is thinking ahead. Problem of that is, i admit, cost which can be high.

> We allready have Atari computers to run the older stuff.

Yes, and even those all want to emulate. It so much fancier to run games/demos on STEEM which need fast PC, as on real Atari....

> Perhaps they focused on making a computer that people would actually use
> instead of owning just for nostalgic reasons?

Well here shows how wide u think.. I have Falcon, and my pal has Milan and CT2 falcon is easily in same range as Milan.. Does a lot of stuff Milan can't, mostly does all other in same speed, but lack Milan's GFX speed and thats about all.. Milan as well has easier ways for ethernet etc.. where the nostalgic reson fit there? We both also run servers etc, so real usage.

Now about nostalgic reasons: i use my machines for all. I have cable modem, run MiNT, ftp/http/telnet/ssh servers, have local net, use nfs there. I can acces inet from other machines as server as well (ip masquarading). And i can run either Papyrus, or other gem apps, or Apex, Neon etc which are great apps.. Not restricted in any way...

> Well, my CT2 is also very stable. I think it´s a pity that APEX is not a
> nicely coded GEM program as it is limited to run on the Falcon. I use Cubase
> 5 on a PC nowadays, it was an horribly step to take, but it is much more
> powerful in every possible way. And no I cannot run them under TOSBox, but
> this is not a problem as there are far better alternatives.

When i meant stable i meant stable.. I can run 99% of apps i could run before.. I have no troubles in normal or both turbo modes whatsoever. I know that CT2 has some troubles on certain motherboards, i had luck there. Yes APEX could be done as GEM app, but would loose all power, a lot slower, lotsa of its capabilites would disapear. Authors didnt choose non gem aproach because they wouldnt like GEM, but to extract the most from the machine. And they succed, what Apex (also other similar apps) do on plain Falcon is realy good. Same goes for ST gfx apps etc..

> Well I actually USE my computers, not just have them laying around to show
> my friends. Well, perhaps I do that with my Sinclair collection.

Really, and what do u think i do? U realy are master of twsiting words. So with showing the really working Ataris, so they can see that work is posible on them as well, especialy since i run only Ataris for anything is worse as u showing them Steem or TOSBox, so they can get the impression Ataris are bad machines?

> Anyway, my intention is to be constructive, and I feel that this discussion
> turned out to be the contrary.

Yes, calling any disagreeing a matter of religion, making statements about my usage of computers (infact non usage, just make them lying arround doing nothing) is very constructive. Mind you, all i said was that i fell emulators are not proper way. I explained why i think so.. So i differ with your opinion, and thats i guess the reason u must pop up, and start to bash all over.. Constructive indeed.

Janez

4404. Re: Derryck Croker

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 10:33:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004252018-106090AEicMi@ntlworld.com>
Source record: 41052

Hi Hallvard,

>Derryck, if you're reading this...

Got your last email, reply sent...

Everyone, if you've still got derryck@08002go.com in your address books, take
it out - the email address in my sig is the one to go for.
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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4405. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 10:41:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9re30j$h7j$1@snipp.uninett.no>
Source record: 41012

Steve Sweet <stevesweet@freeuk.com> wrote:

> Doesn't anyone stop to read what Dennis has to say anymore or do you just
> dismiss him as an asshole automatically. I didn't read any OS bias in his
> reply.

Then you're obviously the one who hasn't read what he said ;-)

And btw., you don't have to be an asshole to troll. Trolling is good fun,
I've been doing it myself for years :-D

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4406. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 10:49:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9re3fp$h7j$2@snipp.uninett.no>
Source record: 41015

xlator@cix.compulink.co.uk wrote:

> Interesting. But the fonts supplied with Porthos are all PS types.
> If it handles TTs as well, then Derryck is right and there ought
> to be selection for font folders available.

FreeType handles the following font types:

TrueType
Type 1
CID-keyed Type 1
CFF
OpenType
SFNT
X11 PCF
Windows FNT

(http://www.freetype.org/)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4407. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:12:30 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9re4quhjb1@snipp.uninett.no>
Source record: 41016

SWE/YesCREW <jvalant@m42.cx> wrote:

OK, I've been here a couple of times before but I can't resist...

> None of the emulation is good in my opinion.. If u just want TOS only
> machine then maybe. Then say "I want fast TOS compatible" period. But

The problem is that you're looking at the existing *hardware-emulators*
and say that they suck. I agree, they do. But what if a PC loaded a
68030-emulator that just emulates the actual CPU, and the OS (preferably
MiNT) was adapted to the PC hardware? Then you get a Milan with a
different, but much, much faster CPU.

>> Most games, demos, older software etc, would not run on a hardware
>> clone system anyway.

> And those are not to be regarded as Atari software? Lets ban ALL non GEM
> and have a new "super Atari"? Is that the proper way? Before u start

With a fast CPU you can easily run virtual ST's on the clone itself, thus
have a machine that's more compatible than even your Falcon.

> Milan for example, would anyone died or raise cost a lot if they would
> just add little YM on board? Or little ACIA for midi and maybe Atari
> keyboards?

I have a Milan now, and I prefer the current implementation. OK, it's a PC
with a 040, and that shows. It's a much simpler design than e.g. the
Hades, which the price-tag shows. I could never afford a Hades, even the
old-fashioned ST- and TT-hardware on it can't justify the costs.

Btw. the Milan emulates the MFP in hardware. Where do you draw the line
between Good and Evil emulation?

> Well i just prepayed to CT60... It is not perfect solution, but 060 is
> capable, PCI bridge is also announced and what i personaly prefer the

You are aware that you need to run a software-emulator on your CT60 in
order to run ordinary (non-060 aware) applications?

> My CT2 is very stable.. And can u run APEX (u must admit, it is a lot
> better as any of GEM competition) on TOSBox? or Cubase (even MIDI only?)
> etc...? So its not very "Falconish" or "Atarish".

That depends on what you use your Atari for. It looks like you say that if
you don't run non-GEM apps like Apex (which I haven't used for many years,
despite owning a Falcon) or are a musician, then you're not really an
"Atarian" (whatever that is)...

```
--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4408. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:37:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9re6a0hsq1@snipp.uninett.no>
Source record: 41017

James Alexander <james-m-alexander@home.com> wrote:

> sort. Thats a worst case example. There are better emulators out there, but
> they still suffer from the same problem, you can't have pc hardware, a pc os
> (usually windows) then an emulator, and expect it to work properly.

You're right. That's why you need to run e.g. MiNT as the *native* OS on a existing platform (x86 or Mac) with an emulated 68030. This will work just as well as a Milan or Hades, but it will be many times faster. The additional CPU power could be used to emulate legacy hardware when necessary, thus making such a clone not only much more powerful than any computer with a real 68k, but also much more compatible with older software.

> and the hades and milans were still available after atari left the scene. The
> rights to the OS and custom hardware could be acquired and machines produced.

Dream on. But if you actually want a new "Atari" I'm afraid the only realistic alternative is an existing hardware-platform with a 68k-emulator and adapted OS, or perhaps a custom hardware-platform based on common components and a cheap but powerful CPU (and a 68k-emulator ofcourse).

I recently bought a second-hand Milan040, and soon I'll hopefully have a 060 in it. It's a cool machine, but when I need more CPU and RAM (which I eventually will), there is no alternative to an emulated CPU. If the hardware doesn't evolve I will finally get tired and stop using my Ataris. My TT is rarely used. My Falcon with Afterburner, Eclipse and 64Mb RAM is now practically retired. I will also stop using my Milan in a few years, and I hope that there will be a more powerful alternative by then.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4409. Re: NVDI - Mouse Accelerator/Screen Saver question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:37:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004201061.90542.1@hebe.uk.clara.net>
Source record: 41022

Hi Ken

> Hello,
>
> Is there a Mouse Accelerator/Screen Saver that is compatible with
> NVDI? (Besides the Atari one)
>
> I tried turning off the screen accelerator of Warp 9, but it seems
> to conflict with NVDI. (Locks when booting)

I use(d) Silkmouse as an mouse accelerator and Bubbles for my Screen saver.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4410. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:39:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9re6eehsq2@snipp.uninett.no>
Source record: 41018

James Alexander <james-m-alexander@home.com> wrote:

> your bizarre assertion that its more stable than a falcon at running Atari
> software is utterly stupid. Please don't waste our time with this, you're just
> making a fool of yourself

James, you obviously don't have a clue about what Peter was talking about,
and from your statements it looks like you don't know anything about
computer designs either. From my point of view it's you who's making a
fool of yourself with ignorant and arrogant statements like the above.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4411. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:40:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004201063.90542.2@hebe.uk.clara.net>
Source record: 41023
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi James

> Count me in agreement too, resorting to insulting an atari dealer in an
atari
> base is dispicable, it certainly shows who the asshole really is!

Precisley, this is an Atari discussion base, not
alt.support.the.brain.damaged.dealer. He's in here for your money, he's
using you.

> > Christopher Friend <Removethis.rangerfiend@yahoo.com> skrev i
> > meldingsnyheter:ttighf34gig89e@corp.supernews.com...

> > > Considering he is an Atari reseller which are FEW AND FAR between, I
don't
> > > see a problem with it. No-one goes after the ebay auctions or
Songbird.
> >
> > Agreed! And Ben is a nice guy and you can trust him. More than I can say
> > about some others here.
> >
> > > Steve Sweet wrote in message
<1004032361.41180.2@eurus.uk.clara.net>...
> > > >Hey Asshole
> > > >
> > > >
> > > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > > >
> > > >Cant you take this spam and shove it somewhere that's painful.
> > > >
> > > >
> > > >--
> > > >
> > > >
> > > > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > > >* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> > > >
> > > >
> > > >
> > >
> > >
>

4412. Re: Derryck Croker

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:42:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004201066.90542.3@hebe.uk.clara.net>
Source record: 41024

Hi Hallvard

> Derryck, if you're reading this...
>
> I've tried to reach you many times but mail always comes back with an
> error message, so I'm unable to get in touch again.
> Mail me please, as soon as you've got things sorted out.
> Thanks

Derryck had problems with an IP and so has changed email address, if he does
not reply directly to you then please email me a message and I will forward
it immediately.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4413. Re: [ES] Press release about software patents

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:47:08 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bdab30427358f3@free.fr>
Source record: 41019
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

[xpost to comp.sys.atari.st and fr.comp.sys.atari and follow up to poster]

Hello,

in article <3BDA0C32.C72B9B85@home.com> (comp.sys.atari.st)
James Alexander wrote on Sat 27-10-2001 01:21 (GMT):

> I just tried it and both links are dead.

Ouch! Sorry. We are just moving the site (with a new design, PHP and
MySQL) to a new host and the files are missing there for the moment.
Please try the old "real" links in the meantime.
(www.europe-shareware.org is a redirection and it is already active to
the new location)

english version: http://www.chez.com/europeshareware/pages/pr_swpat_e.html

Aï¿½e ! Dï¿½soliï¿½. Nous sommes en train de dï¿½placer le site (nouvelle
conception, PHP et MySQL) vers un nouvel hï¿½te et quelques fichiers ne
sont pas encore liï¿½. Veuillez essayer avec les anciens liens "rï¿½els" en
attendant.
(www.europe-shareware.org est une redirection et elle est dï¿½jï¿½ active
vers le nouvel emplacement)

version franï¿½aise: http://www.chez.com/europeshareware/pages/pr_swpat.html

Best regards,
P. Ricard (ES)
--
Europe Shareware http://www.europe-shareware.org

4414. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 11:50:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004201069.90542.4@hebe.uk.clara.net>
Source record: 41025

Yo, Dezza

> >> My hard drive hasn't contributed anything ;-)
> >
> >What have I told you about attempting humour??. 8-)
>
> S'OK, I'm better now ;-)

Must have been that time off, gave you time to think, dangerous. 8-)

Talking of hard rives, I was reloading a few hundred TTF's onto mine the t'other yonk, fontname crashed so I rebooted....

.... and have now lost the last 4 partitions of my drive, and magic is unstable as hell with what's left.

All part of a tidy up before backing up to CD. I could do with that backup now!!. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4415. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 12:25:51 UTC
From: ccc--- <NOSPAMccc@dieterkoenig.at>
Message-ID: <9re94t$8hd$1@news.netway.at>
Source record: 41020
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I agree with Christopher, I think too it's ok that Bravo Sierra posts here.
Bravo Sierra has great items (especially for the 8-bit Atari), the prices are
fair and he's a friendly and trustworthy dealer. I have ordered from Ben before,
it was an overseas deal without any problems, and I am sure I will order again
some day.

ccc---

--
Visit the Classic Consoles Center
www.dieterkoenig.at/ccc/
Huge European trade list!!!
AustroCon 2002 *** March 9-10, 2002 *** Vienna

"Steve Sweet" <stevesweet@freeuk.com> schrieb im Newsbeitrag
news:1004032361.41180.2@eurus.uk.clara.net...
> Hey Asshole
>
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers.
>
> Cant you take this spam and shove it somewhere that's painful.
>
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

4416. Re: HDDRIVER/ICD ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 12:31:58 UTC
From: swampfax@atlantic.net
Message-ID: <2PxC7.168$Bx4.142229@news1.atlantic.net>
Source record: 41021

```
On 27 Oct 2001 08:46:13 , Uwe Seimet wrote:
>John Garone schrieb:
>
>> Side note: Each time I must rebuild the partition info with ICD's
>> Cleanup.prg in order for ICD to see the 8 partitions. I go back to ICD
>> since HDDriver is'nt seeing the 8 which is the problem we are working on!
>
>I think it's required to contact Thomas Binder, the author of ICD2AHDI:
>gryf@hrzpub.tu-darmstadt.de
>

OK Uwe,
Thanks for your help anyway!
John G.
```

4417. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 20:37:23 UTC
From: tos4ever@pandora.be
Message-ID: <1f1yk28.168k5sa1td7qf4N%tos4ever@pandora.be>
Source record: 41029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Steve Sweet <stevesweet@freeuk.com> wrote:

> Hi James
>
> > Count me in agreement too, resorting to insulting an atari dealer in an
> atari
> > base is dispicable, it certainly shows who the asshole really is!
>
> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

This is not the place to fight out a personal vendetta. So please stop
this ridiculous thread.

CU,
Martin

4418. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 20:52:32 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rf6qghck1@draco.stochastik.rwth-aachen.de>
Source record: 41030

In article <3bce0f4c12e69d0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>So the Milan 2 wasn't based on Intel parts like the Milan 1? I heard that
>a chip became unavailble so if it was all CPLD why couldn't it be shifted
>to a different family of CPLDs or even different make?

The Milan 1 is not "based on Intel parts" either. It contains one chip made
by Intel (the PCI->ISA bridge), the Milan 2 would have contained a similar
chip by a different manufacturer (which would not make much difference).

The design could have been shifted to a different chip, but that would have
been a complete re-design, and due to the already late date and the market
realities, we decided that would not make much sense anymore.

cu
Michael

4419. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 20:53:50 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rf6su$hd8$1@draco.stochastik.rwth-aachen.de>
Source record: 41031

In article <9rcf4n$g07$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>Although I do not intend to do this simulation I would surelu appreciate
>a pointer to a source where the operation of these three chips is exactly
>and completely described.

I do not know such a document. However, when packing it all into one chip,
all that matters is register compatibility with the original chips, and the
workings at that level are documented in several books.

cu
Michael

4420. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 21:37:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9rf9eugja1@thorium.cix.co.uk>
Source record: 41033

In message <9re3fp$h7j$2@snipp.uninett.no>, joska@nvg.ntnu.no said:

>FreeType handles the following font types:
>
>TrueType
>Type 1
>CID-keyed Type 1
>CFF
>OpenType
>SFNT
>X11 PCF
>Windows FNT

Thanks for that list. But does Porthos handle all of these too?

Regards, /Peter/

4421. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 21:49:55 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rfa63$m82$2@dos.canit.se>
Source record: 41034

Peter Persson <pepNOSPAM@mbox306.swipnet.se> skrev:

:>What new ways? Tell me ONE emulator which introduced those new ways? New
:>ways as 1st Mac was, ST, Amiga, Acorn Next, BeBOX etc? Tell me one emulator
:>which expand any platform to be better as real thing, introduce new ways
:>to it, so far? What new horizons those emulators for all those platforms
:>were opened by emulator? Or emulator just caused all those machines were
:>in trash sonner as otherwise?

: No, perhaps not "new ways" in that sense. Each of the existing emulators is
: limited in its way. But I am not speaking of existing stuff. I was looking
: for a cheap way to get a new Atari clone, using a new emulator of some kind.
: Our big rival, the Amiga scene, has joined forces a lot more than we have, I
: am afraid. They have taken big steps in their emulation technology, we
: haven't.

First of all, our big rival is not the Amiga scene. Why would it ever be?
Secondly, Amiga users don't fancy emulators any more than Atari users. I'd
even say they're less impressed with emulators than Atrari users are,
considering the success which MagiCMac has enjoyed in the Atari scene.

:>Exactly. And emulate existing hardware is NOT thinking ahead! Hardware
:>clone (look for clone in dictionary) with new capabilities, new stuff is
:>thinking ahead. Problem of that is, i admit, cost which can be high.

: Well, I see your point. An emulator system would not be looking ahead in
: that sense, but on the other hand, if the system is too expensive there
: would be no users. And the userbase, how horrible it may be, is shrinking,
: fast.
: An emulator using new technology would meen users could actually get one. It
: could perhaps even stop some of the migration to other platforms.

Though probably not. If you can run Windows apps, you'll often find
yourself booting into that environment instead. Consider how many people
have Linux or BeOS partitions. Then consider how many of those who are
actually using those partitions more than a few times a month.

:>> We allready have Atari computers to run the older stuff.
:>Yes, and even those all want to emulate. It so much fancier to run
:>games/demos on STEEM which need fast PC, as on real Atari....

: Ofcourse not.

Generally, you'll have to leave some luggage behind whenever you upgrade.
You had to with the Falcon, and even with the STE and different TOS
revisions. That's inevitable. The problem at hand is to see to that new
demos, games and apps are developed for the new platform, so that there

will be new upgrade difficulties in the future. =)

: Ofcourse I don't show them Steem or TOSBox. I show them my serious music
: setup, with a PC, a Falcon, and a MSTE. And they do get impressed. But I
: hated when they called my Falcon a Super Nintendo so I have moved into a
: tower box.

"Is that a keyboard or a computer?"
I know what you mean. =)

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

4422. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:09:45 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <EIGC7.1103$y02.3872@nntpserver.swip.net>
Source record: 41035

Hi,

> Good! Thats all i ask, disagreing is actualy very powerfull creating
> force.. would be damn boring without ;)

Exactely.

> Yes, i agree with that.. I kinda refer to clone or "new Atari" to
> machine which allows low level and some degress of non GEM as well. For
> TOS compatibles i just dont wana use the name Atari.. That does NOT mean
> that TOS only compatibility is necessar a bad thing!

Well, to be able to run GEM & Co, the machine needs to be low level
compatible to some extent.. and a lot of non GEM stuff would probably work
without trouble. It is not GEM / non GEM that is the "barrier". It is how
the program handles the hardware. But a level of compatibility equivalent to
a Milan or a TT would be a realistic goal.

> Yes i agree here, however, runing emulator u basicaly crawl in their
> (let say PC) technology, u dont use it as effective and u cant offer
> anything new.. That point dont make me particulary happy, thats all. I
> dont intend to blame or forbid the use of emus... Its just not same as
> real thingie...

CPU emulation technology today is very efficient. Dynamic recompilation, and
other nice things, actually makes it pretty fast. On a standard 350 mhz P3
or equivalent, you could have a lightning fast emulated CPU.
CPU emulation is not the problem, and it is not the reason for slow
emulation. The problem is emulating the rest of the hardware. Have a look at
a modern virtual Java machine. It is very fast, but it is, in a way,
emulation.
The system could be designed to allow applications to have access to native,
unemulated code. This way one could for example write new VDI drivers (for
fVDI), instead of emulating some video subsystem. This could even create
spin off effects for Milan, Hades, and Eclipse owners, in the form of
drivers for different hardware.
Even virtual memory management could be done on the host platform.

> Hm, maybe.. But iwe seen too much Atarians migrate to MagicMAC, and
> please dont ask me about percentage of those which now run Magic, even
> from time to time.. If we take app like photoshop: hardly that any company
> at such scale will adopt it to GEM, so naturaly ppl use other apps less
> and less.. I must admit that hardware clones will have similar faith.. 060
> needt no adaptation, but PPC clone will need native PPC apps to really
> fly, but hardly one Atari company will rewrite complete sources.. I hope
> that im utterly wrong here.

Personally, I don't use MagicMAC or MagicPC, as these only emulates a 68000, has no memoryprotection, and emulates too much hardware. It is not as "native" as I would like.

Also, I am afraid you are wrong about the 060. The 060 is missing some 68000 instructions, and these need to be emulated for compatibility.

The PPC kicks ass even when emulating stuff. I promise. It is an extremely efficient RISC processor.

> Yes they are. I must say that especialy Linux ppl are very suprised with
> MiNT (i run lotsa servers etc) and that i have cable modem and TT as
> server and IP masquarading machine.. new XGem really impress them as
> well..

Regards

/Peter

4423. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:23:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BDB340E.37F91319@chello.nl>
Source record: 41036

Iggy Drougge wrote:
>

>
> "Is that a keyboard or a computer?"
> I know what you mean. =)
>
You should have said:
The level of miniaturization of this computer is limited by the size of a usable keyboard.
Actially it is a modern computer. A Palm-like built into a keyboard.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4424. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:56:03 UTC
From: ebaiz@skyenet.net
Message-ID: <7YGC7.396$ub2.153120@newsfeed.slurp.net>
Source record: 41037

On 27 Oct 2001 01:20:13 , "Dan S" wrote:
>What is the best device to buy that will enable an ide or scsi drive to be
>connected
>to an atari mega1 or ste?
>
>device must be plug and play (as in it should include drivers and be easy to
>fit & set up).
>
>thanks.

I would think the Link II is what you want. I have one hooked up to my
STe and allows me to add a hard drive and CD rom drive to it. B&C sells
them for about $100...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4425. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:56:05 UTC
From: ebaiz@skyenet.net
Message-ID: <9YGC7.397$ub2.153094@newsfeed.slurp.net>
Source record: 41038

On 20 Oct 2001 17:58:33 , Neil Chester wrote:
>On 19 Oct 2001 11:59:46 , Uwe Seimet wrote:
>>"M.Bedford" schrieb:
>>
>>> I have a 20G IDE on my Falcon. Using HD Driver 8 I formatted it as
>>> 10 x 2G partitions.
>>> (I also use Magic I can't remember if that's relevant)
>>
>>Note that there is not operating system for the Atari that supports
>>TOS-compatible partitions of more than 2 GB. TOS 4.0x, for example, has
>>at least one known bug that prevents TOS-compatible partitions of more
>>than 1 GB to be used.
>
>And maybe this is why my 7 partitions of nominally below 2Gb (1990Mb)
>aren't even recognised by Magic 6.01, never mind TOS 7.04 (Centek). Even
>when I changed the type to BGM (Big GeM) their capacity wasn't recognized
>by the OSs. Jinnee and HD Driver knows they exist, but other than that
>its a no-go!

What about under Mint and MintNet. I thought I heard this was possible
here, but maybe I was mistaken.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4426. Re: NVDI - Mouse Accelerator/Screen Saver q

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:56:06 UTC
From: ebaiz@skyenet.net
Message-ID: <aYGC7.398$ub2.152980@newsfeed.slurp.net>
Source record: 41039

On 26 Oct 2001 22:51:36 , Ken Kosut wrote:
>
>Hello,
>
>Is there a Mouse Accelerator/Screen Saver that is compatible with
>NVDI? (Besides the Atari one)
>
>I tried turning off the screen accelerator of Warp 9, but it seems
>to conflict with NVDI. (Locks when booting)

Hello,

The screensaver that I use with NVDI is Twilight. It functions great
and works very well.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4427. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:56:36 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011027223930.188A-100000@localhost>
Source record: 41032

On Sat, 27 Oct 2001, Peter Persson wrote:

Hi Peter,
>
> Sorry it the earlier posts sounded a bit hostile; we both speak a language
> that is different from our own, this cause some nasty discussions sometimes.

Sure, i gladly accept aplogy, i also have exactly the same problems!
Infact no need to apologizes at all!!

> I don't agree with you, but I get your point.

Good! Thats all i ask, disagreing is actualy very powerfull creating
force.. would be damn boring without ;)

> There is one big advantage with nicely coded GEM apps, and that is
> compatibility. But I agree, it slows things down a lot, and we cannot push
> the hardware to it's limits like we used to do.

Yes, i agree with that.. I kinda refer to clone or "new Atari" to
machine which allows low level and some degress of non GEM as well. For
TOS compatibles i just dont wana use the name Atari.. That does NOT mean
that TOS only compatibility is necessar a bad thing!

> No, perhaps not "new ways" in that sense. Each of the existing emulators is
> limited in its way. But I am not speaking of existing stuff. I was looking
> for a cheap way to get a new Atari clone, using a new emulator of some kind.
> Our big rival, the Amiga scene, has joined forces a lot more than we have, I
> am afraid. They have taken big steps in their emulation technology, we
> haven't.

Yes i agree here, however, runing emulator u basicaly crawl in their
(let say PC) technology, u dont use it as effective and u cant offer
anything new.. That point dont make me particulary happy, thats all. I
dont intend to blame or forbid the use of emus... Its just not same as
real thingie...

> Well, I see your point. An emulator system would not be looking ahead in
> that sense, but on the other hand, if the system is too expensive there
> would be no users. And the userbase, how horrible it may be, is shrinking,
> fast.
> An emulator using new technology would meen users could actually get one. It
> could perhaps even stop some of the migration to other platforms.

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please dont ask me about percentage of those which now run Magic, even
from time to time.. If we take app like photoshop: hardly that any company

at such scale will adopt it to GEM, so naturaly ppl use other apps less and less.. I must admit that hardware clones will have similar faith.. 060 needt no adaptation, but PPC clone will need native PPC apps to really fly, but hardly one Atari company will rewrite complete sources.. I hope that im utterly wrong here.

> Ofcourse I don't show them Steem or TOSBox. I show them my serious music
> setup, with a PC, a Falcon, and a MSTE. And they do get impressed. But I
> hated when they called my Falcon a Super Nintendo so I have moved into a
> tower box.

Yes they are. I must say that especialy Linux ppl are very suprised with MiNT (i run lotsa servers etc) and that i have cable modem and TT as server and IP masquarading machine.. new XGem really impress them as well..

> Well, I stepped over the line there. But read you own post again.

As i said, no harm taken! I also apologize if i steped the line somewhere. As Gaiyan says "we just need to live with eachothers" :)

Janez

4428. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 22:59:17 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <24HC7.1108$y02.3875@nntpserver.swip.net>
Source record: 41040

Hi Iggy,

> First of all, our big rival is not the Amiga scene. Why would it ever be?

I wasn't serious.

> Though probably not. If you can run Windows apps, you'll often find
> yourself booting into that environment instead. Consider how many people
> have Linux or BeOS partitions. Then consider how many of those who are
> actually using those partitions more than a few times a month.

Good point. Let's boot with FreeDOS and run it as native as we can.
Defenitely Microsoft free too. Great.

> Generally, you'll have to leave some luggage behind whenever you upgrade.
> You had to with the Falcon, and even with the STE and different TOS
> revisions. That's inevitable. The problem at hand is to see to that new
> demos, games and apps are developed for the new platform, so that there
> will be new upgrade difficulties in the future. =)

I was actually a bit dissapointed when I got my Falcon. For some reason,
they decided that DMA freg 6.25 khz was now "mute", but even worse was the
removal of the YM shadowregisters. They could have kept the shadowregisters.

BTW, would it not be possible to connect something to the bus slot that
removes this problem? Or at least stop the bus error?

> : setup, with a PC, a Falcon, and a MSTE. And they do get impressed. But I
> : hated when they called my Falcon a Super Nintendo so I have moved into a
> : tower box.
> "Is that a keyboard or a computer?"
> I know what you mean. =)

Don't you just hate when that happens?

A guy said - "Oh! You have a C64! Great! Do you remember Great Giana
Sisters?". Hate it. Hate him. Especcially as I had a Spectrum, and the C64
used to beat me up just because of that. They said: "The graphics SUCK on
the Spectrum" and I replied "NO! And it is a lot better for programming" and
they said "The spectrum only has 48K of memory! The Commodore 64 has 64K!
The Spectrum SUCK!" and I replied "I have microdrives for my spectrum and
thats a lot better than your taperecorder" and they said "Well we have
discdrives with discs the size of a frisbee! Beat that if you can" and then
they beat me up. Then I bought an Atari and said "Ha! The 64 SUCK!" but they
replied "I have an Amiga and it can display 4096 colors AT ONCE and in
INTERLACE!!" etc etc etc etc etc How did I end up here?

> Vi m�ste vara r�dda om varandra
> - det �r det enda reciproka pronomen vi har.

Och den d�r raden diggar jag skarpt.

mvh

/Peter Persson

4429. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-27 23:01:21 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <_5HC7.1109$y02.3854@nntpserver.swip.net>
Source record: 41041

> The level of miniaturization of this computer is limited by the size of a
usable keyboard. Actially it is a modern computer. A Palm-like built into a
keyboard.

You could then tell them that it can even emulate old Atari games.

When they go home they think: "Gosh whatta great keyboard. I must get one."
?

:)

/Peter

4430. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 00:23:09 UTC
From: mikem@netxpress.com
Message-ID: <3bdb49dc.427542@news.netxpress.com>
Source record: 41042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Come on Steve, I really don't think Ben is a "commercial enterprise".

Even so, he is honest and welcome here as far as I am concerned.

..rolaid

4431. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 00:41:32 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ttmkvti87ej2a6@corp.supernews.com>
Source record: 41045
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"rolaid" <mikem@netxpress.com> wrote in message
news:3bdb49dc.427542@news.netxpress.com...
>
>
> Come on Steve, I really don't think Ben is a "commercial enterprise".
>
> Even so, he is honest and welcome here as far as I am concerned.
>
> ..rolaid
>

It's just a throw back to the 80s. Believe it or not, there used to be no commercial posting to the newsgroups w/o having your account/access denied. This was back when it used to run from a lot of educational institutions.

In order to provide the commercial a place, the .biz hierarchy was created. Naturally the businesses refused to post there because no one used them, buy a clue kind of thing.<grin>

But these days, everyone has given up. I think it was former VP Al Gore who championed the commercialization of the internet through some of the funding changes he made while in congress and money is no longer a dirty word. That is the reasons for commecial posts were illegal as the internet was run from universities and government funded kind of thing. Times changed.

Well, not quite everyone as we saw here. I have.

4432. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 01:33:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004261204-256061AEicMi@gmx.net>
Source record: 41059

From: "Pascal Ricard" <paricard@free.fr>
Date: Wed, 24 Oct 2001 19:34:24 +0200 (MET DST)

Hi Pascal,

>That's not true. I got the Runtime error message with MagiC 6.10.
>As other people, I also have a 68000 error (2 bombs ?) with a lot of
>files.

I'm convinced that these are files that contain a lot of pages and pics,
Porthos "eats" memory. I've tried to load a 11MB PDF file and even 128MB
internal memory wasn't enough...
The first rule to get Porthos running error free is to make sure that you
use a system with lots of free memory, a standard 4MB system is no good,
and I have very strong doubts about a 14Mb Falcon as well...
I only use the demo so I can't verify this, but I suppose that Porthos
(tries to) load the complete document at once.

>I tried with Tos to "see" the bombs but the program complainted
>about WDialog not installed (but it IS installed, v2.04 iirc).

The current version of Porthos doesn't run under TOS at all.

>On some files, the display is not quite correct (compared to GemGS or
>Acrobat reader) but it's not too bad for a beginning imho. Speed is far
>better than with GemGS.

You need to put additional Adobe Postscript fonts in the NVDI Gemsys
folder to get better results... the ones supplied with Porthos are very
basic to say the least. Be warned however that using extra Postscript
fonts will push the memory consumption up even higher :-/
Although screen output could be a lot better, the output to paper is very
good. Comparing the output to output from Adobe Acrobat there's hardly any
difference...

Cheers from Belgium
Dennis
--


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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk

http://www.cix.co.uk/~derryck/index.htm

4433. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 01:34:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004261200-255311AEicMi@gmx.net>
Source record: 41058

From: jba4@po.cwru.edu (Jeff Armstrong)
Date: Wed, 24 Oct 2001 19:01:48 GMT

Hi Jeff,

>I was thinking about actually purchasing Papyrus for my TT 'cause I'm
>sick of AtariWorks. Does anyone know if ROM or anyone else had
>converted the enormous Papyrus help files to any sort of useful
>format? Loading the help file on my TT takes ages in the demo.

The help files are a new implemented feature of version 8.xx, previously the docs were in the STGUIDE HYP format. Why they decided to get rid of the HYP file help system which was very fast and replace it with this clumsy system is something we'll never know. Unless you're running Papyrus on a fast clone or with an Atari emulator on a PC or Mac the help system is dead slow, and on top of that it's full typos as well and contains incorrect information...

>BTW - Are there any other programs I should be looking at? I need a
>word processor entirely in English since I don't speak or read German.

Depending on your needs, Cypress could be a good choice. It's freeware now and an English translation is available on the DDP website (see sig).

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4434. Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 04:46:07 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0110280040570.12749-100000@moose.erie.net>
Source record: 41046
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega STe internal host adapter (Atari) that is
non-functional. Can anyone tell me the common failures of this board or
suggest a diagnosis procedure. The most obvious symptom is that the hard
drive does not spin up and is not recognized when connected to this card.
I have a second card and the hard drive works fine when connected to it.

4435. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 06:38:25 UTC
From: rsmac@t-online.de
Message-ID: <1f1z7oq.ztuxog5gyuisN%rsmac@t-online.de>
Source record: 41047
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sage <sagedm@erie.net> wrote:

> I have a Mega STe internal host adapter (Atari) that is
> non-functional. Can anyone tell me the common failures of this board or
> suggest a diagnosis procedure. The most obvious symptom is that the hard
> drive does not spin up and is not recognized when connected to this card.
> I have a second card and the hard drive works fine when connected to it.

Hard drive should be swiched (jumper) to SCSI ID0
Also PARITY must be switched of and most of that adaptors doasnï¿½t like
an terminated SCSI bus.

-> DOITST

Regards, Robert

--

_____
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

4436. Re: Formatting--20gig--Hades

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 07:17:48 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDBB11C.5AFE93FA@seimet.de>
Source record: 41048

"Edward S. Baiz Jr." schrieb:

> What about under Mint and MintNet. I thought I heard this was possible
> here, but maybe I was mistaken.

There is *no* operating system for the Atari that supports *TOS
compatible* partititions (i.e. partition types GEM and BGM) of more than
1 GB. Larger partitions are only possible with other partition types, in
particular F32 or LNX.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4437. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 08:43:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004362126-764421AEicMi@ntlworld.com>
Source record: 40927

Hi Steve,

>> S'OK, I'm better now ;-)
>
>Must have been that time off, gave you time to think, dangerous. 8-)

Very!

>.... and have now lost the last 4 partitions of my drive, and magic is
>unstable as hell with what's left.
>
>All part of a tidy up before backing up to CD. I could do with that backup
>now!!. 8-)

I really must do another backup of my system too, I'm sorry that it was your
troubles that's served as a reminder :-(
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4438. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 09:20:28 UTC
From: ccc--- <NOSPAMccc@dieterkoenig.at>
Message-ID: <9rgil2$gu3$1@news.netway.at>
Source record: 41057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

Ever thought in the other direction?
Maybe some people in here benefit from his offers, maybe they find XL/XE or ST stuff they couldn't find anywhere else or for much higher prices on ebay!?
So let him post here.

ccc---

--
Visit the Classic Consoles Center
www.dieterkoenig.at/ccc/
Huge European trade list!!!
AustroCon 2002 *** March 9-10, 2002 *** Vienna

4439. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 09:29:30 UTC
From: nospam@zonnet.nl
Message-ID: <_dQC7.1509$x31.12343@zonnet-reader-1>
Source record: 41060

On 27 Oct 2001 09:42:32 , Derryck Croker wrote:
>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Fri, 26 Oct 2001 13:04:28 GMT
>
>>I registered the program and it runs great overall. I do get the
>
>Thanks for the report Edward.
>
>Since the programmer is putting time and effort into updating this utility we
>should all at least consider registering it to show our support.

I agree. But I want to see a demo working on my system first. I'm using MiNT. I'm sure Magic is a good system too, but I don't need 2 operating systems.
But this thread makes clear that may Atarians have been waiting for a PDF viewer that's easier
and faster than Ghostscript. PORTHOS deserves all the support we can give.

4440. Amail + OLGA + Memory Protect ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 09:32:31 UTC
From: nospam@zonnet.nl
Message-ID: <PgQC7.1510$x31.12343@zonnet-reader-1>
Source record: 41061

When I run AMail on MiNT with memory protect, I'm getting a MEMORY VIOLATION with a message that the process OLGA is killed. The result is that I can't write any messages then. No problems with memory protect off, but it's my wish to be able to run all my main programs with memory protect ON one day in the near future. Is the problem I'm describing caused by Amail, OLGA, or MiNT ? or is it just MY problem ;)
I rembember having a similar problem with Aftp, but I haven't used this for some time and don't know if things have changed since then.

Many older programs don't run with memory protect ON, but Amail is not an old program. I've also tried Mymail. Amail and MyMail are equally good, but I'm prefering Amail. MyMail's nice graphics, dialogs, and built-in editor give it good looks, and it has a lot of functionality, but it's also slow. With Amail and QED I can work much faster.

NEWSie, used to do this posting, seems to be very unstable with MiNT, no matter with MP off or on. I'm only using it with single TOS and STiNG or STiK. In fact I'm looking for a better NEWSreader/writer to use with my MiNTNET configuration.

Martin Tarenskeen
Falcon030, MiNT 1.15.12, MiNTNET, THiNG 1.27, AMail 1.27b, QED 4.52

4441. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 10:03:02 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011028094546.160A-100000@localhost>
Source record: 41055

On Sun, 28 Oct 2001, Peter Persson wrote:

Hi,

> CPU emulation technology today is very efficient. Dynamic recompilation, and
> other nice things, actually makes it pretty fast. On a standard 350 mhz P3
> or equivalent, you could have a lightning fast emulated CPU.

Well iwe seen Mac and PowerPC in emulation (cpu only) mode and it was
crawling.. I realize that new PPC's are a lot faster, still emulation is
wasting of power.. Imagine native PPC code on let say G3, and then same
app in emulated mode.. That machine would be faster of existing ones (i
wonder how much compared to 060) but still crawling compared to what that
CPU can do... It leaves bad taste...

> CPU emulation is not the problem, and it is not the reason for slow
> emulation. The problem is emulating the rest of the hardware. Have a look at
> a modern virtual Java machine. It is very fast, but it is, in a way,
> emulation.

I know, add that to what i said above...

> The system could be designed to allow applications to have access to native,
> unemulated code. This way one could for example write new VDI drivers (for
> fVDI), instead of emulating some video subsystem. This could even create
> spin off effects for Milan, Hades, and Eclipse owners, in the form of
> drivers for different hardware.

Yes, that would help, but then u need OS designers and programmers
familiar with PPC or Intel to actualy write that.. etc

> Personally, I don't use MagicMAC or MagicPC, as these only emulates a 68000,
> has no memoryprotection, and emulates too much hardware. It is not as
> "native" as I would like.

Well i use it from time to time.. But my CT2 is faster as 040 MacIntosh,
and also i like to use some specific apps on daily basis (sndplayer, etc)
so enjoy much more on Atari :)

> Also, I am afraid you are wrong about the 060. The 060 is missing some 68000
> instructions, and these need to be emulated for compatibility.

Oh yes, i know that.. But my priority is on CT60, not Hades or other 060
clone. CT60 works on top of Falcon, which means hardware compatibility
will remain, even for HW dependable apps, in worst case some will require
normal mode. But when u add PCI host to CT60, u get really nice machine
infact, AES in high res on GFX card, and at same time virtual consoles on
Falcon video output.. Same way apps like Apex, Neon, etc runs as well, and

music apps (sndplayer, aniplay, famp...) On other hand, whole machine wont be much slower as Hades for example.. i really like that idea.

> The PPC kicks ass even when emulating stuff. I promise. It is an extremely
> efficient RISC processor.

I dont doubt... But i have 040 Mac (540c), my pal has PPC Mac (i think it 603, not sure at 100 or 120mhz) and MagicMAC on my machine beats hell out of it. I also saw MacOS stuff crawl on PPC so im still skeptic a bit. Also to run apps 2-3 times faster on some fancy G3/4 as on poor 50-60Mhz 060 it looks like joke to me :))

Janez

4442. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 10:05:02 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <cQQC7.1142$y02.3996@nntpserver.swip.net>
Source record: 41062

Hi,

> Well iwe seen Mac and PowerPC in emulation (cpu only) mode and it was
> crawling.. I realize that new PPC's are a lot faster, still emulation is
> wasting of power.. Imagine native PPC code on let say G3, and then same
> app in emulated mode.. That machine would be faster of existing ones (i
> wonder how much compared to 060) but still crawling compared to what that
> CPU can do... It leaves bad taste...

Yes, but it would have the advantage of existing at all. Also, just imagine the speeds available in a couple of years. And, everyone could have it, as it could be free. So, the ones that unlike you and me are willing to spend a fortune to keep using their Ataris, could actually do just that without paying a nickle.

Also, for some reason, girls does not get impressed by hardware hacked Atari machines. Why can't they be like the rest of us? A couple of demo screens, a look on the CT2 inside, some YM music - this is great foreplay if you ask me. :-)

/Peter

4443. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 10:10:38 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011028100506.160C-100000@localhost>
Source record: 41056

On Sun, 28 Oct 2001, Peter Persson wrote:

> > : setup, with a PC, a Falcon, and a MSTE. And they do get impressed. But I
> > : hated when they called my Falcon a Super Nintendo so I have moved into a
> > : tower box.
> > "Is that a keyboard or a computer?"
> > I know what you mean. =)
>
> Don't you just hate when that happens?

Hm, i dont actualy.. I just run few apps (i have ct2, but i dont tell them that) in TC. When they see mp2 playing together with all 3 demo effects from GemDemo, and animation (avi) in Aniplayer (in scan mode, so dont shutdown the mp2 replay) and irc etc in virtual consoles i hand them Falcon booklet, so they can wonder ;) (well compared to 500-1ghz clocks today, my change from 16 to 50 seems like nothing). And believe me, they do wonder :) Btw, if u wana snapshoot of that desk just say :)

Janez

4444. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 10:12:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rgln9$5in$1@snipp.uninett.no>
Source record: 41063

xlator@cix.compulink.co.uk wrote:

> Thanks for that list. But does Porthos handle all of these too?

I don't know, I would assume it handles any font the PDF-file tells it to
use.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4445. Re: Amail + OLGA + Memory Protect ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 10:25:43 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rgmf7$5in$2@snipp.uninett.no>
Source record: 41064

Martin Tarenskeen <nospam@zonnet.nl> wrote:
> When I run AMail on MiNT with memory protect, I'm getting a MEMORY VIOLATION with a
> message that the process OLGA is killed. The result is that I can't write any messages
> then. No problems with memory protect off, but it's my wish to be able to run all my
> main programs with memory protect ON one day in the near future. Is the problem I'm
> describing caused by Amail, OLGA, or MiNT ? or is it just MY problem ;)

It's a problem with aMail. You need to set it's MP-flag to Global, this
also applies to asock.prg.

There is another problem with aMail (atleast with the current version)
that manifests itself with MP enabled. asock.prg is killed because of a
memory violation just before it exits. This is most likely a bug in
asock.prg that could very well cause serious problems without MP enabled.

> NEWSie, used to do this posting, seems to be very unstable with MiNT, no matter with MP
> off or on. I'm only using it with single TOS and STiNG or STiK. In fact I'm looking for
> a better NEWSreader/writer to use with my MiNTNET configuration.

Do you have a shell-account somewhere? If so, go there and run tin or a
similar news-reader. I like tin, it's powerfull enough for my needs and
very fast. Running the news-reader remotely also speeds up things, saving
huge amounts of downloads.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4446. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 11:06:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdbe698$0$13424@news.zetnet.co.uk>
Source record: 41065

On 27 Oct 2001 09:56:24 , Derryck Croker wrote:
>The slideshow works just as you'd expect. Are you sure that you actually do
>have some pics that PhotoTip understands? JPGs are good choices for a starter.

The directory I've chosen is full of JPGs! Mostly created with
Imagecopy. One thing I did notice is that when you select a directory
via the File Selector, it automatically adds "*.*\" to the path
returned to PhotoTip, i.e. F:\IMAGES*.*\ so maybe that's what's
confusing it. I also assumed File/Open would open an image, but
selecting a JPG brings up a dialog box "Can't read an image file".

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4447. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 11:08:07 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdbe717$0$13424@news.zetnet.co.uk>
Source record: 41066

On 28 Oct 2001 02:34:46 , Dennis Vermeire wrote:
>The help files are a new implemented feature of version 8.xx, previously
>the docs were in the STGUIDE HYP format. Why they decided to get rid of the
>HYP file help system which was very fast and replace it with this clumsy
>system is something we'll never know.

Apparently because ST Guide is a dead format and no-one uses it any
more! Also, I think they wanted to show off the hyper-linking
features of the Papyrus format, and include images and screenshots.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4448. Re: Amail + OLGA + Memory Protect ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 11:19:02 UTC
From: nospam@zonnet.nl
Message-ID: <GQRC7.1519$x31.13180@zonnet-reader-1>
Source record: 41067

On 28 Oct 2001 10:25:43 , Jo Even Skarstein wrote:
>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>> When I run AMail on MiNT with memory protect, I'm getting a MEMORY VIOLATION with a
>> message that the process OLGA is killed. The result is that I can't write any messages
>> then. No problems with memory protect off, but it's my wish to be able to run all my
>> main programs with memory protect ON one day in the near future. Is the problem I'm
>> describing caused by Amail, OLGA, or MiNT ? or is it just MY problem ;)
>
>It's a problem with aMail. You need to set it's MP-flag to Global, this
>also applies to asock.prg.
>

Thank you. It works! I also tried setting the MP-flags to Readable and this also works.
If I understand well, this is even better, since it offers at least some memory protection
?

4449. Re: Amail + OLGA + Memory Protect ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 12:03:20 UTC
From: jflemaire@belgacom.net
Message-ID: <3bdbf40e10d39c0@belgacom.net>
Source record: 40817

Hello,

Le dimanche 28-10-10 09:32, Martin Tarenskeen ï¿½crivait:

>In fact I'm looking for a better NEWSreader/writer to use with my MiNTNET
>configuration.

Okami is definitely the way to go. You should find it on
ftp://chapelie.rma.ac.be. A bit hard to set up but worth the effort. You
also have to download NEWSWatch.

J-F.

4450. Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 12:04:07 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <1sSC7.6291$c5.66431@newsfeeds.bigpond.com>
Source record: 41068

Does anyone know of a free, stable, unix shell or msdos or entirely new
interpreter system
for the Atari ST that installs on a single floppy (or perhaps two) and
provides normal command
interpreter functions?

4451. VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 12:08:07 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <MvSC7.6298$c5.66682@newsfeeds.bigpond.com>
Source record: 41069

Anyone know of any way to allow a VGA monitor to display the video of an Atari ST.

I know a multisync monitor can display the video, but I'm thinking of doubling the output
frequency like an amiga 'flicker fixer' but for Atari (for display on VGA at VGA frequencies).

Any one know of such a device?

4452. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 12:58:44 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0110280755420.12749-100000@moose.erie.net>
Source record: 41070
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

SCSI ID and parity are correct since the hard disk works fine with
the second card that I have. The hard drive is the original Seagate
ST157N which came in the computer.

On Sun, 28 Oct 2001, Robert Schaffner wrote:

> Sage <sagedm@erie.net> wrote:
>
> > I have a Mega STe internal host adapter (Atari) that is
> > non-functional. Can anyone tell me the common failures of this board or
> > suggest a diagnosis procedure. The most obvious symptom is that the hard
> > drive does not spin up and is not recognized when connected to this card.
> > I have a second card and the hard drive works fine when connected to it.
>
> Hard drive should be swiched (jumper) to SCSI ID0
> Also PARITY must be switched of and most of that adaptors doasn´t like
> an terminated SCSI bus.
>
> -> DOITST
>
> Regards, Robert
>
> --
>
> _____________________________________
> * Atari und Macintosh HTML Hardware FAQs *
> http://www.doitarchive.de/
>

4453. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 13:15:49 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <jvTC7.6346$c5.67980@newsfeeds.bigpond.com>
Source record: 41071

"Dan S" <cjh3@hotmail.com> wrote in message
news:MvSC7.6298$c5.66682@newsfeeds.bigpond.com...
> Anyone know of any way to allow a VGA monitor to display the video of an
> Atari ST.
>
> I know a multisync monitor can display the video, but I'm thinking of
> doubling the output
> frequency like an amiga 'flicker fixer' but for Atari (for display on VGA
at
> VGA frequencies).
>
> Any one know of such a device?
>
>

Thanks for reading this but I've just dicovered the ST mini faq and it has
answered all my questions.

4454. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 13:29:27 UTC
From: rsmac@t-online.de
Message-ID: <1f1zs31.1232plfgmck2eN%rsmac@t-online.de>
Source record: 41072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sage <sagedm@erie.net> wrote:

> SCSI ID and parity are correct since the hard disk works fine with
> the second card that I have. The hard drive is the original Seagate
> ST157N which came in the computer.

No more ideas about. Looks like the controller doasnï¿½t work.
Regards, Robert

--

---

* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

4455. Re: PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 13:43:41 UTC
From: taj16@dreamscape.com
Message-ID: <tto2sdg1urcga4@corp.supernews.com>
Source record: 41073

On 25 Oct 2001 09:34:49 , Uwe Seimet wrote:
>
>Yes, this is possible with cartridges that were partitioned with a
>single partition that is both PC and Atari compatible. HDDRIVER supports
>this and except for HDDRIVER no additional software is required for the
>Atari or PC. See http.//www.seimet.de/atari_english.html for more
>information.
>

OK, so what's the best way for a guy in USA to get HDDRIVER? As you may have heard, we're having a bit of trouble in our postal system right now, and I don't know what measures they might take to combat it. There's talk of radiating mail to kill possible anthrax spores, and it seems to me that might not be good for magnetic media. It would be ever so much easier if there was a place I could go to download it, and pay with a credit card.

--
TJ
Keeper of the Flame
&
Atari Computer Enthusiast of Syracuse

4456. TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 14:09:01 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <fhUC7.6387$c5.68298@newsfeeds.bigpond.com>
Source record: 41074

I'd like to program in assembly (already being an 68000 assembly programmer)
and
so I would like to know if anyone on this ng has any links, faq's or other
assembly programming
docs for the ST.

Who knows, maybe I'll release some cool utilities for the platform soon....

Thanks in advance for any help.

4457. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 14:22:42 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <4uUC7.6396$c5.68395@newsfeeds.bigpond.com>
Source record: 41076

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:7YGC7.396$ub2.153120@newsfeed.slurp.net...
> On 27 Oct 2001 01:20:13 , "Dan S" wrote:
> >What is the best device to buy that will enable an ide or scsi drive to
be
> >connected
> >to an atari mega1 or ste?
> >
> >device must be plug and play (as in it should include drivers and be easy
to
> >fit & set up).
> >
> >thanks.
>
> I would think the Link II is what you want. I have one hooked up to my
> STe and allows me to add a hard drive and CD rom drive to it. B&C sells
> them for about $100...
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

This option seems the best....it is portable too.

How much effort and configuration did the link2 reqiure to set it up
on your STe? Also, what did you do to set it up?

What tos are you running in the STe?

4458. Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 15:12:00 UTC
From: Matthew & Caroline Simpson-Morgan <mellotronic@hotmail.com>
Message-ID: <3BDC203F.9BC11CD5@hotmail.com>
Source record: 41078

Hi,

if anybody is familiar with Atari Cubase and using the Midi Mixer - I have a problem that has me fairly stumped: I want to create an object on the Midi Mixer to use as a 4-position slider (0-3 in value), which will set up the output of individual parts in a sound patch (dry, reverb, chorus, direct).

The thing is, to set up the sysex string requires a checksum for use with my Roland U20 synth. What do you use as a checksum for a sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing happens on the synth... if I put one in, the synth always says "checksum error!" (and I don't know what checksum to use anyway, since the variable value will make the sysex total change from settting to setting).

I'd appreciate some help if anyone can.

Thanks, Matthew.

4459. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 15:12:34 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011028145732.188A-100000@localhost>
Source record: 41075

On Sun, 28 Oct 2001, Dan S wrote:

> Does anyone know of a free, stable, unix shell or msdos or entirely new
> interpreter system
> for the Atari ST that installs on a single floppy (or perhaps two) and
> provides normal command
> interpreter functions?

I think u will be glad with Mupfel shell. It is part of Gemini desktop,
and can also be used as standalone shell, i forgot site URL, but look on
ftp's for mupfl*..

Janez

4460. Misc ST Items FS

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 15:21:38 UTC
From: fmhcom@operamail.com
Message-ID: <6oVC7.93$FH2.77712@newsfeed.slurp.net>
Source record: 41079

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

---
60 Meg SCSI external drive in a nice 9.5" x 9.5" x 2.75" case.
Has 2 SCSI 1 connectors allowing passthrough.
Comes with SCSI 1 cable. $60.00

Syquest 44 drive with 1 44 Meg Cartridge and ICD Link.
Drive comes in nice shoebox style case with integraded ICD Link
allowing simple plug and play to ST, STe, and TT. Comes with one
HDX formatted 44 Meg cartridge. There is room for a second
hard drive or even a CD-ROM drive. Has a male SCSI 1 connector
cable already wired. $100.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

Bridge 4.0 by Artworx. Play the card game Bridge on your ST.
Comes with disk, docs, and box $5.00

Renegade by Mastertronic. A space shooter type of game kinda
like Star Raiders? Comes with disk and docs. $5.00

Captian Blood by InfoGrames. A Space Adventure game. Docs state
"This software explores a new concept, the BIO-GAME. The characters
can evolve, be born, die, trade information and generally get on
with their own independent lives." Comes with disk, box, and docs. $10.00

NightBreed by Ocean. This is from Clive Barker's Nightbreed story.
"Make your way through the caverns of Necropolis to the underground
city of Midian and where Nightbreed creatures dwell." "This all
action adventure allows you to shoot, punch, and jump as you
explore the terrifying underground environment of Nightbreed."
comes with disks, docs, and box. $10.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.

For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

MAGAZINES

I am working on a huge list of Atari and Classic Video Game/Computer
list. Please E-mail on what I have at the moment.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

4461. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 15:26:51 UTC
From: jt august <starsaber@worldnet.att.net>
Message-ID: <starsaber-9D68EF.09300428102001@netnews.worldnet.att.net>
Source record: 41080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <ttmkvti87ej2a6@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> wrote:

> "rolaid" <mikem@netxpress.com> wrote in message
> news:3bdb49dc.427542@news.netxpress.com...
> >
> >
> > Come on Steve, I really don't think Ben is a "commercial enterprise".
> >
> > Even so, he is honest and welcome here as far as I am concerned.
> >
> > ..rolaid
> >
>
> It's just a throw back to the 80s. Believe it or not, there used to be no
> commercial posting to the newsgroups w/o having your account/access denied.
> This was back when it used to run from a lot of educational institutions.

Well, things have changed since before I got on the interNet. My first
host was a commercial provider, and anymore, all my e-mail
correspondents log in through commercial providers. Also, all the web
sites I hit are run by or have space provided by a commercial enterprise.

And there are not as many people from back in the 80's still running
things as there was. And I am sure the attitudes of those from the 80's
still running any parts of the interNet have evolved along with the
interNet to where commercialization is not frowned upon like it was.

The only points where I see the old standards still in force are the
moderated newsgroups who have properly selected moderators who handle
their moderation assignments properly (only group I can site is
rec.food.recipes).

I should also point out that I have been following this thread though
rec.games.video.marketplace, a group that is decidedly commercial in
nature.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

4462. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 15:38:52 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <PCVC7.256$vT1.15339624@news.incc.net>
Source record: 41081

What we must all realize is that there is no way we're going to be able to keep "Atari" alive. The company is dead. The name is dead. The "spirit" is dead. No matter what we do, either we try "reliving" the past (via emulation) or we move on to another hardware platform entirely.

However, there is a way we can "bridge" this no-win situation. If we use emulation to help *transition* a ton of Atari software from the old, outdated to the new, updated!

First we start with a CPU that has to be unique, with a ton of potential, power, and a lengthy lifespan. That would be PowerPC. It can be anything from a 603e to a G4 presently, but we need to think "affordable". I doubt many existing Atari users, not to mention ex-Atari users, would be willing to spend more than $1,000 on such a computer associated with "Atari", in any way. You can buy PC's and Macs that are leading edge for not much more.

But the "edge" we're using is the fact we prefer the Atari software "look and feel" over PC/Mac alternatives.

Why else do we still use Papyrus? Or 1st Word? Or any old ST software that is probably so far behind the times, it's not even funny? Because we remember how much we loved it when it first came out! How much fun we had. It's all about nostalgia, isn't it? Wishing we could relive the 80's, when the ST was in it's prime!

Well, if you think about it, we can...

We use emulation to allow us to use old ST software on new hardware. We then locate as many of the programmers of the software we love and bring them back to them port the software to the new hardware/OS/GUI. Sure, it won't be GEM (although it probably could be made to resemble it, if not even better!), but it will be multi-tasking and have memory protection and a bunch of features we never had in the old ST's, except through MultiTOS to a certain degree.

When the apps are ported, we now have a new computer than runs the old apps *and* gives those apps a new road to run on, where they can be upgraded and improved, because now there is a company who stands behind it's hardware/OS/GUI and offers, not the weak promise of stretching the old road a few miles farther (the old road has long since run out of pavement... Atari users have been off-roading it for years now), but offer to carry the luggage if they will simply turn onto the new road paved especially for them.

There is no way to get around it. If we want to actually *survive* in this PC/Windows (or Mac) world, we HAVE to be wiling to evolve. We can't keep the name. We can't keep the hardware. We can only adapt to our new

reality. And that reality does not carry the Atari name, nor the Atari hardware or OS. It carries the casket to the river, allowing us to... "accept that which we cannot change (the death of Atari) and the courage to change that which we can." and celebrate the fact that we *do* have the beginnings of a future to go into by accepting the end of the past that we've come out of.

Yes, you can run emulators and use your old ST's and continue pretending you're actually getting somewhere, or... you can use emulation technology to actually GET you somewhere!

Afterall, it comes right down to it. We use software, not hardware, to get things accomplished. The hardware/OS are simply a means to an end. It's the software (apps) that are actually the destination. Hardware without software is... DEAD!

The simple truth is, as long as no one takes a stand and actually supports this "transitionary computer" I speak of, and helps bring the apps from one side to the other, we will NEVER get anywhere and Atari users will continue to fade away in the past until there is nothing but whisps of dust blowing in the breeze.

But we must do these things:

1) Stop arguing over emulation issues.
2) Start believing that "transition" (via emulation) is the only way.
3) Start working towards the new future!

Jared

4463. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 17:14:05 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <l0XC7.267$GU1.15412242@news.incc.net>
Source record: 41082

Frankly, creating a new platform is the *ONLY* way to save what we consider the "Atari Experience". Sadly, however, it won't have the name Atari, or be made by Atari or even use GEM any longer. It will, however, emulate an Atari, at least so far as making "transition" to the new platform easier by making it possible to run and port ST applications on the given system.

We can only salvage the software. We must leave the rest behind, for it is dead and antiquated. Would you rather run your favorite apps on new hardware, with the potential of upgrades and improvements or continue using your aged ST apps, with no future?

As much as we'd like to have our cake and eat it too, that will never happen. We must accept that and realize, if we are to progress, we must leave what we can not take with us... and that is the legacy hardware and the OS that ran on it.

WOLF... the future of Atari computing... if we allow it to be.

Jared

Peter Persson wrote in message ...
>Hi,
>
>Actually, creating a hardware platform, a new motherboard, is not a very
>good idea. It is possible to make a kickass Atari clone using emulation on
a
>PC. PC hardware is very fast at a low price. A new atari motherboard would
>probably be slower and cost 10 times as much. All existing emulators tries
>to behave as ST-compatible as possible. What we need is a 68030+emulator
and
>direct access to the PC hardware or custom emulated hardwarelayer. It
should
>be compatible enough to run MiNT, or perhaps the other way around - MiNT
>should be adapted to work on the emulator. Perhaps there could be some
>application interface to access native x86 code too.
>
>/Peter
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:rOYA7.64$kW5.5465153@news.incc.net...
>> With today's SMD resistors and capacitors and other miniaturized
>components,
>> having an actual ST 1040ST in vastly less space should be entirely
>possible.
>> Couple this "mini ST" into the gut of a Neotari computer and... hmm.

>>
>> Jared
>>
>>
>>
>
>

4464. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 17:29:42 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0110280929.39f38b63@posting.google.com>
Source record: 41083

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message
news:<1004261204-256061AEicMi@gmx.net>...

> >I tried with Tos to "see" the bombs but the program complainted
> >about WDialog not installed (but it IS installed, v2.04 iirc).
>
> The current version of Porthos doesn't run under TOS at all.
>
> Cheers from Belgium
> Dennis

Hi Dennis.

Another Good thread.

It's amazing the discussions that occur when something NEW is
released.

There are alot of messages in this thread, so perhaps I missed part of
the discussion.

I was just wondering, is their a technical reason why Porthos could
not be adapted to single tos? Right now, if I were to get this progam,
I believe that I am short of memory in my TT. I have 4 meg TT and
2meg ST. My STs only have four meg. These are my computers running
Magic. My Falcon with 14 Meg has never yet been able to accept Magic
of any version:-(. So it runs Geneva.

So from what I have breezed over in this discussion, I don't believe
I could use Porthos At this time?

Later Brian.

4465. Atari TT & STE's F/S

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 17:59:22 UTC
From: windfall1@sympatico.ca
Message-ID: <255f13c5.0110280959.3aad4ef0@posting.google.com>
Source record: 41084

For Sale
1. TT 030 4 MEG ST RAM,16 MEG TT Ram,19 IN. Atari 195 Hi Res Mono Monitor

2. TT 030 4 MEG ST RAM,4 MEG TT RAM,19 in. HI REs Mono MOnitor

3. MEGA4 STE,50 MEG HD,1.44 FLOPPY DRIVE,Colour Monitor

4. MEGA4 STE,1.2 GIG SEAGATE Hd,colour monitor

5. 4 Bay SCSI Tower ,500 meg HD,200 meg Syquest,200 MEG Syquest,CD ROM DRIVE

6. Atari Floppy Drive 1.44 installed

Best reasonable offers in U.S. dollars.Items are located in Canada.
E-Mail for more info or to make a reasonable offer.

4466. Re: TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 18:17:08 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9rhi8n$64j$1@newsreaderg1.core.theplanet.net>
Source record: 41085

The home page for the ST emulator Saint has lots of techy doc available.

go to :

http://saint.atari.org/

and click on Atari docs

Grazey/PHF

http://phf.atari.org

4467. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 18:35:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9rhj52gca1@news.eunet.yu>
Source record: 41090

On 27 Oct 2001 20:53:50 , Michael Schwingen wrote:
>>a pointer to a source where the operation of these three chips is exactly
>>and completely described.
>
>I do not know such a document. However, when packing it all into one chip,
>all that matters is register compatibility with the original chips, and the
>workings at that level are documented in several books.

I am asking for a different purpose- i.e. the fun of hardware hacking.
For that it would be handy to exactly know the functions and relationships
of all those signals on, say, the MMU.

Cu.

4468. Re: PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 19:12:05 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDC5885.3066CC76@seimet.de>
Source record: 41087

"Thomas J. Andrews" schrieb:

> OK, so what's the best way for a guy in USA to get HDDRIVER? As you may
> have heard, we're having a bit of trouble in our postal system right now,
> and I don't know what measures they might take to combat it. There's talk
> of radiating mail to kill possible anthrax spores, and it seems to me that
> might not be good for magnetic media. It would be ever so much easier if
> there was a place I could go to download it, and pay with a credit card.

Yes, I'm fully aware of these problems ...
You should ask the guys from System Solutions, who distribute HDDRIVER
with an English manual (from me you would only be able to get a German
manual) whether you can pay with credit card. They might also be willing
to send you your version of HDDRIVER by e-mail. If not, I can do that,
but remember that if you order from me I can only send you a German
manual and you would have to pay in cash.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4469. Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 19:15:00 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <4OYC7.2283$Fy2.198957@news20.bellglobal.com>
Source record: 41088

Has anyone ever written one for the Atari ST? It doesn't seem like it would be all that hard to turn an ST in to an emulated midi analogue synth module. The ST has what, three oscilators I think? Stack the oscilators for a nice beefy analogue mono-synth sound. Set up some virtual knobs/sliders on the screen which can control the ADSR of each oscilator and an envelope generator for the filters, then have the whole thing controlled through MIDI. You could even make velocity switchable on/off to further emulate old analogue synths. Something similar to Microsynth 2001 on the C-64 except controlled through MIDI.

There's lots of MIDI software for the ST where it controls other MIDI synths but I don't seem to recall seeing a lot of software where the ST itself is the synth. I think I've seen one where the ST is turned into a midi controlled sample-playback drum machine and one where the ST is turned into a midi controlled sampler.

Oh hey! You could probably make an analogue drum machine emulator for the ST that synthesises the drum sounds instead of playing back samples.

I've got about a dozen Atari ST computers and I was thinking it would be neat to make a song where not only is all the sequencing being handled by an ST, but all the synths used are actually Atari STs as well.

Granted the ST has a horrible S:N ratio.

Speaking of which... has anyone ever worked on ways to improve the audio-out on the Atari ST? Maybe instead of taking the line out from the DIN jack there's a place on the ST where I could pull the audio from where it's a little cleaner and then run it through a higher quality pre-amp?

Crackers
--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4470. Re: Champions league soccer and Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 19:31:11 UTC
From: DONOTSPAM.david.ducassou@free.fr
Message-ID: <3bdc5cb5.29648302@news.free.fr>
Source record: 41089

>What's all behind this? Hasbro selling PC and Playstation games under the Atari
>brand?

Not Hasbro, but Infogrames (now ownver of the brand) selling products
under Atari brand.

Isn't it funny to see our fuji logo on TV ?! ;-)
Unfortunatelly the team (Lyon) has lost against Barcelone (europe
champion's league).

--
Ma "maison page": http://www.multimania.com/dadu/

4471. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 19:35:30 UTC
From: sentry23 <sentry@nospam.innocent.com>
Message-ID: <66ZC7.14339$cd.554835@nlnews00.chello.com>
Source record: 40896

On Sun, 28 Oct 2001 19:15:00 +0000, Crackers wrote:

> Has anyone ever written one for the Atari ST? It doesn't seem like it
> would be all that hard to turn an ST in to an emulated midi analogue
> synth module. The ST has what, three oscilators I think? Stack the
> oscilators for a nice beefy analogue mono-synth sound. Set up some
> virtual knobs/sliders on the screen which can control the ADSR of each
> oscilator and an envelope generator for the filters, then have the whole
> thing controlled through MIDI. You could even make velocity switchable
> on/off to further emulate old analogue synths. Something similar to
> Microsynth 2001 on the C-64 except controlled through MIDI.
>
The only thing alive at the moment i can think of is ACE, a falcon
project.
The problem isn't with the oscillators, it is with filters. Any good
analogue synthesizer needs some filtering, and his takes at least (from
my head) 6 fixed point multiplies and 3 adds per oscillator cycle (2nd order IIR
filter)
Trivial on a DSP processor, but quite a load on the poor old MC68k.
The 2nd problem is that you can not use the oscillators on board the ST
for digital filtering since they are outputted directly, not in digital
form.
The next best thing on ST is SIDvoice composers, which there are some around,
if you check on the web.The use some tricks to reach the same effect.

Come to think of it.. it may be possible on ST with some tables, and
limited filter ranges. Who knows, i might get back to you on this one,
but then again, i already put a TB303 emulator on indefinite halt because
of the lack of time to make a decent user interface, and
calculate/finetune the envelopes.
midi control would be trivial to add ofcourse.

Sentry23 / Sentry

4472. Re: Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 19:54:55 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bdc6244_1@news2.vip.uk.com>
Source record: 41091

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Hi Matthew,

"Matthew & Caroline Simpson-Morgan" <mellotronic@hotmail.com> wrote
in message news:3BDC203F.9BC11CD5@hotmail.com...
> if anybody is familiar with Atari Cubase and using the Midi Mixer -
> I The thing is, to set up the sysex string requires a checksum for
> use with my Roland U20 synth. What do you use as a checksum for a
> sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing
> happens on the synth... if I put one in, the synth always says
> "checksum error!" (and I don't know what checksum to use anyway,
> since the variable value will make the sysex total change from
> settting to setting).
>
> I'd appreciate some help if anyone can.

I don't use Cubase but .....
When you send a SysEx message to a synth, you want it to do only what
you ask and nothing else. If a SysEx message gets corrupted during
transmission to the synth, it is entirely possible that it could
become a totally different (but valid) message! So a reverb change
could conceivably become a GS Reset!!
To avoid this, Roland uses a checksum that is calculated using the
address and data parts of the SysEx message, thus ensuring that if
the address or data is corrupted somehow, they will no longer match
the checksum and the SysEx message will be discarded.
Calculating the checksum follows a simple formula which is easily
learned and applied. Following this formula will guarantee correct
checksums:

1. Convert the hex values to decimal.
2. Add the values together, but if the answer to any sum exceeds 127
then subtract 128.
3. Subtract the final answer from 128.
4. Convert the resulting value back to hex and use as the checksum.

Here is a practical example:

[1] [2] [3] [4] [5] [6] [7] [8] [9]
F0 41 10 42 12 401100 4163 0B F7

The checksum is only calculated from the address [6] and the data
[7], thus we need only look at 40 11 00 41 63 in this example.

1. Convert hex to decimal:
40h = 64
11h = 17
00h = 0
41h = 65
63h = 99

2. Add values, keeping result under 128:
64 + 17 = 81
81 + 0 = 81
81 + 65 = 146 (146 - 128 = 18)
18 + 99 = 117

3. Subtract answer from 128
128 - 117 = 11

4. Covert to hex:
11 = 0Bh

Part [8] is the checksum and is indeed 0Bh in this instance.

The manual Roland shows a different method which involves slightly more complicated arithmetic. If you prefer this method then by all means use it.

In essence it involves adding all the values together, dividing by 128 and subtracting the remainder from 128. Thus:

1. Convert hex to decimal:
40h = 64
11h = 17
00h = 0
41h = 65
63h = 99

2. Add values:
64 + 17 + 0 + 65 + 99 = 245

3. Divide by 128
245 / 128 = 1 remainder 117

4. Subtract remainder from 128
128 - 117 = 11

5. Covert to hex:
11 = 0Bh

Hope this helps.
Regards
KapMaN

-----BEGIN PGP SIGNATURE-----
Version: PGP 7.0

iQA/AwUBO9xijE6T2gOzPnrrEQLHUQCgmTX8aOx2AUXd7rM0hsv1Q+TOB+EAniRO
k8C9UTgZMLf899yW/MskqEb4

```
=gSla
-----END PGP SIGNATURE-----
```

4473. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 20:24:52 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3bdc699b_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 41092

"Crackers" <bcracknell@sympatico.ca> wrote in message
news:4OYC7.2283$Fy2.198957@news20.bellglobal.com...
> Has anyone ever written one for the Atari ST? It doesn't seem like it
would
> be all that hard to turn an ST in to an emulated midi analogue synth
module.

Have you looked at what Danny did at Electronic Cow. I'm sure he's done
something along those lines.

Chris Thorley.

4474. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 20:32:45 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDC6B6D.BE0CCC76@greeleynet.com>
Source record: 41093

Martin Byttebier wrote:

> The new pdf reader, Porthos is out. You can find a demo verson on
> http://www.calamus.net/index.html. For the moment only in German.

Somewhere in this thread the problem of memory has been mentioned. So I wonder...

Is the virtual memory program, Outside, still available and supported? Maybe that program, or other virtual memory management program, would solve that problem.

I'm just speculating here, since even Windoze uses VM.

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Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4475. Re: Writing computer graphics history &

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 20:47:30 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rhqt1$li0$1@thorium.cix.co.uk>
Source record: 41094

On 9 Oct 2001 18:11:46 +, xlator@cix.compulink.co.uk wrote:
> In message <7ffbdd0f.0110052240.7c3ae8fa@posting.google.com>,
> paint_progs@hotmail.com said:
>
> Early arts programs (presumably not b&w drawing programs) you want
> to know about also include Master Doodle, Cyberpaint/sculpt besides
> the original Neochrome, Degas and Degas Elite. Later came
> Hyperpaint, Chagalle, Megapaint, Photoline, Pixart, Smurf, TruePaint
> (and T-Image) and several others, many for the Falcon only.

People seem to be forgetting the vector art programs like Arabesque
and Easy Draw...

rgds
H

4476. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 20:56:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDC7116.CCBF568A@greeleynet.com>
Source record: 41095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

The following is just my opinion, please feel free to simply skip this post if you wish.

This is for those people who are complaining about any commercial posts in the newsgroup.

Here are some points to consider:

1. Everyone here is interested a computer brand that no longer manufactures a computer. In fact, the company no longer exists.

2. The last new computer introduced by the company was in 1993.

3. What new computers that are available, such as the Hades and the Milan, are just updated versions of old technology and an old operating system. Magic, MiNT, Linux, will not keep this platform alive. You need a genuine manufacturer with a solid financial base that can afford an advertising budget to do that. Even then, you may be in a very niche market, Sun Microsystems comes to mind when talking about a niche market.

4. There is no dealer base that exists, at least in the United States, anymore.

Whether or not you like Bravo Sierra Computers or any other dealer, you ought to be thankful that someone is trying to fulfill a need for this platform, that need being a source of hardware and software rather than complaining about commercial posts in this newsgroup.

Some of the comments I've read in this thread and others are, IMO, absolutely childish. I used to be very proud of Atari owners, but these days I'm ashamed of them. This newsgroup has become the de facto source of Atari information and support today. Even though I firmly believe there is still a place for a simpler computer like the Atari, I do not recommend the platform to anyone anymore because of the way people behave in this newsgroup.

There are a number of individuals in this newsgroup who should look at themselves in a mirror, and ask themselves if their actions present a positive or negative impression of the very few Atari users left.

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Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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4477. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 21:07:01 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDC7375.F50AA202@greeleynet.com>
Source record: 40897

Dennis,

> The help files are a new implemented feature of version 8.xx, previously
> the docs were in the STGUIDE HYP format. Why they decided to get rid of the
> HYP file help system which was very fast and replace it with this clumsy
> system is something we'll never know. Unless you're running Papyrus on a
> fast clone or with an Atari emulator on a PC or Mac the help system is dead
> slow, and on top of that it's full typos as well and contains incorrect
> information...

It may be because STGUIDE wasn't a standard. I know I never really understood how to make it work reliably. And I never had an English version available either.

At least by making it a PAP file, every user knew that HELP would work. And it has been pointed out here, and if I'm not mistaken in Papyrus documentation, that loading and saving the HELP file speeds up the operation. And if the typos and incorrect information bothers you, you have the ability to fix the errors.

Try fixing the errors in a Windows online help file! LOL

> Depending on your needs, Cypress could be a good choice. It's freeware now
> and an English translation is available on the DDP website (see sig).

When Atari was truly a viable platform, I used to buy almost every productivity program out there that interested me. I've never heard of this one. :-(

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~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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George Bernard
Shaw

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http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4478. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 21:13:47 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <fy_C7.30955$C7.10283575@news02.optonline.net>
Source record: 40898
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Well said, Ken.

There will always be complainers. There will also always be contributors. Of course, there will also always be newbies with little experience but lots of enthusiasm. Contributors encourage newbies. Complainers drive them away. The survival of this community will not only depend on veterans staying, but on newbies staying.

Alan Sharkis

"Ken Springer" <wordworks@greeleynet.com> wrote in message news:3BDC7116.CCBF568A@greeleynet.com...
> The following is just my opinion, please feel free to simply skip this
> post if you wish.
>
>
> --------------------------------
>
>
> This is for those people who are complaining about any commercial posts
> in the newsgroup.
>
> Here are some points to consider:
>
> 1. Everyone here is interested a computer brand that no longer
> manufactures a computer. In fact, the company no longer exists.
>
> 2. The last new computer introduced by the company was in 1993.
>
> 3. What new computers that are available, such as the Hades and the
> Milan, are just updated versions of old technology and an old operating
> system. Magic, MiNT, Linux, will not keep this platform alive. You
> need a genuine manufacturer with a solid financial base that can afford
> an advertising budget to do that. Even then, you may be in a very niche
> market, Sun Microsystems comes to mind when talking about a niche
> market.
>
> 4. There is no dealer base that exists, at least in the United States,
> anymore.
>
> Whether or not you like Bravo Sierra Computers or any other dealer, you
> ought to be thankful that someone is trying to fulfill a need for this
> platform, that need being a source of hardware and software rather than
> complaining about commercial posts in this newsgroup.

>
> ------------------------------
>
> Some of the comments I've read in this thread and others are, IMO,
> absolutely childish. I used to be very proud of Atari owners, but these
> days I'm ashamed of them. This newsgroup has become the de facto source
> of Atari information and support today. Even though I firmly believe
> there is still a place for a simpler computer like the Atari, I do not
> recommend the platform to anyone anymore because of the way people
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>
> There are a number of individuals in this newsgroup who should look at
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> positive or negative impression of the very few Atari users left.
>
> --
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> President William McKinley
>
> http://www.greeleynet.com/~wordwork/airpage.htm
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4479. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 21:27:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdd60aebca10@madasafish.com>
Source record: 40926

Hi Crackers!

>Has anyone ever written one for the Atari ST? It doesn't seem like it would
>be all that hard to turn an ST in to an emulated midi analogue synth module.
>The ST has what, three oscilators I think? Stack the oscilators for a nice
>beefy analogue mono-synth sound. Set up some virtual knobs/sliders on the
>screen which can control the ADSR of each oscilator and an envelope
>generator for the filters, then have the whole thing controlled through
>MIDI. You could even make velocity switchable on/off to further emulate old
>analogue synths. Something similar to Microsynth 2001 on the C-64 except
>controlled through MIDI.

Cool idea! Check out "Electronic Cows" software. Not sure if it is
controlled by MIDI but I've always liked the idea of using the YM
controlled by MIDI as well.

>Granted the ST has a horrible S:N ratio.
>
>Speaking of which... has anyone ever worked on ways to improve the audio-out
>on the Atari ST? Maybe instead of taking the line out from the DIN jack
>there's a place on the ST where I could pull the audio from where it's a
>little cleaner and then run it through a higher quality pre-amp?

If you pull out pins 3,4 and 38 of the Yamaha chip you can get at the 3
channels. If you take these to a line input you may get a very good sound
with better S/N. Not sure what level they are at though but you have 80%
chance they are line level.
--
Lyndon Amsdon

4480. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:07:30 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386522.75907.4@hebe.uk.clara.net>
Source record: 40937

Hi Martin

> >>I registered the program and it runs great overall. I do get the
> >
> >Thanks for the report Edward.
> >
> >Since the programmer is putting time and effort into updating this
utility we
> >should all at least consider registering it to show our support.

> I agree. But I want to see a demo working on my system first.

Thats a bit of a catch 22, ive registerd numerous programs that have stayed in the Beta phase, some have obvious coming RSN features that ive paid to encouage the programer to finish off but they rarely get finished.

> I'm using MiNT.

My condolences.

> I'm sure Magic is a good system too, but I don't need 2 operating systems.

So dump mint 8-)

> But this thread makes clear that may Atarians have been waiting for a PDF
viewer that's easier
> and faster than Ghostscript. PORTHOS deserves all the support we can give.

I'l stick to Adobe for PDF's

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4481. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:09:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386525.75907.5@hebe.uk.clara.net>
Source record: 40938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Martin

> > Hi James
> >
> > > Count me in agreement too, resorting to insulting an atari dealer in
an
> > atari
> > > base is dispicable, it certainly shows who the asshole really is!
> >
> > Precisley, this is an Atari discussion base, not
> > alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> > using you.

> This is not the place to fight out a personal vendetta. So please stop
> this ridiculous thread.

There is no vendetta and its not a personal issue, and its as relevant to
this base as are commercial advertisements in this non-commercial base.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4482. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:16:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386528.75907.6@hebe.uk.clara.net>
Source record: 40936

Hi Chris

> >The help files are a new implemented feature of version 8.xx, previously
> >the docs were in the STGUIDE HYP format. Why they decided to get rid of
the
> >HYP file help system which was very fast and replace it with this clumsy
> >system is something we'll never know.

> Apparently because ST Guide is a dead format and no-one uses it any
> more! Also, I think they wanted to show off the hyper-linking
> features of the Papyrus format, and include images and screenshots.

Dead format, I dare to say its the most popular, I have 10's of dozens of
.HYP files and all from recent applications.
And you can catalogue HYP files into a common index that makes finding a
reference a piece of 'p', try that with ROM's effort.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4483. Re: Derryck Croker

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:26:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386531.75907.7@hebe.uk.clara.net>
Source record: 40939

Hi Hallvard

> > > Derryck, if you're reading this...
> > >
> > > I've tried to reach you many times but mail always comes back with an
> > > error message, so I'm unable to get in touch again.
> > > Mail me please, as soon as you've got things sorted out.
> > > Thanks
> > >
> > Derryck had problems with an IP and so has changed email address, if he
does
> > not reply directly to you then please email me a message and I will
forward
> > it immediately.
>
> Thanks.
> I found a posting of his here which used a CIX address, different from
> the one he'd been mailing me with, so I've mailed him to see if he
> reaches that. Still no reply, but at least it hasn't bounced (yet).
> I'll get back to you if I don't hear from him after a while.

I've seen him reply to your original post so I assume he's in touch now.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4484. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:29:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004386535.75907.8@hebe.uk.clara.net>
Source record: 40940
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Rolaid

> Come on Steve, I really don't think Ben is a "commercial enterprise".
>
> Even so, he is honest and welcome here as far as I am concerned.

If it wasn't for the multi page dribble he posts each time, imposing himself on my phonebill, then I wouldn't mind so much. Other people can do it with a 4 liner, "Visit my Website at" will do no harm, and get him in the public eye, and I wont have to pay for it. Some people seem to forget that in GB we pay by the second for our IP.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4485. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 22:39:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri1ekohu1@thorium.cix.co.uk>
Source record: 40899

On 11 Oct 2001 23:36:40 , "Matthias Jaap" wrote:
> Hi Neil,
>> Just to let you know, I have been negotiating with Brad Templeton
>> the author of Alice Pascal (a Pascal Interpreter) into making it
>> available on his website for downloading.
>
> That's great news!
>
> Now for everyone who would like to see Prospero's products released
> - they are still active: http://www.prosperosoftware.com/

HiSoft also used to sell HighSoft Pascal (but they didn't write it) -
they may have some copies left...

rgds
H

4486. Atari Times Update - 10-28-2001

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:21:16 UTC
From: GDG <ggeorge747@hotmail.com>
Message-ID: <3BDC8DEA.A290EC37@hotmail.com>
Source record: 40900
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

Here's what's new this week at TAT!

* NEW! Name that Game! Win prizes!
* NEW! Atari Karts Review
* NEW! New 7800 and 5200 review forms added! Send in your scores!
* NEW! Guides page added (We need more guides from you!)
* NEW! Vote for the most recognized video game company of all time.
* NEW! Adopt-A-Page Program! Advertise your business on TAT!

* Revisit My Most Hated Jaguar Games

The Atari Times is always looking for new material written by you! Yes, you can earn cash for your written work! (How many other websites do that?) Also, we're desprately looking for great articles and reviews for Atari ST and Atari 8-bit computers. If you have a craving to write something about Atari, The Atari Times is your first stop for getting your work web-published!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=-=-

4487. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:52:41 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri5o8$qj3$1@thorium.cix.co.uk>
Source record: 40901

On 28 Oct 2001 13:32:45 , Ken Springer wrote:
> Martin Byttebier wrote:
>> The new pdf reader, Porthos is out. You can find a demo version on
>> http://www.calamus.net/index.html. For the moment only in German.
>
> Somewhere in this thread the problem of memory has been mentioned.
> So I wonder...
>
> Is the virtual memory program, Outside, still available and
> supported? Maybe that program, or other virtual memory management
> program, would solve that problem.

I picked up Outside v3.51 from the author's site a while ago. It's in
German and I think it's now Freeware (copyright retained).

The author is a certain Dr Seimet... B^)

rgds
H

4488. Re: Upgrade of internal SCSI Drive

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:52:42 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri5o9$qj3$2@thorium.cix.co.uk>
Source record: 40902

On 21 Oct 2001 07:57:14 , Uwe Seimet wrote:
> "Edward S. Baiz Jr." schrieb:
>> I do not see a problem other than the fact that you may not access
>> the whole drive. You may want to load in Magic or Mint. That way,
>> you will get to access the whole drive.
> That's not correct. MagiC or MiNT cannot enable the STE's host
> adapter to use more than one GB of a drive. The problem is not the
> partition size here but the capabilities of the host adapter.

EBay might be a source of smaller drives.
The external port of the MSTe will access bigger drives, of course,
with the use of a different host adaptor. The problem is the Atari
host adaptor - not the MSTe itself. (Just for emphasis...)

rgds
H

4489. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:52:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri5ob$qj3$3@thorium.cix.co.uk>
Source record: 40903

On 22 Oct 2001 23:16:48 , downthehatch@zetnet.co.uk wrote:
> While a lot of HD drives seem to to be contributing, I thought It a
> good time to air my query.
>
> I have an external SCSI drive attached to my STFM. It is a Quantum
> Maverick 270mb. I am thinking of repacing it with a Gbyte drive
> which I can use mainly with my PC.
>
> Can anyone recommend a a compatible replacement.
> I see Fujitsu 9Gb for about £90. Good?

I bought an IBM DCHS 9Gb SCSI2 drive about 6 months ago for 40ukp +
VAT + del (less than 60ukp in total) from EBay.

rgds
H

4490. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:52:45 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri5oc$qj3$4@thorium.cix.co.uk>
Source record: 40905

On 28 Oct 2001 14:07:01 , Ken Springer wrote:
>> Depending on your needs, Cypress could be a good choice. It's
>> freeware now and an English translation is available on the DDP
>> website (see sig).
> When Atari was truly a viable platform, I used to buy almost every
> productivity program out there that interested me. I've never heard
> of this one. :-(

I saw a german demo version of v1.72 from '95. It was Shareware at the
time and 70DM. Written by Gregor Duchalski IIRC

An English version might be interesting to see...

rgds
H

4491. Re: NVDI - Mouse Accelerator/Screen Saver q

Newsgroup: comp.sys.atari.st
Date: 2001-10-28 23:52:46 UTC
From: sidcelery@cix.co.uk
Message-ID: <9ri5oe$qj3$5@thorium.cix.co.uk>
Source record: 40904

On 26 Oct 2001 22:51:36 , Ken Kosut wrote:
> Is there a Mouse Accelerator/Screen Saver that is compatible with
> NVDI? (Besides the Atari one)
>
> I tried turning off the screen accelerator of Warp 9, but it seems
> to conflict with NVDI. (Locks when booting)

You shouldn't use Warp 9 with NVDI - they both try to speed up the
screen but do it in differing ways (Warp 9 has compatibility issues).

NVDI's CPX has its own screen accelerator.
I don't use screensavers - just the screen blanker in MenuInfo

rgds
H

4492. Re: Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 00:59:18 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0110281659.6a5307d5@posting.google.com>
Source record: 40906

Matthew & Caroline Simpson-Morgan <mellotronic@hotmail.com> wrote in message news:<3BDC203F.9BC11CD5@hotmail.com>...
> Hi,
>
> if anybody is familiar with Atari Cubase and using the Midi Mixer - I
> have a problem that has me fairly stumped: I want to create an object on
> the Midi Mixer to use as a 4-position slider (0-3 in value), which will
> set up the output of individual parts in a sound patch (dry, reverb,
> chorus, direct).
> > I'd appreciate some help if anyone can.
>
> Thanks, Matthew.

Hi Matthew

Below are some CUBASE links that will help including some mixer map instruction.

Tim Conrardy

Tims Atari Midi World

http://tamw.atari-users.net

==========

Atari Cubase Tips
Atari Cubase specific TIPS
http://www.music.gla.ac.uk/HTMLFolder/Resources/StudioSite/software/cubase.html#\record

Atari Cubase Updates by FTP
Cubase Updates. You will need your Cubase Dongle for these to work!
ftp://ftp.mcc.ac.uk/pub/music/cubase/UPDATES/Atari/

Atari Cubase Updates by HTML
French site with lots of updates and utilities for Cubase including a good
collection of mixer maps. You will need your Dongle for the Cubase Updates
to work however. Includes many versions of CAF.
http://atari.georezo.net//music/cubase/download.htm#1

Cubase IPS
Instruction on how to use the IPS in Cubase. You can still use it for the
Atari version.
http://www.espace-cubase.org/anglais/level1cj1.htm

Cubase Mixer Map Help
Excellent page on how to do Cubase Mixer maps
http://perso.wanadoo.fr/jacques.kolly/emixguid.htm

Cubase Mixer Map help
More Mixer Map help from Paul Sellars of SOS.
http://www.sospubs.co.uk/sos/dec99/articles/mixer.htm

Cubase Mixer Maps
Mixer maps for many intruments including the Roland MC303. Although for PC,
thye could work for Atari as well.
http://www.geocities.com/wjdegraaf_geo/mc303/mixermaps.html

Cubase Music Site
A Cubase page with some mention of Atari. Good tips however.
http://home3.swipnet.se/~w-31215/music/index.htm

Cubase page
Lots of Mixer maps and other things for Atari Cubase 2.0 users and more.
http://home.hetnet.nl/~walter_graaf/utilities/index.html

4493. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 01:13:32 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDCAD3C.7302CD29@greeleynet.com>
Source record: 40907

Harry Sideras wrote:

> I picked up Outside v3.51 from the author's site a while ago. It's in
> German and I think it's now Freeware (copyright retained).
>
> The author is a certain Dr Seimet... B^)

Maybe someone who has used Porthos will download Outside and give my idea a try.

And when I have the time, I hope I remember Outside is now free, and I'll download it and install on my TT. Might even try it on my Hades. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4494. Atari Portfolio for auction

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 02:26:39 UTC
From: the Bear <thenortherner99@yahoo.ca>
Message-ID: <vk3D7.4947$az4.515035@news20.bellglobal.com>
Source record: 40908

A great complement to your Atari ST, and it's presently very inexpensive.
Could be a great deal.
Click to see:
http://cgi.ca.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289396916

4495. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 03:46:31 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD115.426D5DC9@home.com>
Source record: 40909
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Steve,

Your hole reasoning and tone in this thread is an insult. Ben isn't "using" anyone. He's an atari user, who runs an atari related business. You have NO right to attempt to blacklist him from posting the occasional message. He isn't posting hundreds of messages. He isn't posting anything thats not atari related. Your inept arguments have no basis in reality. END OF STORY!!!!

btw, I haven't seen you complaining about the numerous ebay ads popping up in the atari newsgroups or the regular wanted / for sale ads from others. Its got me wondering just what kind of grudge you've got against Ben. Frankly I'd have no trouble to buy anything from him and I plan to do so where as seeing your own character I certainly wouldn't trust you in any matter where money was changing hands.

Steve Sweet wrote:

> Hi James
> Precisley, this is an Atari discussion base, not
> alt.support.the.brain.damaged.dealer. He's in here for your money, he's
> using you.

4496. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 03:49:12 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD1B6.51612550@home.com>
Source record: 40910
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hey Alan,

thats a very good point, And having a few good dealers and developers around like Ben Smith, Rogher Burrows, Nima Montaser, Uwe siemet, Brad Koda and many others I haven't mentioned help keep us atari users going too.

Alan Sharkis wrote:

> Well said, Ken.
>
> There will always be complainers. There will also always be contributors.
> Of course, there will also always be newbies with little experience but lots
> of enthusiasm. Contributors encourage newbies. Complainers drive them
> away. The survival of this community will not only depend on veterans
> staying, but on newbies staying.

4497. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 03:55:04 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD316.738D29B3@home.com>
Source record: 40911

Hey Jo

What you said is in fact the exact opposite of what my and other experiences have shown to be true. Truth is there is now way to run all the old and new software on an emulator, it still hasn't been done even after years of trying. To date there has only been one really good example of one system emulating another, ahnd that is the PPC & G3/G4 macintosh systems emulating the earlier 68k macs. Try to run 68k based Atari stuff on an x86 system running windows is still an outright absurdity and a waste of time. And its not the intent of the proposed project which is to build a modern and compact ST, not just another windows whitebox running a second rate emulator.

Jo Even Skarstein wrote:

> James Alexander <james-m-alexander@home.com> wrote:
>
>
> You're right. That's why you need to run e.g. MiNT as the *native* OS on a
> existing platform (x86 or Mac) with an emulated 68030. This will work just
> as well as a Milan or Hades, but it will be many times faster. The
> additional CPU power could be used to emulate legacy hardware when
> necessary, thus making such a clone not only much more powerful than any
> computer with a real 68k, but also much more compatible with older
> software.
>
> > and the hades and milans were still available after atari left the scene. The
> > rights to the OS and custom hardware could be acquired and machines produced.
>
> Dream on. But if you actually want a new "Atari" I'm afraid the only
> realistic alternative is an existing hardware-platform with a 68k-emulator
> and adapted OS, or perhaps a custom hardware-platform based on common
> components and a cheap but powerful CPU (and a 68k-emulator ofcourse).
>
> I recently bought a second-hand Milan040, and soon I'll hopefully have a
> 060 in it. It's a cool machine, but when I need more CPU and RAM (which I
> eventually will), there is no alternative to an emulated CPU. If the
> hardware doesn't evolve I will finally get tired and stop using my Ataris.
> My TT is rarely used. My Falcon with Afterburner, Eclipse and 64Mb RAM is
> now practically retired. I will also stop using my Milan in a few years,
> and I hope that there will be a more powerful alternative by then.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/

```
> */
```

4498. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 04:04:44 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD559.BAD667D2@home.com>
Source record: 40912

Au Contraire Jo!

in fact quite the opposite, my post secondary education deals entilerly in electronics as does my work experperience. You see I *DO* know what I speak about. And my statements are in fact not ignorant or arrogant in the least. I deal in hard FACT not fantasies, What Peter and yourself claim about performance of emulators is nothing but fantasy.

Put simply it goes to credibility, and mine is quite solid.

Jo Even Skarstein wrote:

> James Alexander <james-m-alexander@home.com> wrote:
> James, you obviously don't have a clue about what Peter was talking about,
> and from your statements it looks like you don't know anything about
> computer designs either. From my point of view it's you who's making a
> fool of yourself with ignorant and arrogant statements like the above.

4499. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 04:10:17 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDCD6A7.E12F1F55@home.com>
Source record: 40913

I think Marios board has TOS 2.6 on it. I haven't used it much even though I do have a 520ST upgraded to 2.6, at bootup it does feature a memory test and a delay for a hard disk to spin up to speed. it also supports 16mhz clock speed and the high density floppy on the Mega STe computers (although not all the mega ste had the HD floppies though). I cant remember what else at the moment.

Dan S wrote:

> "James Alexander" <james-m-alexander@home.com> wrote in message
> news:3BDA0C7F.C6B367D1@home.com...
> > Hi Dan,
> >
> > there are a few available, your best bet is to try the search engines
> looking
> > for Link 96 or Link 97 for scsi host adaptors, Allso look up Mario
> Becroft,
> > he's got a few upgrades hes made including an ide adaptor
> >
> > Dan S wrote:
> >
> > > What is the best device to buy that will enable an ide or scsi drive to
> be
> > > connected
> > > to an atari mega1 or ste?
> > >
> > > device must be plug and play (as in it should include drivers and be
> easy to
> > > fit & set up).
> > >
> > > thanks.
> >
>
> Thanks for the link...I checked out Mario Becroft's ide controller and the
> link97
> cable, the only difference I suppose apart from one being scsi and the other
> ide is
> that Mario's one has a TOS upgrade included and is a little more expensive.
>
> Is the TOS upgrade really worth it? What advantages does the TOS upgrade
> give?
>
> thanks.

4500. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 04:30:12 UTC
From: tcordes@home.com
Message-ID: <oX4D7.6347$4H1.13790@shaw-ty2>
Source record: 40914

1040STe computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 66
cord

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 52
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 24
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 59
cord

520ST computer (no DD or PS), bombs & won't boot $ 12

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 13
mouse

520STf computer with DS external disk drive, add $5 for a mouse $ 28

520STfm computer dead internal power supply (looks like it melted down); $ 16
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

520STfm computer with internal power supply & DSDD floppy drive and TV $ 16
output; dead floppy drive

BK GFA Basic Michtron version unknown, 3 ring binder $ 1

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 1

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 1
books are great guides for ST'ers to learn more

BK MANUAL 1040ST original either 86 or 87, good condition $ 2

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 2

BK MANUAL TT030 manual near mint condition original TT manuals $ 2

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 1

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 1
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 1

CABLE 25PIN Modem/serial/printer cable 25 male to 25 female Dsub approx $ 3
8'

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 5
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive, working $ 19

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 10
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 28
cable and power supply

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS (ONLY 1 LEFT!!) gorgeous black XLG Fruit-of-the-Loom $ 7
T-shirts with our Atari club's logo on the front and on the back "Jaguar" in
huge red lettering (like on the Jag box) with eerie yellow eyes above it and
"64-bit interactive multimedia system" written below, Brand new never worn
leftovers from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 1
condition, 1 sticks a little

MAGAZINES great deal! 53 USA Atari mags, 1 Atari disk all together in one $ 3
super cheap set! email for titles, shipping not included

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 3
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 3
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 3
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 10
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 13

MONITOR color Atari various models working $ 27

MONITOR mono Atari 1991 model small, grey made by Quadrant, flakey, picture won't sync (wobbly,distorted), maybe fixable $ 19

MONITOR mono Atari various models dead $ 9

MONITOR mono Atari various models working $ 24

MOUSE original Atari mouse guaranteed working $ 9

POWER SUPPLY external for 520 ST's $ 13

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 1

PRINTER SWITCHBOX 25-pin for modems or printers, broken or miswired: does strange things $ 4

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $476

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with ROMS (disk/docs/cable) $ 16

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your clock automatically every time you boot. Incl box, software and hardware. Suggested retail was $57.95. Brand new. No guarentee on lithium battery (estimated 10 year lifespan) $ 10

SW BALANCE Of Power strategy game; manual needed (disk) $ 1

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 2

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 1

SW CRACK'ED game published by Atari (disk) $ 1

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d, plotter & drivers, human design disk, cartoon design disk, cyber control (disk) $ 13

SW DAC Easy Accounting software 2disk (disk) $ 1

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 1

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below (disk/docs) $ 19

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms and pathology recognition (disk) $ 1

SW EZCALC good spreadsheet (disk/docs) $ 1

SW FSM GDOS 5 disks (disk) $ 1

SW GDOS original Atari version 2 disks (disk) $ 1

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 1
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 1
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 1
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 2
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 1

SW LIVRE Du Graphisme (disk) $ 1

SW M1 TANK PLATOON still the best tank sim out there, all original $ 3
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 1

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 1
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 1
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 1
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 1

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW STALKER 2 older version probably upgradable (disk/docs) $ 1

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 12

SW STENO 1 older version probably upgradable (disk/docs) $ 1

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 3

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 1
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 1
great car racing game with 2 bonus packs of cars! 4 disks, probably needs
manual for copy protection (disk)

SW TEST DRIVE by accolade (disk/docs) $ 2

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 2
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 3

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 6

SW WORD For Word crossword puzzle creator (disk/docs) $ 1

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 4

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 2
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 1

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 50
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 9

SYQUEST CART 44MB no bad secs $ 19

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 12
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 2

MODEM EXTERNAL USRobotics Sportster 14.4 w/AC adapter, includes manual; $ 27
serial cable $4 extra

PRINTER CABLE 24' standard DB25M to Centronics $ 5

PRINTER CABLE 9' standard DB25M to Centronics $ 3

PRINTER Epson FX-286e wide carriage dot matrix, working, includes ribbon $ 50

PRINTER Epson FX-85 dot matrix, working, includes ribbon $ 50

PRINTER Epson MX100III wide carriage dot matrix, includes ribbon, 1 side $ 50
of tractor feed is loose/missing spring

PRINTER Nissho NP-2410 wide carriage dot matrix, working, includes ribbon $ 50

PRINTER Panasonic KX-P1091 dot matrix, includes ribbon $ 29

PRINTER Raven PR-9101 dot matrix, includes ribbon, w/manual, missing top $ 35
plastic cover

PRINTER SWITCHBOX CABLE or serial, 6' Belkin standard DB25M to DB25M $ 4

PRINTER SWITCHBOX CABLE or serial, 8' standard DB25M to DB25M $ 3

PRINTER SWITCHBOX auto & manual switch for 2 computers to 1 printer, $ 12
brand new in box, cables extra, MicroMice model AS-201

PRINTER SWITCHBOX manual A-B switch, cables extra $ 10

PRINTER Star NX-1000II dot matrix, includes ribbon, plastic cover a bit $ 29
broken

SIMM RAM 1MB 30pin, quantity 4 sold together (more qty available) $ 3

SIMM RAM 4MB 30pin, quantity 4 sold together $ 44

--
THINK IT SHOULD BE CHEAPER? MAKE AN OFFER!

E-Mail: tcordes@home.com

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment except for checks.
Hundreds of trade references are available upon request. I've been buying
and selling on the net since 1992!

Check out my other forsale lists at http://members.home.net/tcordes/forsale.html

4501. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 05:37:29 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-D16960.21372828102001@corp-radius.supernews.com>
Source record: 40915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I don't mind the occasional ads at all, but I wish Ben would stop putting
that apostrophe in the word "wants". Is that too much to ask?

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

4502. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 07:37:09 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDD0725.FD131A1C@seimet.de>
Source record: 40916

Ken Springer schrieb:

> Is the virtual memory program, Outside, still available and supported?
> Maybe that program, or other virtual memory management program, would
> solve that problem.

It's not supported anymore. The latest and last version can be
downloaded for free: http://www.seimet.de/atari_english.html.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4503. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 07:39:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDD07AE.A6579EE6@seimet.de>
Source record: 40917

Ken Springer schrieb:

> And when I have the time, I hope I remember Outside is now free, and
> I'll download it and install on my TT. Might even try it on my Hades.

Outside does not run on the Hades, but only on machines with a 68030
processor, i.e. TT, Falcon and ST with PAK/3.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4504. Re: Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 08:41:56 UTC
From: Matthew and Caroline Simpson-Morgan <mellotronic@hotmail.com>
Message-ID: <3BDD1652.1E56B8B6@hotmail.com>
Source record: 40918

Thanks KapMaN - I do have a checksum calculator program (PC, not atari) and have used checksums before, but have never worked out what checksum should be used in a string which contains a "variable" number (ie, in Cubase - to switch up and down through a series of values on the MIDI mixer). A variable number is designated on the Cubase mixer as "xx", but I don't know what kind of checksum can cover a varying amount in a sysex string, since that variable will of course change the sum of the string when it varies. Hope that makes some sense.

KapMaN wrote:

> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> Hi Matthew,
>
> "Matthew & Caroline Simpson-Morgan" <mellotronic@hotmail.com> wrote
> in message news:3BDC203F.9BC11CD5@hotmail.com...
> > if anybody is familiar with Atari Cubase and using the Midi Mixer -
> > I The thing is, to set up the sysex string requires a checksum for
> > use with my Roland U20 synth. What do you use as a checksum for a
> > sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing
> > happens on the synth... if I put one in, the synth always says
> > "checksum error!" (and I don't know what checksum to use anyway,
> > since the variable value will make the sysex total change from
> > settting to setting).
> >
> > I'd appreciate some help if anyone can.
>
> I don't use Cubase but .....
> When you send a SysEx message to a synth, you want it to do only what
> you ask and nothing else. If a SysEx message gets corrupted during
> transmission to the synth, it is entirely possible that it could
> become a totally different (but valid) message! So a reverb change
> could conceivably become a GS Reset!!
> To avoid this, Roland uses a checksum that is calculated using the
> address and data parts of the SysEx message, thus ensuring that if
> the address or data is corrupted somehow, they will no longer match
> the checksum and the SysEx message will be discarded.
> Calculating the checksum follows a simple formula which is easily
> learned and applied. Following this formula will guarantee correct
> checksums:
>
> 1. Convert the hex values to decimal.
> 2. Add the values together, but if the answer to any sum exceeds 127

> then subtract 128.
> 3. Subtract the final answer from 128.
> 4. Convert the resulting value back to hex and use as the checksum.
>
> Here is a practical example:
>
> [1] [2] [3] [4] [5] [6] [7] [8] [9]
> F0 41 10 42 12 401100 4163 0B F7
>
> The checksum is only calculated from the address [6] and the data
> [7], thus we need only look at 40 11 00 41 63 in this example.
>
> 1. Convert hex to decimal:
> 40h = 64
> 11h = 17
> 00h = 0
> 41h = 65
> 63h = 99
>
> 2. Add values, keeping result under 128:
> 64 + 17 = 81
> 81 + 0 = 81
> 81 + 65 = 146 (146 - 128 = 18)
> 18 + 99 = 117
>
> 3. Subtract answer from 128
> 128 - 117 = 11
>
> 4. Covert to hex:
> 11 = 0Bh
>
> Part [8] is the checksum and is indeed 0Bh in this instance.
>
> The manual Roland shows a different method which involves slightly
> more complicated arithmetic. If you prefer this method then by all
> means use it.
>
> In essence it involves adding all the values together, dividing by
> 128 and subtracting the remainder from 128. Thus:
>
> 1. Convert hex to decimal:
> 40h = 64
> 11h = 17
> 00h = 0
> 41h = 65
> 63h = 99
>
> 2. Add values:
> 64 + 17 + 0 + 65 + 99 = 245
>

> 3. Divide by 128
> 245 / 128 = 1 remainder 117
>
> 4. Subtract remainder from 128
> 128 - 117 = 11
>
> 5. Covert to hex:
> 11 = 0Bh
>
> Hope this helps.
> Regards
> KapMaN
>
> -----BEGIN PGP SIGNATURE-----
> Version: PGP 7.0
>
> iQA/AwUBO9xijE6T2gOzPnrrEQLHUQCgmTX8aOx2AUXd7rM0hsv1Q+TOB+EAniRO
> k8C9UTgZMLf899yW/MskqEb4
> =gSla
> -----END PGP SIGNATURE-----

KapMaN wrote:

> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> Hi Matthew,
>
> "Matthew & Caroline Simpson-Morgan" <mellotronic@hotmail.com> wrote
> in message news:3BDC203F.9BC11CD5@hotmail.com...
> > if anybody is familiar with Atari Cubase and using the Midi Mixer -
> > I The thing is, to set up the sysex string requires a checksum for
> > use with my Roland U20 synth. What do you use as a checksum for a
> > sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing
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> become a totally different (but valid) message! So a reverb change
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> the checksum and the SysEx message will be discarded.

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> learned and applied. Following this formula will guarantee correct
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> 2. Add the values together, but if the answer to any sum exceeds 127
> then subtract 128.
> 3. Subtract the final answer from 128.
> 4. Convert the resulting value back to hex and use as the checksum.
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> 64 + 17 + 0 + 65 + 99 = 245
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> 128 - 117 = 11
>
> 5. Covert to hex:
> 11 = 0Bh
>
> Hope this helps.
> Regards
> KapMaN
>
> -----BEGIN PGP SIGNATURE-----
> Version: PGP 7.0
>
> iQA/AwUBO9xijE6T2gOzPnrrEQLHUQCgmTX8aOx2AUXd7rM0hsv1Q+TOB+EAniRO
> k8C9UTgZMLf899yW/MskqEb4
> =gSla
> -----END PGP SIGNATURE-----

4505. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:06:13 UTC
From: ebaiz@skyenet.net
Message-ID: <VCbD7.99$4c3.38616@newsfeed.slurp.net>
Source record: 40920

On 29 Oct 2001 01:22:42 , "Dan S" wrote:
>"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
>news:7YGC7.396$ub2.153120@newsfeed.slurp.net...
>> On 27 Oct 2001 01:20:13 , "Dan S" wrote:
>> >What is the best device to buy that will enable an ide or scsi drive to
>be
>> >connected
>> >to an atari mega1 or ste?

>This option seems the best....it is portable too.
>
>How much effort and configuration did the link2 reqiure to set it up
>on your STe? Also, what did you do to set it up?
>
>What tos are you running in the STe?

Hello,

There really is no setup. All you need is to get or make the cable that
goes from the Link II to the SCSI devices. A friend of mine made me
mine. Once you have that, all you do is hook up the SCSI devices and
install your driver software. I originally used ICD software to run my
STe's hard drive, but now I use HDDriver. I have always used Extendos
or CD Rom drives. I am use TOS 1.6 on the STe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4506. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:06:17 UTC
From: ebaiz@skyenet.net
Message-ID: <ZCbD7.100$4c3.38821@newsfeed.slurp.net>
Source record: 40919

On 27 Oct 2001 09:42:32 , Derryck Croker wrote:
>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Fri, 26 Oct 2001 13:04:28 GMT
>
>>I registered the program and it runs great overall. I do get the
>
>Thanks for the report Edward.
>
>Since the programmer is putting time and effort into updating this utility we
>should all at least consider registering it to show our support.

I could not agree more. I would like to find out why the Porthos PDF
manual comes out in black/white under Magic and color under Mint.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4507. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:06:20 UTC
From: ebaiz@skyenet.net
Message-ID: <0DbD7.101$4c3.38409@newsfeed.slurp.net>
Source record: 40923

On 28 Oct 2001 02:33:10 , Dennis Vermeire wrote:

>I'm convinced that these are files that contain a lot of pages and pics,
>Porthos "eats" memory. I've tried to load a 11MB PDF file and even 128MB
>internal memory wasn't enough...
>The first rule to get Porthos running error free is to make sure that you
>use a system with lots of free memory, a standard 4MB system is no good,
>and I have very strong doubts about a 14Mb Falcon as well...
>I only use the demo so I can't verify this, but I suppose that Porthos
>(tries to) load the complete document at once.

I have 256meg of memory in my Hades and I still get the runtime errors.
I will try some combination of things and see just happens....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4508. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:06:24 UTC
From: ebaiz@skyenet.net
Message-ID: <4DbD7.102$4c3.38744@newsfeed.slurp.net>
Source record: 40922

On 22 Oct 2001 19:44:31 , Martin Byttebier wrote:
>
>There we go again. All what I've to say is that the author is doing his
>best to get it running under N_AES. Today I received a beta from the
>author and yes it does work now more of the less. There are still a few
>problems left but these will be solved very soon.
>
>I know you hoped Porthos would be a MagiC only program *BUT* alas it's
>not.

Yes, I have gotten Porthos to work fine under Mint/N.AES. Some things
work better under Magic and some thing don't. I really do not care. I
just want the program to develope to it's fullest potential.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4509. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:06:26 UTC
From: ebaiz@skyenet.net
Message-ID: <6DbD7.103$4c3.38535@newsfeed.slurp.net>
Source record: 40921

On 28 Oct 2001 23:08:07 , "Dan S" wrote:

>Anyone know of any way to allow a VGA monitor to display the video of an
>Atari ST.
>Any one know of such a device?

Actually, I have done that using two devices. One is the Video Key that
allows any ST to be connected to a TV. It also has some RCA jacks for
video and audio. You also have to have a video converter. This connects
to the VGA monitor and also has some RCA video/audio jacks. Connect the
two together between your ST and VGA monitor and viola.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4510. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 12:28:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110290412070.29508-100000@shell.pacifier.com>
Source record: 40925
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hello Steve,

I read once "It takes 2 fools to make a fight." and that's why I dont want to be drawn into an argument. On the other hand, Your flames has shown me I have an abundance of Friends, Supporters and Benefactors in the Atari Community. So, as Klingon Captain, Kang the Merciless said on Star Trek "Only a Fool fights in a Burning House!"

==Thanx==
===Ben===

On Sat, 27 Oct 2001, Steve Sweet wrote:

> Hi All
>
> > > Steve Sweet wrote in message <1004032361.41180.2@eurus.uk.clara.net>...
> > > >Hey Asshole
> > > >
> > > >
> > > >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> > > >
> > > >Cant you take this spam and shove it somewhere that's painful.
>
> If he was to pop up now and again with a reminder that he's alive things
> would be OK, but he posts a few K's of repeated dribble everytime and
> invites email responses, this is against the mood of this echo and is a
> misuse of same.

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4511. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 13:27:34 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <oMcD7.7119$c5.79417@newsfeeds.bigpond.com>
Source record: 40924

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:6DbD7.103$4c3.38535@newsfeed.slurp.net...
> On 28 Oct 2001 23:08:07 , "Dan S" wrote:
>
> >Anyone know of any way to allow a VGA monitor to display the video of an
> >Atari ST.
> >Any one know of such a device?
>
> Actually, I have done that using two devices. One is the Video Key that
> allows any ST to be connected to a TV. It also has some RCA jacks for
> video and audio. You also have to have a video converter. This connects
> to the VGA monitor and also has some RCA video/audio jacks. Connect the
> two together between your ST and VGA monitor and viola.
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

Thanks Ed, my monitor doesn't have rca inputs :(

I will have to build a custom cable to go from the ST to the vga monitor but
that eliminates using the low & med resolutions :(

4512. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 14:08:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bce12ee47dc90@madasafish.com>
Source record: 40943

Hi Dan!

>Thanks Ed, my monitor doesn't have rca inputs :(
>
>I will have to build a custom cable to go from the ST to the vga monitor but
>that eliminates using the low & med resolutions :(

I had an old VGA that didn't work like that as I have a feeling it couldn't handle the sync in hi res (hsync 35.7KHz). The same adaptor did however work on a few other monitors. Also, the output isn't as good as the Atari monitors as you get this strange moire (?) effect. It does depend on your monitor however so you may get better results. Trying to display lo+med rez on VGA is difficult. I think it requires a video buffer which has the data from the ST put into it and then it is read out at double the speed. You can speed the ST up 2 times to get the same effect but requires quite a lot of work. Then again, you could just plug it into a TV :)
--
Lyndon Amsdon

4513. Re: TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 15:37:54 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0110290737.584e404a@posting.google.com>
Source record: 40929

In the "The Atari Compendium" you have a lot of information about the
plataform.

http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm

Also i recommend you the ICTARI diskzine, have a lot of articles,
sources and tutorials for various coding languages. You can get issues
in some Atari FTP servers.

"Dan S" <cjh3@hotmail.com> wrote in message
news:<fhUC7.6387$c5.68298@newsfeeds.bigpond.com>...
> I'd like to program in assembly (already being an 68000 assembly programmer)
> and
> so I would like to know if anyone on this ng has any links, faq's or other
> assembly programming
> docs for the ST.
>
> Who knows, maybe I'll release some cool utilities for the platform soon....
>
> Thanks in advance for any help.

4514. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 15:40:19 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <FLeD7.1064$RL6.14753@news.cpqcorp.net>
Source record: 40930

Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.

"Dan S" <cjh3@hotmail.com> wrote in message
news:1sSC7.6291$c5.66431@newsfeeds.bigpond.com...
> Does anyone know of a free, stable, unix shell or msdos or entirely new
> interpreter system
> for the Atari ST that installs on a single floppy (or perhaps two) and
> provides normal command
> interpreter functions?
>
>
>
>

4515. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 17:01:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004428120-126434AEicMi@ntlworld.com>
Source record: 40953

From: osian@zetnet.co.uk (Chris Simon)

>>The slideshow works just as you'd expect. Are you sure that you actually do
>>have some pics that PhotoTip understands? JPGs are good choices for a

>The directory I've chosen is full of JPGs! Mostly created with
>Imagecopy. One thing I did notice is that when you select a directory
>via the File Selector, it automatically adds "*.*\" to the path

Not here it doesn't. I don't know why you're having problems. I'm using
PhotoTip 3.00 and 3.01 (the latter is beta test), Magic 6.01, Freedom or
Boxkite.

>returned to PhotoTip, i.e. F:\IMAGES*.*\ so maybe that's what's
>confusing it. I also assumed File/Open would open an image, but
>selecting a JPG brings up a dialog box "Can't read an image file"

The file path in PhotoTip for a slideshow just indicates the folder name viz
"L:\Photographs\"

File/Open does indeed display a picture as you'd expect. Since you've used a
3rd-party prog to create your test jpgs, then suggest you use a gif from
another source. It does sound like you have other problems however...

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4516. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 17:05:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004428122-127074AEicMi@ntlworld.com>
Source record: 40954

From: Ken Springer <wordworks@greeleynet.com>

>> Depending on your needs, Cypress could be a good choice. It's freeware now
>> and an English translation is available on the DDP website (see sig).
>
>When Atari was truly a viable platform, I used to buy almost every
>productivity program out there that interested me. I've never heard of
>this one. :-(

It was previously only available in Germany, and when it was dropped it was
made available for a free download.

Worth a try if you don't want complicated functions.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4517. Re: PC Syquest carts

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 17:08:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004428126-127550AEicMi@ntlworld.com>
Source record: 40955

From: Uwe Seimet <us__nospam__@seimet.de>

>"Thomas J. Andrews" schrieb:
>
>> OK, so what's the best way for a guy in USA to get HDDRIVER? As you may

>You should ask the guys from System Solutions, who distribute HDDRIVER

Atari Workshop:

http://www.atari-workshop.co.uk/

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4518. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 17:11:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004428128-128238AEicMi@ntlworld.com>
Source record: 40956

From: sidcelery@cix.co.uk (Harry Sideras)

>I saw a german demo version of v1.72 from '95. It was Shareware at the
>time and 70DM. Written by Gregor Duchalski IIRC
>
>An English version might be interesting to see...

Go for it Harry, you know where to look! :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4519. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 18:12:10 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <%YgD7.5763$6h5.647749@news20.bellglobal.com>
Source record: 40931

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bdd60aebca10@madasafish.com...

> Cool idea! Check out "Electronic Cows" software. Not sure if it is
> controlled by MIDI but I've always liked the idea of using the YM
> controlled by MIDI as well.

Yeah, that Electronic Cow program seems to be exactly what I had in mind. I wasn't aware though, that the ST had no filters. But you know what, there are a gazillion VCF schematics on the internet that I could add to the ST.

Hey! I could build a modular system with the ST emulating the VCOs and the ADSR envelope generator for the oscilators. It would be cheaper and easier than building midi controlled VCOs (especially since a 1040ST can be easily found in thrift store for around $10). If I tap the oscilators directly off the chip like you suggested then I could even route each oscilator to it's own VCF.

It seems too that the Yamaha chip in the STs only produces square and white noise waveforms, but I seem to recall seeing the schematics for a Square>Saw waveform converter on the internet.

Hmmm... an Atari ST based modular synth. I'm actually pretty excited by this idea. I've always wanted to build a modular synth. Unfortunately I've always lacked the time/motivation to do this. But this Electronic Cow sound chip synth software could really give me a leg up on this. Of course I'm still left with the problem of triggering the envelope generators for the VCFs. I could have used one of the oscilators to trigger a gate but that won't work if the oscilator has a slow attack. Oh well... I'll tackle that problem later. Maybe the software can be modified to use a joystick port as a gate for triggering external modules.

Has anyone here ever pulled audio off the Yamaha chip? Is it any cleaner than the audio on the DIN plug?

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4520. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 18:30:54 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3BDDA05E.EB65C2AE@boeing.com>
Source record: 40933

IMHO the biggest limitation is that there are no scroll bars on the
document window. Using the "Fit Height" icon produces an image that
is hard to read, even on a 17" monitor. Could this be a MiNT/NAES
limitation or part of the demo "crippling"?
Otherwise, it seems to work OK on my Milan040 (48MB) with
MiNT 1.15.12, NAES 2.0 and NVDI 5. No WDIALOG or printing problems,
but I did get a Runtime Error 20-something when I tried clicking
the "?" icon when it wasn't grayed out. Needed to do a <ctrl>-C
to unlock things after that. One big advantage over GEMGS, other
than speed, is that I don't need to switch back to 256-color mode
to get a display!

Milton Horst
Seattle, WA USA

Derryck Croker wrote:
>
> Hi Peter,
>
> >The window *is* resizable, but in a srange way. You have to set
> >the pixel size in micrometeres in the 'Window' dialog. And with
>
> I guessed that, but it's far too fiddly :-(
>
> >the 4th, 34rd and 2nd icon from the right you can switch between
> >the set 1:1 display size, or full height or full width.
>
> This interface is a little too clumsy IMHO - but we should still be looking for
> stability :-(
>
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

4521. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 18:38:34 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <plhD7.302$HN2.18905216@news.incc.net>
Source record: 40932

All they were/are doing is "stretching the unpaved road" a mile or two farther. Atari machines (original and clones) are simply not up to snuff and the "elder product line" (060/ColdFire, etc.) just aren't going to cut it, because you have to make too many compromises software/hardware-wise.

Because Atari is dead, the "spirit" of Atari is fading. Atarians are running on fumes, pure and simple. Nothing more. What I suggest is to take the software we love on the Atari ST and "transition" it to new hardware. Having a built-in ST emulator will make it simpler.

And, after looking around, I'm thinking that a hardware "Mini ST" is the only real secure bet we've got for this project. I'm not sure how many PowerPC-based Atari ST emulators are available, but STonX, running in LinuxPPC, seemed like a safe bet... that was, until I saw that it needed X-windows to run. *sigh*

However, the more I think about it, I come back to the question of "Why?". Is it really going to be successful? Will Atarians be willing to keep just the software portion of thier past and use ot on new hardware? What makes that any different that porting it straight across with no emulaor in the new system?

What brought me to this resurgance of my "Atari revival" plan was that I found a motherboard (out of an old Tandy 1000HX (XT-class) computer and noticed that, as far as I can tell, it's purely double sided! Not multi-layered like most, more modern motherboards. I looked at the components and thought to myself...

"The Atari 1040ST could easily be done on this board!"

If you use a CPLD and use it to "emulate" (or even "translate") a bunch of the 1040ST's custom hardware to a PowerPC system's keyboard, mouse, video and audio, etc., you could probably make a "Mini ST" VERY small indeed!

However, the end-result is what we need to look at. Are we willing to run/port our favorite ST applications on non-Atari hardware, in a non-Atari OS, for the pure sake of using those apps? Do we love the apps THAT much? Do we love the nostalgia of the software THAT much? Or is it more to do with the hardware than the software?

Once we answer these questions, we'll all know if continuing anything to do with "Atari" is even worth it without the name and the OS itself. Frankly, I don't think it is, but I always hope some people will give me the sign that it could be...

Jared

Lyndon Amsdon wrote in message <3bdc56fa184690@madasafish.com>...
>Hi Jared!
>
>>Frankly, creating a new platform is the *ONLY* way to save what we
consider
>>the "Atari Experience". Sadly, however, it won't have the name Atari, or
be
>>made by Atari or even use GEM any longer. It will, however, emulate an
>>Atari, at least so far as making "transition" to the new platform easier
by
>>making it possible to run and port ST applications on the given system.
>>
>>We can only salvage the software. We must leave the rest behind, for it
is
>>dead and antiquated. Would you rather run your favorite apps on new
>>hardware, with the potential of upgrades and improvements or continue
using
>>your aged ST apps, with no future?
>>
>>As much as we'd like to have our cake and eat it too, that will never
>>happen. We must accept that and realize, if we are to progress, we must
>>leave what we can not take with us... and that is the legacy hardware and
>>the OS that ran on it.
>>
>>WOLF... the future of Atari computing... if we allow it to be.
>
>I thought you were really keen on new Atari machines? OK not Atari, but
>then the Hades/Milan etc are as close as they can get. (and the guys who
>designed them were probably more able than some at Atari from the mess
>they made with the Falcon)
>--
>Lyndon Amsdon

4522. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 19:31:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rkare$1ov$1@snipp.uninett.no>
Source record: 40934

James Alexander <james-m-alexander@home.com> wrote:

> What you said is in fact the exact opposite of what my and other experiences have
> shown to be true. Truth is there is now way to run all the old and new software on
> an emulator, it still hasn't been done even after years of trying. To date there

I have never claimed that a software-based emulator could run *all* old
and new software. What I've said is that such an emulator would be more
compatible with old software than even a Falcon. And this is definitely
true.

> has only been one really good example of one system emulating another, ahnd that is
> the PPC & G3/G4 macintosh systems emulating the earlier 68k macs. Try to run 68k

Ahhh, you're starting to get the point! You see, this emulator was nothing
but a CPU-emulator, it didn't try to emulate a complete machine. This is
why this emulator works as well as it does. Try reading Peter's and mine
posts in this thread and see if you understand what we're saying this
time.

> based Atari stuff on an x86 system running windows is still an outright absurdity
> and a waste of time. And its not the intent of the proposed project which is to

Absolutely not. Such a project would result in the cheapest and fastest
clone possible. And it's realistic due to low costs.

> build a modern and compact ST, not just another windows whitebox running a second
> rate emulator.

"Modern and compact ST" == expensive and underpowered piece of equipment
that will be very hard to get. I just bought a Milan, so I know...

And why do you think the emulator will be second rate? Why can't the
emulator be fast, efficient and stable/compatible? Can you explain this to
me?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4523. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 19:37:04 UTC
From: jba4@po.cwru.edu
Message-ID: <3bddac86.167233414@news.cwru.edu>
Source record: 40857

On Mon, 29 Oct 2001 14:31:51 -0700, "Jared Falvo"
<luposian@azob.quik.com> wrote:

>
>Say what you will, but you must answer me this. WHY do you use an Atari
>computer and the software that you run on it? Is it the applications? Is
>it the brandname? Is it the uniqueness of the hardware? Or is it just fond
>memories that keep you going?

I use my Atari TT for the applications. I like my operating system
(MiNT+NAES), I like the gnu compilers, I like the DTP programs like
Calamus, I like the wordprocessors. But I like the operating system
the most. I couldn't give a crap what computer they ran on.

I got my TT about three years ago and already I've purchased hundreds
of dollars of software (from actual Atari dealers, not just eBay), a
Galaxy graphics card, and an aixTT memory card, all new from dealers.
So the hell with Atari not getting any new users. I'm a new one!

If I didn't like to use the TT and its applications, it would be
sitting in the closet just like my 8-bit Atari's and the Amiga. I am
partial to the Atari name, but that's not why I use one. Hell, I'd
love to own a clone like a Hades or, by some miracle it gets built, a
Pegasus!

>
>If owning and using an Atari ST computer (or clone) is so important, then
>why isn't reviving the company that started it? It's not about the people
>who worked at Atari... they KILLED it, remember? It's not about the
>designers who made the cases (though I am still very partial to the 1040ST
>design myself), they've moved on. It's not about the features or
>limitations of the system. It's about the NAME! The company! The meaning!
>

What if it were a PC running Windows 98 manufactured by Infogrames
with an Atari badge glued to the case? Wow, I guess I'd have to buy
one! (sarcasm)

There was a company called Atari who manufactured computers, but it
wasn't profitable, so they stopped manufacturing computers.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4524. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 19:42:02 UTC
From: sentry23 <sentry@nospam.innocent.com>
Message-ID: <eiiD7.21488$cd.733975@nlnews00.chello.com>
Source record: 40950

>
> If you pull out pins 3,4 and 38 of the Yamaha chip you can get at the 3
> channels. If you take these to a line input you may get a very good
> sound with better S/N. Not sure what level they are at though but you
> have 80% chance they are line level.

They are pretty much line level, but be carefull with one thing.
If you ever want to use sampled sound again from the ST, make sure you
build in a switch to combine the three channels into 1 again.
Digital sound on the ST is done by adding different levels of sound from
the 3 sound channels, to combine this into 1 digital channel.
Multiple digital channels are made by adding the channels in the digital
domain, and then outputting to one (improvised) DA.

For some pure ST sound composers, check out http://www.brainbug.ch/stsound/tools.html

About halfway you will find some nice tools, though if i recall
correctly, none with midi support. I'll see if i can dig up some sources
of Chipcomposer, though these were done by Eagle.
I think that for your purposes Chipmon 2 or SidSound designer are best
suited as far as sound quality goes. (I dont think the XLR8 chipcomposer with
full SID sound was ever released.)

good luck

Sentry23 / Sentry

4525. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 19:42:15 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rkben$1ov$2@snipp.uninett.no>
Source record: 40935

James Alexander <james-m-alexander@home.com> wrote:

> in fact quite the opposite, my post secondary education deals entilerly in
> electronics as does my work experperience. You see I *DO* know what I speak about.

You might have knowledge in electronics, but your knowledge about computer
architectures appears to be quite limited.

> And my statements are in fact not ignorant or arrogant in the least. I deal in hard
> FACT not fantasies, What Peter and yourself claim about performance of emulators is
> nothing but fantasy.

There's no question that a reasonable efficient 68030-emulator on any
current x86 will outperform a 66MHz 060 (the fastest 68k around) easily.
With a really *good* emulator I'd say such an emulator would be perhaps 10
times faster on a low-end 1Ghz x86. That's around 50 times faster than my
Milan, which essentially is an old PC. So, unless you know a secret source
for equally powerful 68k's, there is no alternative to emulators if we
want faster computers than current Hades060 and Milan060.

Now, if you still believe that I'm talking about emulating a complete
machine you might be right. Such an emulator wouldn't be particularly
efficient, although it will still be very fast.

> Put simply it goes to credibility, and mine is quite solid.

It doesn't look that way from over here.

Btw. your quoting is horrible. Please do something about it.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

4526. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 20:53:10 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1004425426-198565AEicMi@xs4all.nl>
Source record: 40951

Hi Edward,

>manual comes out in black/white under Magic

Not by me....I got all the colors and the prints are
fine too.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4527. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 21:12:19 UTC
From: Webster <ahole@thesaurus.net>
Message-ID: <9rkh91$im5$1@suaar1ac.prod.compuserve.com>
Source record: 40941
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004386535.75907.8@hebe.uk.clara.net...

<snip>

> If it wasn't for the multi page dribble he posts each time, imposing
himself

<snip>

It's "drivel", not "dribble", dimwit. If you're going to insult people, at
least try to develop your vocabulary, or stick with gradeschool level words.

4528. Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 21:31:51 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <QTjD7.311$MP2.19039363@news.incc.net>
Source record: 40942

Unless...

We regain the Atari brandname. Otherwise, we'd just be porting Atari apps to run under a different processor/OS platform. That doesn't make them Atari apps any more. It makes them X-app running on X-hardware. It's no different than porting any game from the arcade to the Playstation, or WordPerfect from DOS to the Atair ST. The reason those apps were considered Atari ST applications was because they were *unique* to the Atari ST! And, if they weren't, they were usually only ported to or from the Amiga platform.

If the effort to "revive Atari" is to have ANY hope, we must go to the source (Infogrames) and reaquire (by license) the Atari name with reference to a computer/hardware division.

However, we must be resolved to do this. We must see that anything less is utterly a waste of time and pointless. Emulation, for the sake of enjoying the "old ways" just one more time is simply a time-wasting "nostalgia trip". If we are so desirous to get back to the days of Atari's golden age, we must realize that it involves the NAME! An Atari computer is NOT an Atari computer unless it is called an *Atari* computer. And, none of the clones, regardless of their ability to run Atari ST/TT/Falcon030 applications are Atari computers.

And, worst of all, they will all die, if they haven't already.

We are in the last days of "Atari". The fumes the die-hards have been running on are evaporating into nothingness rapidly. Eventually, there will be nothing left and no one to care. And Atari, as a namesake, memory, and gaming pioneer... will be lost forever...

Say what you will, but you must answer me this. WHY do you use an Atari computer and the software that you run on it? Is it the applications? Is it the brandname? Is it the uniqueness of the hardware? Or is it just fond memories that keep you going?

If owning and using an Atari ST computer (or clone) is so important, then why isn't reviving the company that started it? It's not about the people who worked at Atari... they KILLED it, remember? It's not about the designers who made the cases (though I am still very partial to the 1040ST design myself), they've moved on. It's not about the features or limitations of the system. It's about the NAME! The company! The meaning!

An Atari computer isn't an Atari computer unless it's *called* an ATARI computer!

If you say that the name isn't important to you, then why do you use an Atari computer? If you say it's not the applications you care about, then why do you use an Atari computer? If you say it's not the nostalgic memories of having a computer that was ahead of the rest in it's day, then why do you use an Atari computer?

Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that, if "Atari" were to make a comeback, and started manufacturing computers, PDA's, laptops, and more again... that you wouldn't be thrilled?

If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is an issue of pride and trust. Sure, that trust has been marred by the people who owned it before and the name "Atari" is merely being leeched for some game titles by Infogrames. "Atari" hardly means anything but "dead, ancient game company", these days, but when it was first created, it meant "Success!" (I believe that's the correct translation, if memory serves me right).

We can't bring back the past, but we can enjoy the present. I would love to go back to the days when The CareBear demos and STOS and Brattacas and Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and DBMaster One and NeoChrome and all those other games and programs were around. If I had my druthers, I'd turn back time, stick myself right in the crux of the 1040ST years (there were at least three or four, weren't there?) and put it on an endless loop! I have NEVER been that happy. I've come close, but just when I think I can regain that same state of bliss, it vanishes. Why? Because BeOS is dead. Because Macs are too expensive...

Because nothing, but NOTHING... is the same as owning an Atari 1040ST back in 1986, right after my graduation at Pasadena High School. Do you even realize how excited I was when I saw the first 520ST ad in a magazine? Do you know what my reaction was when I saw my first 1040ST ad?

I remember it like it was yesterday... I owned an Apple IIc at the time.

The instant I was finished drooling over the ad and the features the 1040ST was boasting, I said one thing to myself...

"I'm getting it."

And as soon as I graduationed, I sold my Apple IIc and had my mother drive me to ComSoft in the Sun Valley, CA (I forget exactly where it was, but it wasn't too far from where my friend , James, lived at the time), and I bought one.

[Anyone remember "Logical Choice for Computing" in California?]

And if any one of you have even the tiniest HINT of a cranial concept of these same emotions, you'd realize that the name 'Atari" means almost more than the things they created. Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know what? I'da bought one. I was so proud of my FAVORITE company. I wanted to work for them! I looked forward to going to the computer store to see what new software was released. I bought Joust and Star Raiders as soon as they were released. The list goes on and on...

I also went to every Atari Faire in Glendale, Ca. From the first to the last.

But those days are gone. The games were all so deeply copy-protected and tightly wired in Assembly Language, there's little to no hope of ever getting them ported to new hardware, with or without the Atari name. Psygnosis is dead (or at least I haven't heard anything about them from within Sony in recent years). Those games are dead. STOS is the same way.

The only thing we could do is find the programmers to port any and all possible ST applications to the new hardware. I believe, beyond a shadow of a doubt, that if Atari started making computers again... computers that had an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha d some really nice hardware under the hood, and boasted of "Power Without the Price" again... we'd see the "old ones" coming out of the woodwork. And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't* "leading edge".

Why?

Because it would be... an Atari!

Jared

4529. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 22:17:46 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0110291716020.93-100000@Hades060>
Source record: 40928
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 28 Oct 2001, Ken Springer wrote:

> There are a number of individuals in this newsgroup who should look at
> themselves in a mirror, and ask themselves if their actions present a
> positive or negative impression of the very few Atari users left.

Well said. I don't mind Ben's posts either, he helped me out when I
really needed some help.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4530. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 22:49:25 UTC
From: sentry23 <sentry@nospam.innocent.com>
Message-ID: <V1ID7.22506$cd.752935@nlnews00.chello.com>
Source record: 40949

> It seems too that the Yamaha chip in the STs only produces square and
> white noise waveforms, but I seem to recall seeing the schematics for a
> Square>Saw waveform converter on the internet.

ehmm.. actually, its worse then that, its just saw, triangle and white
noise (check the specs online for the YM2149). Hmm.. easier to make Square
out of triangle anyway.

> Oh well... I'll tackle that problem later. Maybe the software can be
> modified to use a joystick port as a gate for triggering external
> modules.

The printer port seems pretty nice for this. It has enough output lines,
and is fast enough.

just some thoughts.

Sentry23 / Sentry

4531. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 23:00:28 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3bdddf8c@news.victoria.tc.ca>
Source record: 40946

Jared Falvo (luposian@azob.quik.com) wrote:
: Unless...

: Say what you will, but you must answer me this. WHY do you use an Atari
: computer and the software that you run on it?

-1-

I use my atari because it runs off floppy disks and is therefore totally silent most of the time. This is the single biggest reason I keep it.

It's perfect for dialing in the evening as it's relaxing to use because it's quiet, unlike my PC - and because it's silent it doesn't interfere with music.

-2-

The monitor is nice and sharp and clear, even better than my (now old) MAC, and much better than my previous PC monitor, and so again is more relaxing to use. (Though my latest PC monitor is just as good and much bigger).

-3-

It is a cheap second computer so that I can aford to have one sitting by my music equipment and another (non-atari) upstairs.

-4-

I have some perfectly good programs which I do not use enough to warrant buying, but are useful/interesting enough to want to keep. This is especially true of the midi programs. (Even more so now that various previously commercial programs can be had for free.)

-5-

The midi works well. Plug it in and it works.

-6-

nostalgia - I just kinda like my old atari, and since it works - why not use it? I like the way the ST looks. I like my old atari mouse, it's heavy and tracks well, and doesn't accidently move around.

4532. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 23:29:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bce193a9684f0@madasafish.com>
Source record: 40944

Hi David!

>Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.

That's the name I was trying to pull out my head! Pretty good actually
but never saw a use for it. Could be useful though for archivers in ttp
format and stuff.
--
Lyndon Amsdon

4533. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-29 23:50:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bce193a9684f1@madasafish.com>
Source record: 40945

Hi Crackers!

>Hey! I could build a modular system with the ST emulating the VCOs and the
>ADSR envelope generator for the oscilators. It would be cheaper and easier
>than building midi controlled VCOs (especially since a 1040ST can be easily
>found in thrift store for around $10). If I tap the oscilators directly off
>the chip like you suggested then I could even route each oscilator to it's
>own VCF.

Sure , sounds cool. wouldn't mind doing something like that but I can't
program except for Basic but I guess it may be OK as its quite easy to
change the Yamaha stuff.

>It seems too that the Yamaha chip in the STs only produces square and white
>noise waveforms, but I seem to recall seeing the schematics for a Square>Saw
>waveform converter on the internet.

There may be a PDF or something about the Yamaha chip (YM-2149), I seem to
remember reading something about that. There must have been a datasheet
when it was released , depends if it is still kicking around in space :)

>Hmmm... an Atari ST based modular synth. I'm actually pretty excited by this
>idea. I've always wanted to build a modular synth. Unfortunately I've always
>lacked the time/motivation to do this. But this Electronic Cow sound chip
>synth software could really give me a leg up on this. Of course I'm still
>left with the problem of triggering the envelope generators for the VCFs. I
>could have used one of the oscilators to trigger a gate but that won't work
>if the oscilator has a slow attack. Oh well... I'll tackle that problem
>later. Maybe the software can be modified to use a joystick port as a gate
>for triggering external modules.

Parallel port? I'll have to research how analog synths work. You have
oscillators controlled by other oscillators and then fed in filters which
can also be controlled by oscilators and these can also have ADSR IIRC.
Been a while since I read about them and I've never used one but that
doesn't mean I wouldn't want to, quite the opposite! I remember playing
for ages on the Commodore 64 on this Game Construction Kit playing with
the sound effect tools. Damn, never should have chucked that disk out.

>Has anyone here ever pulled audio off the Yamaha chip? Is it any cleaner
>than the audio on the DIN plug?

I can tell you this, it gets fed into cheap parts and crappy transistor
which has it's supply on the 12v line. Ahh, I do remember one problem and
I think it is to do with the YM, you get nasty noise when operating
intensive CPU stuff. This may be due to the power for the amplifier not
being isolated from computer. If you stick it through a nice op-amp fed

of a 7808 or something and send to back of ST with 3 RCAs you can then do all work outside of ST for filtering which would give better results IMHO.

You might be interested to check a mates site out - http://www.joogn.de and go to Sidthesizer.
--
Lyndon Amsdon

4534. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 00:01:46 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <J4mD7.7111$Fy2.973756@news20.bellglobal.com>
Source record: 40947

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bce193a9684f1@madasafish.com...
> I can tell you this, it gets fed into cheap parts and crappy transistor
> which has it's supply on the 12v line. Ahh, I do remember one problem and
> I think it is to do with the YM, you get nasty noise when operating
> intensive CPU stuff. This may be due to the power for the amplifier not
> being isolated from computer. If you stick it through a nice op-amp fed
> of a 7808 or something and send to back of ST with 3 RCAs you can then do
> all work outside of ST for filtering which would give better results IMHO.

Well there we go then. I suspected that it would be the internal
amplification circuitry that is responsible for the poor S/N ratio as well
as the processor noise.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4535. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 00:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da2e8f02c0@madasafish.com>
Source record: 40839

Hi

>The Internet is 99% of my computer usage today. I play games every now
>and
>then. Any Atari unit wouldn't suffice for this need. I run in 16-bit color
>as an absolute requirement and prefer 24 or 32-bit. I have nothing but a
>DSL line out to my workshop in the backyard (it used to be a phone line, but
>after DSL, I'll *never* go back to a modem!), so I need an ethernet port.

Huh? OK, so CAB isn't perfect for online ordering and stuff on the web.
I use my 486 for that, but the rest my Falcon has got it covered easily.
DSL? Get an ethernet adaptor or something and hook the Falcon/ST up to
your PC and actually *use* it. My Falcon does rest fine, IRC, ICQ, news ,
mail, FTP. And all those programs I use are actually better to use than
the PC equvilant and a hell of a lot faster. I can read mail in seconds,
ICQ doesn't grind my Falcon to a halt etc.
--
Lyndon Amsdon

4536. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 00:35:03 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9rksjnoum1@news.asu.edu>
Source record: 40948

>Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that,
>if "Atari" were to make a comeback, and started manufacturing computers,
>PDA's, laptops, and more again... that you wouldn't be thrilled?

Having been an ST user for maybe 8 years, I can't say "nostalgia" is my
motive. More, it is an appreciation for UNIQUENESS. I would certainly
be thrilled (to the point of purchase) if an "Atari" were to start manufacturing
computers - but not if they were just more Wintels. The old Atari tried
that, too, and failed with the rest of the wanabee clonemakers. If I wanted
a boring Intel peecee, there is no end of cheap ones around, and I surely
am not going to pay for "brand name" appeal.

Now, an Atari system (TOS/MiNT/etc.) that ran on an Intel without the
presence of M$ would be UNIQUE enough to attract my interest... even
if you needed a 68K emulator to run the old binaries. And gets you out
of the trap of designing/building hardware or wrestling with Infogames
for a license to the name. Better yet, make it (to quote Be) "platform
agnostic" so it will run on Intel or old PowerPC Macs, which can be gotten
cheaply indeed.

--

4537. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 01:21:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf2826b310@madasafish.com>
Source record: 40888

Hi Djordje!

>On 29 Oct 2001 15:08:44 , "Lyndon Amsdon" wrote:
>>handle the sync in hi res (hsync 35.7KHz). The same adaptor did however
>>work on a few other monitors. Also, the output isn't as good as the Atari
>>monitors as you get this strange moire (?) effect. It does depend on your
>>monitor however so you may get better results.
>
>Moire effect on the desktop is practically unavoidable when colour monitors
>are used, because the CRT shadowmask strips interfere with the desktop
>pattern. Choosing a solid colour (instead of a pattern) for desktop helps,
>or, alternatively, using a monitor with very high resolution- but that is
>probably not the way one would select.

I new it was something to do with that as I think I was told that quite a
few months ago when attaching VGA to my ST. So annoying it was I
conencted my SM144 back up :)

>I know that some people have successfully used -monochrome- multisync
>monitors to display all three ST resolutions, because the moire pattern
>does not appear on them and picture quality is very good- but you miss
>the actual colours then.

I know there is the Tatung VGA monitor that is black and white. This
looked pretty nice, almost as good as the Atari ones. I think these ones
were sold with adaptors by TUS in the UK.

--
Lyndon Amsdon

4538. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 01:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf29435951@madasafish.com>
Source record: 40823

Hi Martin!

>Believe it or not, the C64 had a better sooundchip than the ST. The ST got it's
>good reputation among musicians thanks to the built-in MIDI interface, and the
>good MIDI software that was written for it. To get a good synth sound just hook
>up a REAL external synth(module) to the MIDI ports. The internal Yamaha soundchip
>isn't any good.

Ouch, I know quite a few who will take offence to that :) IMO, yes the
SID chip is nicer but everyone can have there own opinion.
--
Lyndon Amsdon

4539. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 01:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf29435952@madasafish.com>
Source record: 40824

Hi downthehatch@zetnet.co.uk!

>Thanks for all feedback, inc suggestion of buying thro' ebay.
>
>Never been to ebay until now, and there were several new Quantum 9Gb
>SCSI drives (SCA ?) which are probably from the same seller at
>around ï¿½45.
>Obvious queries, ebay OK? SCA?

I think SCA is OK, just stay away from differential. Sounds like a fair
price. You'll need an adaptor which can sometimes cost quite a lot, I
haven't seen many for under ï¿½20.
--
Lyndon Amsdon

4540. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 01:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf27c883622@madasafish.com>
Source record: 40848

Hi Didier!

>An x86 is a poor solution because it's the 8 bits generation like the
>6809, there are just some registers and GHz. In this conditions the
>emulator uses lot of stack, and the 2nd problem is the little endian
>format.

Good point about the change in endian.

>For me the are only 2 ways, overclocking of 68060 or a PPC emulation,
>I prefer the 1st solution like the CT60 project :-)

Yeah, I agree. Can't wait to get mine to break the 100MHz barrier :)
--
Lyndon Amsdon

4541. Re: STinG further development?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 01:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf27c883623@madasafish.com>
Source record: 40849

Hi Bernd!

>Hi all,
>
>What is with the further development of STinG?
>I write a message to the author for some weeks, but I become not an
>answer up to now. What is with Ulf Ronald Andersson?

I asked him concerning Lacescan, no reply. The mail didn't bounce but
perhaps the account U used just isn't checked anymore.
--
Lyndon Amsdon

4542. STinG further development?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 07:12:42 UTC
From: BMaedicke@t-online.de
Message-ID: <1f22zvo.p0mfswikwdroN%BMaedicke@t-online.de>
Source record: 40952

Hi all,

What is with the further development of STinG?
I write a message to the author for some weeks, but I become not an
answer up to now. What is with Ulf Ronald Andersson?

--
Url: http://home.t-online.de/home/BMaedicke/

4543. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 09:29:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004446708-141955AEicMi@gmx.net>
Source record: 40959

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 25 Oct 2001 17:33:27 GMT

>>Do make sure that the checkbox "Mac fonts" is activated in the
>>Fonts&Caches CPX from NVDI and set the cache to minimum 1Mb . Check if
>>you have enough
>
>Why does this make a difference? According to the docs, Porthos use
>FreeType to render the fonts.

I've no idea... all I can tell you is that it makes a difference, from a
user viewpoint that's all what matters. Why it works is not my concern.
You're the programmer, not me... :-)

Cheers from Belgium
Dennis

4544. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 09:29:36 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004446712-142515AEicMi@gmx.net>
Source record: 40961

From: Chris Simon <c.simon@bangor.ac.uk>
Date: Fri, 26 Oct 2001 15:47:33 +0100

Hi Chris,

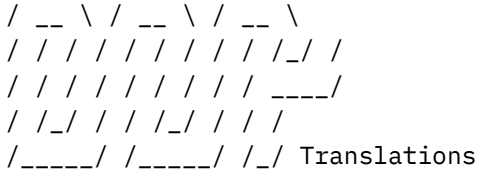
>I've downloaded PhotoTip, I can have a play round with it over the weekend.
>I've seen the list of supported cameras, however it seems to have been last
>updated in June 2000 and the list bears no relation to the cameras
>available in High St. stores today. Put it this way, none of the cameras
>that I'm able to buy appear on the list!

PhotoTip is a shareware project and the programmer doesn't have the resources
to test it with every available camera. He relies heavily on the input of the
users. In general it's save to assume that models from a certain brand will
work succesfully i.e the Olympus C2040 and Nikon Coolpix 880 which both are
not on the list work just fine.

But I know what you mean, you can't just go and buy a "bargain" in the High
street anymore. Unfortunately this doesn't only apply to digital cameras,
it's getting increasingly more difficult to find hardware that functions on
our Atari. Just try to go and buy an (affordable) scanner that works with the
current available scannerdrivers. Even a SCSI CD-R drive is hard to find these
days. Unless we're willing to buy second hand or old stock stuff we'll soon be
faced with the dilemma that there are simply no more scanners, cameras, cd-r
and cdwriters not to mention printers which we can connect. The manufacturers
seem to have dropped SCSI, Serial and Centronics ports in favour for USB and
Firewire...

Sorry for that last bit, I know it's completely off topic. But unless this
problem is tackled quickly we'll have no need in the near future for threads
like these since there will simply be nothing available anymore that can be
connected to our machines. There are several convertors for sale at the moment
but these are useless without proper custom written drivers.
Come to think of it: the latest batch of digital cameras nearly all dropped
the serial interface in favour of USB ports, so it's not off topic...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4545. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 09:30:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004446720-144175AEicMi@gmx.net>
Source record: 40962

From: osian@zetnet.co.uk (Chris Simon)
Date: 28 Oct 2001 11:08:07 GMT

Hi Chris,

>Apparently because ST Guide is a dead format and no-one uses it any
>more!

I disagree, nine out of ten new releases use ST-GUIDE, and increasingly more programmers use is as online help system. The ST-GUIDE hyp files established themselves as one of the few general accepted standards on this platform. it's flexible, quite easy to set up, doesn't consume large amounts of memory, is very fast and can be used on anything that is TOS compatible.

>Also, I think they wanted to show off the hyper-linking
>features of the Papyrus format, and include images and screenshots.

All they've showed is that their hyper-linking features are not only a messy but also a buggy lot, and that's putting it very politely...
Papyrus is written for the PC and the Atari code is ported over, BTW: I'm not claiming this, Ulli Ramps did.
Since there is no ST-GUIDE help system on the PC and ROM obviously couldn't be bothered to compile a decent hyp file they've opted to simply include the PAP documents and introduce us to a help system a la PC, some sections in the docs are even devoted to the PC-version. ROM didn't even show common sense to delete these.
BTW: that last alinea isn't claimed by Ulli Ramps, but is my conclusion ;-)

Up until version 7.51 the Atari versions of Papyrus came bundled with a nice and *very* good German hyp file, for people here who understand German this might be a solution, since version 8.0 hardly has any new features compared to 7.51 the hyp file is still up to date.
If anyone here want a copy of that hyp file, just mail me...

Cheers from Belgium
Dennis
--

Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4546. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 10:50:17 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <OBvD7.1108$RL6.15598@news.cpqcorp.net>
Source record: 40957

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bce193a9684f0@madasafish.com...
> Hi David!
>
> >Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.
>
> That's the name I was trying to pull out my head! Pretty good actually
> but never saw a use for it. Could be useful though for archivers in ttp
> format and stuff.
> --
> Lyndon Amsdon

When I had only a twin floppy system it was very usefull. Because the
MicroEmacs is memory resident
its very quick to load files, and it also has a facility that allows you to
compile from with UE.

So when used with the somewhat buggy SOZOBON "C" compiler it allowed you to
do "C" development on a
dual floppy system. I wrote my first Voice Manager for my Yamaha Organ using
such a system. Mind
you development speed increased about 10 fold when I got my first hard
drive...

Dave Wade

4547. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 11:04:19 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0110301154060.668-100000@newgem.atari.org>
Source record: 40958

On Mon, 29 Oct 2001, sentry23 wrote:

> For some pure ST sound composers, check out http://www.brainbug.ch/stsound/tools.html

http://www.dhs.nu/files_msx.jsp have a bunch as well.

> About halfway you will find some nice tools, though if i recall
> correctly, none with midi support. I'll see if i can dig up some sources
> of Chipcomposer, though these were done by Eagle.
> I think that for your purposes Chipmon 2 or SidSound designer are best
> suited as far as sound quality goes. (I dont think the XLR8 chipcomposer with
> full SID sound was ever released.)

XLR8 in the released form does have one SID-voice, although the replayer
in the saved modules do not play the SID voice.

Sid Sound Designer, Chipmon 2, XLR8, Megatizer 2.93 are the ones with
sidvoice which can be downloaded. Then there are a few more which are not
available (yet) for public.

And typically the ones not available are the ones with the best sound
possibilities. It's the editors by Tao (Magic Synth) and Mad Max (mmtfmx).
They are doing quite interesting stuff with hardware envelope resetting on
interupt, small looped volumetables ("sine") and also modulated
volumetables. They are also doing "sid accords" meaning they fake an
accord on one channel with frequency change in the sid interupt as well.
And much more, Tao is still finding new techniques..

--
Anders Eriksson
ae@dhs.nu

4548. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 11:18:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004446706-141211AEicMi@gmx.net>
Source record: 40960

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 26 Oct 2001 16:05:48 GMT

Hi Jo Even,

>IIRC WDialog started out as an extension to MagiC, which later on was
>implemented in MagiC itself. Am I completely wrong here?

No, you don't remember it correctly ;-)
Although you should, since this discussion pops up here on a very regular base ...
WDialog is a TOS system extension and has nothing to do with MagiC. MagiC needs Wdialog just as much as TOS. Newer versions of MagiC are supplied with an SLB wich replaces Wdialog, but the simple fact remains that to use certain functions of a program that uses routines from this extension, Wdialog or the SLB needs to be present in memory.
Wdialog offers exactly the same functionality under MagiC as it offers under TOS, therefore Wdialog is a TOS system extension and not a MagiC extension.

On a blue monday someone introduced the very silly story that Wdialog was written for MagiC and the MiNT-community embraced it like crazy, Wdialog is written for TOS and compatible OS. AFAIK MiNT is not an OS (technically speaking) but also a TOS system extension. Perhaps that's the reason why they conflict?
I know it's starting to get boring but once again I've got to refer to the manual. The brother Behne don't claim that Wdialog will work under MiNT, MiNT isn't even mentioned in the users and programmers docs. Wdialog was developed back in 1995. MiNT wasn't what it is now back then, it wouldn't surprise me that the brothers B. didn't even know it existed.
In that period one could still buy a Falcon supplied with MultiTOS, a lot of programmers didn't bother about MultiTOS back in 1995. Except for Atari who supported it who else did?

Why is it that no one ever blames N.AES for not being 100% compatible with Wdialog? When N.AES 2.0 was developed, Wdialog was already widely used and established itself as some sort of standard.
BTW: is xAAES also incompatible with Wdialog?

To end with a constructive note ;-)
Has anyone tried the Wdialog replacement PDLG.SLB under MiNT instead of Wdialog? Since MiNT can now load MagiC-type SLB's this might be more succesfull then trying to load Wdialog or Ndialog for that matter...

Cheers from Belgium
Dennis

4549. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 11:47:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004446724-144820AEicMi@gmx.net>
Source record: 40963

From: "ccc---" <NOSPAMccc@dieterkoenig.at>
Date: Sun, 28 Oct 2001 10:20:28 +0100

Hi Dieter,

>Ever thought in the other direction?
>Maybe some people in here benefit from his offers, maybe they find XL/XE or ST
>stuff they couldn't find anywhere else or for much higher prices on ebay!?

Ofcourse there are people here that benefit from his offers, but finding his website or stuff he's offering isn't very difficult at all. I haven't seen one search engine yet which fails doing this, a potential customer can be informed whenever Bravo Sierra has new bargains by subscribing to their mailinglist. And the argument that the Sierra Bravo prices are reasonable is not a very strong one considering that only a very small portion of the weekly two postings are devoted to products and pricing.

>So let him post here.

You do realise that this means opening the Pandora box?
You can't allow one dealer to spam here and flame another one for doing exactly the same thing. From a dealers viewpoint a newsgroup is an ideal target, there's no better way to reach potential customers. He can reach us without any efforts and compared to the traditional methods it's even free. Luckily most of the dealers have the common sense and decency not to spam here, can you imagine the traffic here if all the dealers and so called dealers started spamming here on a regular base?
Do you really want a filter list that's a mile long? :-/

There are many Atari webpages that have links to dealers, and if a dealer has something to sell that really is rare or interesting he can always report it to forums like ATOS, MyAtari, MagiCOnline etc. If it really is interesting I'm sure they will announce it and even devote an article about it. If Sierra Bravo would follow that route instead of treating us to the weekly two spam postings here, there wouldn't be any reason for Steve to get upset in the first place. For what it's worth I fully agree with Steve. Sierra Bravo has been spamming here for years now, if there's one certainty in life, it's those two postings appearing here every week like clockwork. Following yours and other posters in this thread their reasoning we soon will be treated to an avalanche of spam..
IMO instead of defending this behaviour we should all stand up against it.

I noticed that your emailadress contains a spam blocker, so you object to spam in your mailbox, but it's OK in your favourite newsgroup? that's a very weird attitude if you ask me :-/

Cheers from Belgium
Dennis

4550. File handling problems...

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 14:25:25 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0110300625.2facf536@posting.google.com>
Source record: 40964

Hello there.

I have two ST which I use in a studio setup, one as a sequencer and one as a sampler. Problem is, I only have one hard drive, attached to the sequencer ST. MOst of the samples are stored on the HD and I am sick of transferring them via floppy.

I had a quick go at writing a file transfer utility to squirt the files down the MIDI interface instead (and store them in a RAM disk on the HD-less ST)

The basic algorithm I am using is:

```
fopen(FP,file_to_copy, 'r')

while (!feof(fp))
{
Bconout(MIDI_PORT,fgetc(fp),
}
```

I realised there was some work to be done on ensuring that all charaters were being sent (as I was ending up with some garbled files) so I changed it so that it merely copied from one file to another on the same machine in order to do some debugging. Now it looks more like this:

```
int Buffer[FILE_SIZE];
int *buf_p =Buffer;

while (!feof(fp))
{
*buf_p = fgetc(fp);
buf_p++;
}
```

then another loop to empty Buffer into another file.

I started to notice some strange behaviour...

1) A simple ascii text file is no problem, .c files can be opened, read into the buffer and written back with no harm coming to them.

2) .AVR files (the file format for the samples I use) seem to get terribly corrupted (i.e. they no longer sound like recognisable samples when they reach the sample player)

3) Trying to copy an executable byte by byte does not work. The new executable will not run. It also appears to have grown in size in

comparison to the original.

3) The program appears to read less bytes than the file size! i.e, a file might claim to be 50k when you look at it through the GEM interface, but when the program only appears to read 40 something K before hitting EOF.

Does anyone have any ideas where I'm going wrong? Does GEM/TOS maintain some information about the file in addition to the raw data that comprises the file?

Any and all help gratefully received. If you feel the need to install some shaky, hacked up transfer program of limited use, you are welcome to a copy (if I get it working..)

4551. [NConvert] New release

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 15:23:49 UTC
From: Pierre-e Gougelet <pierre.g@wanadoo.fr>
Message-ID: <3BDEC605.53CF1886@wanadoo.fr>
Source record: 40965

Hello,

NConvert v3.16 is available for download on http://www.xnview.com/ !

It's a freeware for converting graphics files. Support more than 320 graphics formats !

Pierre.

4552. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 15:28:28 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <JJzD7.62$Q54.1715@nsw.nnrp.telstra.net>
Source record: 40966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Webster" <ahole@thesaurus.net> wrote in message
news:9rkh91$im5$1@suaar1ac.prod.compuserve.com...
>
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1004386535.75907.8@hebe.uk.clara.net...
>
> <snip>
>
> > If it wasn't for the multi page dribble he posts each time, imposing
> himself
>
> <snip>
>
> It's "drivel", not "dribble", dimwit. If you're going to insult people,
at
> least try to develop your vocabulary, or stick with gradeschool level
words.
>

It's dribble, not drivel.

Learn some real English, not that American shit.

4553. Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 17:04:06 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3BDEDD86.D576EC64@patent.gov.uk>
Source record: 40967

Hi all,

Now that ROM are releasing the German version of Papyrus Office 9, and the English version, 'in a few weeks', I wonder if anyone has asked them about developing a version for the Mac, as now that it's OS seems to have settled down with a stable version of OS X, it seems an opportune time to do so. I run an earlier version under MagicMac on my B/W G3, but it would be so nice to have a Mac version and there is just nothing nearly as good as Papyrus on any non-Atari platform. The supremecy of Atari programs is also seen in my beloved DA's Layout, which now seems to have disapeared :((. I have ordered a copy of PageStream 4, so at least the Atari will live on in part.

As for the PC vers Mac vers Atari, thingy; my musician son does his home studio work on a C-Lab X Falcon with Cubase Audio; high end mixing, recording etc at a proffessional studio, on a PC using VST and uses my Mac G3 for all his e-mailing. He says that the Falcon is rock steady, never crashes (he takes it with him where ever he goes), the PC is fast and flashy but crashes all the time, and the G3 is so much like a super fast, Falcon that he finds the transition almost seamless. He has his eyes on my Milan, but he can buy his own!!!!!!!

As for the 'Atari loyalty' and what is an Atari? thingy, my personal belief is that all you can say is that you like or dislike a particular look and feel about the GUI. Jinnee on my Falcon looks and plays just like on my Milan and my Mac under MagicMac. Within certain limitations the three totally different hardware systems, when caused to operate according to the respective OS and overlays are indistinguishable, excepting for their speed and graphical capabilities. The origonal GEM GUI on the ST, set the standard for the look and feel, we have come to identify with 'Atari', but that's all it is, a 'look and feel', not a particular manufacturer or religion.

The Model T Ford had four wheels, an engine and a stearing wheel, and because that formula proved eminently practical, we find that the latest super car also has four wheels, an engine and a stearing wheel. The Ford, although only still driven by die-hard enthusiasts, is also respected by all motorists as being the father of modern, fast cheap, mass-manufacture motoring. Why can't the origonal Ataris be given the same respectful rest.

Bob King

4554. Re: File handling problems...

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 17:55:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDEE977.DDD1AA90@home.com>
Source record: 40968

Hi Tom,

I suspect that the program your using the high bit from each byte as its sent across, I suspect this is why text (7bits of each byte are used) come through ok and the binaries dont. you could try using either a terminal program and a null modem cable or use some of the software designed to transfer data via the midi ports such as littlenet.

Tom wrote:

> Hello there.
>
> I have two ST which I use in a studio setup, one as a sequencer and
> one as a sampler. Problem is, I only have one hard drive, attached to
> the sequencer ST. MOst of the samples are stored on the HD and I am
> sick of transferring them via floppy.
>
> I had a quick go at writing a file transfer utility to squirt the
> files down the MIDI interface instead (and store them in a RAM disk on
> the HD-less ST)
>
> The basic algorithm I am using is:
>
> fopen(FP,file_to_copy, 'r')
>
> while (!feof(fp))
> {
> Bconout(MIDI_PORT,fgetc(fp),
> }
>
> I realised there was some work to be done on ensuring that all
> charaters were being sent (as I was ending up with some garbled files)
> so I changed it so that it merely copied from one file to another on
> the same machine in order to do some debugging. Now it looks more like
> this:
>
> int Buffer[FILE_SIZE];
> int *buf_p =Buffer;
>
> while (!feof(fp))
> {
> *buf_p = fgetc(fp);
> buf_p++;
> }
>

> then another loop to empty Buffer into another file.
>
> I started to notice some strange behaviour...
>
> 1) A simple ascii text file is no problem, .c files can be opened,
> read into the buffer and written back with no harm coming to them.
>
> 2) .AVR files (the file format for the samples I use) seem to get
> terribly corrupted (i.e. they no longer sound like recognisable
> samples when they reach the sample player)
>
> 3) Trying to copy an executable byte by byte does not work. The new
> executable will not run. It also appears to have grown in size in
> comparison to the original.
>
> 3) The program appears to read less bytes than the file size! i.e, a
> file might claim to be 50k when you look at it through the GEM
> interface, but when the program only appears to read 40 something K
> before hitting EOF.
>
> Does anyone have any ideas where I'm going wrong? Does GEM/TOS
> maintain some information about the file in addition to the raw data
> that comprises the file?
>
> Any and all help gratefully received. If you feel the need to install
> some shaky, hacked up transfer program of limited use, you are welcome
> to a copy (if I get it working..)

4555. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 17:58:55 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <3BDEEA5F.11165300@boeing.com>
Source record: 40971

I tried putting in PDLG.SLB once, but nothing happened.
Still got a message something like "WDIALOG not installed".
I'm guessing it needs to be activated by some OS call, which
MiNT doesn't do by itself. If this is true, does someone have
a "driver" for it?

Milton Horst
Seattle, WA USA

Dennis Vermeire wrote:
>
> From: Jo Even Skarstein <joska@nvg.ntnu.no>
> Date: 26 Oct 2001 16:05:48 GMT
>
> Hi Jo Even,
>
> >IIRC WDialog started out as an extension to MagiC, which later on was
> >implemented in MagiC itself. Am I completely wrong here?
>
> No, you don't remember it correctly ;-)
> Although you should, since this discussion pops up here on a very regular
> base ...
> WDialog is a TOS system extension and has nothing to do with MagiC. MagiC
> needs Wdialog just as much as TOS. Newer versions of MagiC are supplied
> with an SLB wich replaces Wdialog, but the simple fact remains that to use
> certain functions of a program that uses routines from this extension,
> Wdialog or the SLB needs to be present in memory.
> Wdialog offers exactly the same functionality under MagiC as it offers
> under TOS, therefore Wdialog is a TOS system extension and not a MagiC
> extension.
>
> On a blue monday someone introduced the very silly story that Wdialog was
> written for MagiC and the MiNT-community embraced it like crazy, Wdialog
> is written for TOS and compatible OS. AFAIK MiNT is not an OS (technically
> speaking) but also a TOS system extension. Perhaps that's the reason why
> they conflict?
> I know it's starting to get boring but once again I've got to refer to the
> manual. The brother Behne don't claim that Wdialog will work under MiNT,
> MiNT isn't even mentioned in the users and programmers docs. Wdialog was
> developed back in 1995. MiNT wasn't what it is now back then, it wouldn't
> surprise me that the brothers B. didn't even know it existed.
> In that period one could still buy a Falcon supplied with MultiTOS, a lot of
> programmers didn't bother about MultiTOS back in 1995. Except for Atari who
> supported it who else did?
>

> Why is it that no one ever blames N.AES for not being 100% compatible with
> Wdialog? When N.AES 2.0 was developed, Wdialog was already widely used and
> established itself as some sort of standard.
> BTW: is xAAES also incompatible with Wdialog?
>
> To end with a constructive note ;-)
> Has anyone tried the Wdialog replacement PDLG.SLB under MiNT instead of
> Wdialog? Since MiNT can now load MagiC-type SLB's this might be more
> succesfull then trying to load Wdialog or Ndialog for that matter...
>
> Cheers from Belgium
> Dennis

4556. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:03:13 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <1f23ssj.1d47fc11dg7162N%didier.mequignon@wanadoo.fr>
Source record: 40969

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> James Alexander <james-m-alexander@home.com> wrote:
>
> > in fact quite the opposite, my post secondary education deals entilerly
> > in electronics as does my work experperience. You see I *DO* know what
> > I speak about.
>
> You might have knowledge in electronics, but your knowledge about computer
> architectures appears to be quite limited.
>
> > And my statements are in fact not ignorant or arrogant in the least. I
> > deal in hard FACT not fantasies, What Peter and yourself claim about
> > performance of emulators is nothing but fantasy.
>
> There's no question that a reasonable efficient 68030-emulator on any
> current x86 will outperform a 66MHz 060 (the fastest 68k around) easily.
> With a really *good* emulator I'd say such an emulator would be perhaps 10
> times faster on a low-end 1Ghz x86. That's around 50 times faster than my
> Milan, which essentially is an old PC. So, unless you know a secret source
> for equally powerful 68k's, there is no alternative to emulators if we
> want faster computers than current Hades060 and Milan060.

Since some days, I look this thread, this is my point of view.
You need a processor who have more registers than the processor to
emulate for a fast emulation, the better choice is a PPC. I have a good
test for CPU speed... MP3 decoding (lot of muls with integers).

For example with DSP, under FALCON/CT2B 50 MHz (12 Mips) I obtain an
average CPU load of 580%, with the same file under an iMac 500MHz
(MagiCMac) I obtain 27%. Bogomips test said 233 mips, it's true
580% / 27% <=> 233 Mips / 12 Mips. It's 20 times faster with a 10X
frequency and the macOS 68020 emulation !

An x86 is a poor solution because it's the 8 bits generation like the
6809, there are just some registers and GHz. In this conditions the
emulator uses lot of stack, and the 2nd problem is the little endian
format.

For me the are only 2 ways, overclocking of 68060 or a PPC emulation,
I prefer the 1st solution like the CT60 project :-)

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4557. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:11:23 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <1f23uf9.1ebsfdb5jdrweN%didier.mequignon@wanadoo.fr>
Source record: 40970

Didier Mï¿½quignon <didier.mequignon@wanadoo.fr> wrote:

> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
> > James Alexander <james-m-alexander@home.com> wrote:
> >
> > > in fact quite the opposite, my post secondary education deals entilerly
> > > in electronics as does my work experperience. You see I *DO* know what
> > > I speak about.
> >
> > You might have knowledge in electronics, but your knowledge about computer
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> > There's no question that a reasonable efficient 68030-emulator on any
> > current x86 will outperform a 66MHz 060 (the fastest 68k around) easily.
> > With a really *good* emulator I'd say such an emulator would be perhaps 10
> > times faster on a low-end 1Ghz x86. That's around 50 times faster than my
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> > for equally powerful 68k's, there is no alternative to emulators if we
> > want faster computers than current Hades060 and Milan060.
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> You need a processor who have more registers than the processor to
> emulate for a fast emulation, the better choice is a PPC. I have a good
> test for CPU speed... MP3 decoding (lot of muls with integers).
>
> For example with DSP, under FALCON/CT2B 50 MHz (12 Mips) I obtain an
****
> average CPU load of 580%, with the same file under an iMac 500MHz

I'am sorry it's a BIG error, the 580% it's _without_ DSP, _with_ DSP
I obtain 15% of CPU load (better than the iMac ;-))

> (MagiCMac) I obtain 27%. Bogomips test said 233 mips, it's true
> 580% / 27% <=> 233 Mips / 12 Mips. It's 20 times faster with a 10X
> frequency and the macOS 68020 emulation !
>
> An x86 is a poor solution because it's the 8 bits generation like the
> 6809, there are just some registers and GHz. In this conditions the
> emulator uses lot of stack, and the 2nd problem is the little endian
> format.

>
> For me the are only 2 ways, overclocking of 68060 or a PPC emulation,
> I prefer the 1st solution like the CT60 project :-)

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4558. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:26:03 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <1f23v7m.c18gwv1wrsce8N%didier.mequignon@wanadoo.fr>
Source record: 40972

Didier Mï¿½quignon <didier.mequignon@wanadoo.fr> wrote:

> Since some days, I look this thread, this is my point of view.
> You need a processor who have more registers than the processor to
> emulate for a fast emulation, the better choice is a PPC. I have a good
> test for CPU speed... MP3 decoding (lot of muls with integers).
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I'am sorry it's a BIG error, the 580% it's _without_ DSP, _with_ DSP
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> Regards,
>
> Didier.

--
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E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4559. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:29:47 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdef19b$0$29038@news.zetnet.co.uk>
Source record: 40973

On 28 Oct 2001 22:16:24 , "Steve Sweet" wrote:
Dead format, I dare to say its the most popular, I have 10's of dozens of
>..HYP files and all from recent applications.
>And you can catalogue HYP files into a common index that makes finding a
>reference a piece of 'p', try that with ROM's effort.

I know, I know! But that's what ROM said when I queried it. Also,
from their point of view, keeping the help files as Papyrus format
means that they don't have to convert the help files to individual
platforms. But having said that, Papyrus format is quite unwieldy and
clumsy to be used as help files, it's good for hyperlinking documents
but not for quick reference applications.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4560. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:31:58 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdef21e$0$29038@news.zetnet.co.uk>
Source record: 40974

On 30 Oct 2001 10:30:26 , Dennis Vermeire wrote:
>I disagree, nine out of ten new releases use ST-GUIDE, and increasingly
>more programmers use is as online help system.

Tell that to ROM! I tried to explain to Ulli that ST Guide, although
it's no longer developed, is the most popular help file format.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4561. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:32:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BDEF223.CD8D06C3@home.com>
Source record: 40975

Hey Jo,

Its time this idiocy of yours ended. heres why

Peter, and yourself claimed emulation would be better than a real st in every way (but now your changing your tune!) but offered no real facts back up such statements.

When I confronted You on this matter, you accused me of being both arrogant and ignorant and attacked me and insulted my intelligence. At the same time offering nothing but vague innuendo to back up your statments.

Now your attacking my abilities and qualifications. You even go as far to falsely accuse me of knowing nothing of computer architechture despite the fact that I've already explained that such knowledge was gained through my post secondary education and is part of my work on a regular basis.

On top of all this you've done NOTHING to contribute to this discussion. Quite the opposite. You've hicjacked this discussion and have exhibited behaviour typical of a wintroll.

Lets face some facts here. You are a wintroll, by your own statements you've shown your preference for x86 systems and your disdain for any new atari compatible hardware. Instead of wasting our time on here with your bogus statements you should start educating youself on the subject on which you've been shooting off your mouth.

Heres a short reading list for you:

"The 80x86 Ibm PC & compatible computers, volumes I & II"
Muhammad Ali Mazidi & Janice Gillispie Mazidi
Prentice Hall Englewood cliffs, N.J. 07632
isbm 0-13-321399-4

M68000 Family Reference
Document FR68K/D (a newer edition of this is out)
Motorola

MC68030 Enhanced 32-bit microprossor User's Manual
Motorola

This is a short list you started.

Frankly I'd be surprised if you read a single word of any of them. You seem content to wallow in ignorance and then lash out at anyone who points out your glaring errors. Just remember that sort of thing isn;'t tolerated very long in the real world, nor is it tolerated in here. Go ask sinclap, he's found out the hard way.

Jo Even Skarstein wrote:
You might have knowledge in electronics, but your knowledge about computer

> architectures appears to be quite limited.
>

> There's no question that a reasonable efficient 68030-emulator on any
> current x86 will outperform a 66MHz 060 (the fastest 68k around) easily.
> With a really *good* emulator I'd say such an emulator would be perhaps 10
> times faster on a low-end 1Ghz x86. That's around 50 times faster than my
> Milan, which essentially is an old PC. So, unless you know a secret source
> for equally powerful 68k's, there is no alternative to emulators if we
> want faster computers than current Hades060 and Milan060.
>
> Now, if you still believe that I'm talking about emulating a complete
> machine you might be right. Such an emulator wouldn't be particularly
> efficient, although it will still be very fast.
>
> > Put simply it goes to credibility, and mine is quite solid.
>
> It doesn't look that way from over here.
>

Then you'd better open your eyes and close your mouth in a big hurry Jo. As I said, I deal in solid facts. Yes Jo, I said FACT, something that can be proven or disproven. You would be doing yourself a favour and attempt the same. My statements stand quite well, that is why my credibility stands where as you don't have any at all. That is why I tell you either start making positive contributions here and quit spewing blatant BS or get lost.

>
> Btw. your quoting is horrible. Please do something about it.

I snipped anything not from the message I'm replying to, this is nothing horrible about this. On the contrary its something known as editing, which is important as you'd know if you'd ever had any business writing courses.

4562. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:36:35 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdef333$0$29038@news.zetnet.co.uk>
Source record: 40976

On 30 Oct 2001 10:29:36 , Dennis Vermeire wrote:
>The manufacturers
>seem to have dropped SCSI, Serial and Centronics ports in favour for USB and
>Firewire...

Absolutely, I refer to a previous thread of mine recently about Zip drives and whether it's possible to get an adaptor to convert a USB device to SCSI. I rang a well-known manufacturer (so well known I can't remember the name now - Belcom?) about adaptors, as they do a SCSI to USB one, and was told by one of their sales staff that there is no USB to SCSI one available and that it's impossible to connect computer peripherals to a game console! They're obviously not aware of what SCSI is and that there is life outside the PC world...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4563. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:39:22 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3BDEF3DA.FFC8362F@patent.gov.uk>
Source record: 40977

Hi Dennis,

Long time no see.

You'll see from my mail re Papyrus, that I need a bit of correction and
obviously from what you have just said re ROM and their emphasis on the
PC market, I can't expect the wished for write or portal to the Mac. The
real world is a cruel place, ho hum,

Bye. from Wales

Bob King

Dennis Vermeire wrote:
>
> From: osian@zetnet.co.uk (Chris Simon)
> Date: 28 Oct 2001 11:08:07 GMT
>
> Hi Chris,
>
> >Apparently because ST Guide is a dead format and no-one uses it any
> >more!
>
> I disagree, nine out of ten new releases use ST-GUIDE, and increasingly
> more programmers use is as online help system. The ST-GUIDE hyp files
> established themselves as one of the few general accepted standards on
> this platform. it's flexible, quite easy to set up, doesn't consume large
> amounts of memory, is very fast and can be used on anything that is TOS
> compatible.
>
> >Also, I think they wanted to show off the hyper-linking
> >features of the Papyrus format, and include images and screenshots.
>
> All they've showed is that their hyper-linking features are not only a messy
> but also a buggy lot, and that's putting it very politely...
> Papyrus is written for the PC and the Atari code is ported over, BTW: I'm
> not claiming this, Ulli Ramps did.
> Since there is no ST-GUIDE help system on the PC and ROM obviously couldn't
> be bothered to compile a decent hyp file they've opted to simply include the
> PAP documents and introduce us to a help system a la PC, some sections in the
> docs are even devoted to the PC-version. ROM didn't even show common sense to
> delete these.
> BTW: that last alinea isn't claimed by Ulli Ramps, but is my conclusion ;-)
>
> Up until version 7.51 the Atari versions of Papyrus came bundled with a nice
> and *very* good German hyp file, for people here who understand German this

> might be a solution, since version 8.0 hardly has any new features compared
> to 7.51 the hyp file is still up to date.
> If anyone here want a copy of that hyp file, just mail me...
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm

4564. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 18:45:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rmsg3$o27$2@dos.canit.se>
Source record: 40978

Jared Falvo <luposian@azob.quik.com> skrev:
: Unless...

: We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
: to run under a different processor/OS platform. That doesn't make them
: Atari apps any more. It makes them X-app running on X-hardware. It's no
: different than porting any game from the arcade to the Playstation, or
: WordPerfect from DOS to the Atair ST. The reason those apps were considered
: Atari ST applications was because they were *unique* to the Atari ST! And,
: if they weren't, they were usually only ported to or from the Amiga
: platform.

: If the effort to "revive Atari" is to have ANY hope, we must go to the
: source (Infogrames) and reaquire (by license) the Atari name with reference
: to a computer/hardware division.

Jared,
you are a sad git! A sad, sad git! When will you leave Atari users alone?

: However, we must be resolved to do this. We must see that anything less is
: utterly a waste of time and pointless. Emulation, for the sake of enjoying
: the "old ways" just one more time is simply a time-wasting "nostalgia trip".
: If we are so desirous to get back to the days of Atari's golden age, we
: must realize that it involves the NAME! An Atari computer is NOT an Atari
: computer unless it is called an *Atari* computer. And, none of the clones,
: regardless of their ability to run Atari ST/TT/Falcon030 applications are
: Atari computers.

Just like an IBM clone isn't an IBM PC. So what? Only a fraction of PC
users run IBM machines!

: An Atari computer isn't an Atari computer unless it's *called* an ATARI
: computer!

You're living in 1986, Falvo. Shut up and leave us alone.

: Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that,
: if "Atari" were to make a comeback, and started manufacturing computers,
: PDA's, laptops, and more again... that you wouldn't be thrilled?

You're the one being driven by nostalgia, Falvo! You're the one who's
ranting on and on and on and on and on about stupid superficial features
like the name, the logo or the case!
And you have absolutely no touch with reality! If you had, you'd leave us
alone and shut the bloody hell up!

: If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is
: an issue of pride and trust. Sure, that trust has been marred by the people
: who owned it before and the name "Atari" is merely being leeched for some
: game titles by Infogrames. "Atari" hardly means anything but "dead, ancient
: game company", these days, but when it was first created, it meant
: "Success!" (I believe that's the correct translation, if memory serves me
: right).

How dare you, who are not an Atari user, who are not interested in the
clones, totally uninterested in any developments which have occured after
the STFM, come and lecture us about what being an "Atarian" entails?
How bloody dare you?

: Because nothing, but NOTHING... is the same as owning an Atari 1040ST back
: in 1986, right after my graduation at Pasadena High School. Do you even
: realize how excited I was when I saw the first 520ST ad in a magazine? Do
: you know what my reaction was when I saw my first 1040ST ad?

You're a sad, nostalgic git. Go read your old mags. Ignore thrity-two bit
processors and colour graphics. Ignore multitasking and hard drives. And
while you're at it, leave us alone, and stop insulting the remaining Atari
users.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4565. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 19:12:20 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <9rmu2k$ir5$1@news.panix.com>
Source record: 40979
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Clockmeister <gerryvdb@tnet.com.au> writes:

: "Webster" <ahole@thesaurus.net> wrote in message
: news:9rkh91$im5$1@suaar1ac.prod.compuserve.com...
: >
: > "Steve Sweet" <stevesweet@freeuk.com> wrote in message
: > news:1004386535.75907.8@hebe.uk.clara.net...
: >
: > <snip>
: >
: > > If it wasn't for the multi page dribble he posts each time, imposing
: > himself
: >
: > <snip>
: >
: > It's "drivel", not "dribble", dimwit. If you're going to insult people,
: at
: > least try to develop your vocabulary, or stick with gradeschool level
: words.
: >

: It's dribble, not drivel.

: Learn some real English, not that American shit.

Now I get it. That is dribble, this is drivel.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4566. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:12:59 UTC
From: osian@zetnet.co.uk
Message-ID: <3bdf09cb$0$29042@news.zetnet.co.uk>
Source record: 40980

On 29 Oct 2001 17:01:16 , Derryck Croker wrote:
>File/Open does indeed display a picture as you'd expect. Since you've used a
>3rd-party prog to create your test jpgs, then suggest you use a gif from
>another source. It does sound like you have other problems however...

I've tried File/Open with one of the small 'viewable with any browser'
GIFs available everywhere, and it still says "Cannot read a picture
file.". Considering Imagecopy and CAB have no problems with my
images, neither do Netscape, IE, PaintShop Pro etc, I suspect there
is a slight problem with PhotoTip! Try downloading some of the
GIFs from the home page of my web site and view them in PhotoTip -
that will prove if there's something wrong with my images or not! The
images I've been testing with Phototip have all been from my web site.
Phototip is probably not compatible with something I've got running.
I tried disabling FVDI (and re-enabling the NVDI drivers) but with no
success. I'm running WDIALOG - never been sure what that does though.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4567. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:18:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479173.51381.3@hebe.uk.clara.net>
Source record: 40988
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

James

> Your hole reasoning and tone in this thread is an insult. Ben isn't "using"
> anyone. He's an atari user, who runs an atari related business.

And you yourself have just deemed him a commercial enterprise and agrees he posts in a non-commercial base, would you like to forward this mail to abuse@ yourself??.

> You have NO right to attempt to blacklist him from posting the occasional message. He isn't
> posting hundreds of messages. He isn't posting anything thats not atari
> related. Your inept arguments have no basis in reality. END OF STORY!!!!

Ive got every right, under the rules of this echo, under the conditions youve stated above.

> btw, I haven't seen you complaining about the numerous ebay ads popping up in
> the atari newsgroups or the regular wanted / for sale ads from others.

They are short private ads, not commercial ads, and non-persistant.

>Its got me wondering just what kind of grudge you've got against Ben.

I have no grudge against Ben, and i dont know enough about to be able to judge him either way.

> Frankly I'd have no trouble to buy anything from him and I plan to do so where as seeing your
> own character I certainly wouldn't trust you in any matter where money was
> changing hands.

I'd buy frm him if circumstsnces matched, but i still object to him and others commercialising this echo.

> > Precisley, this is an Atari discussion base, not alt.support.the.brain.damaged.dealer.
> >He's in here for your money, he's using you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4568. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:25:20 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Q5ED7.1434$y02.4939@nntpserver.swip.net>
Source record: 40981

James, you piss me off.

You don't get it, do you?

We are not having an "Emulating vs. The Real STuff" war here. *You are.* We are discussing one possible sollution for a clonesystem here, not THE possible sollution. Let us do that if we want to. Leave if you don't like it.

What you have contributed with so far is telling everybody exactly how bloody stupid you think they are before you actually have listened to what they have to say. Don't do that if you don't know what you are talking about, because it shows.

I don't feel I have to proove anything here. I have the experience I need for having this discussion, working with both hardware and software development on several architectures. I work in what you call the real world. Obviously you don't.

I cannot exactly say that my answers to you were friendly, but can you blame me? Most posts you write in this newsgroup contain an insult of some sort or another. If you find peoples reactions to that strange you need check your brain.

Peter Persson
Technical Writer
HMS Industrial Networks AB

4569. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:31:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479176.51381.4@hebe.uk.clara.net>
Source record: 40991
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Ken

> The following is just my opinion, please feel free to simply skip this
> post if you wish.

Are people entitled to opinions in here then??.

> This is for those people who are complaining about any commercial posts in
the newsgroup.

I'm listening.

> Here are some points to consider:

> Some of the comments I've read in this thread and others are, IMO,
absolutely childish.

Ive not seen any childish comments yet, some adult discussion, and lots of
disagreement.

> I used to be very proud of Atari owners, but these days I'm ashamed of
them.

Hence your lax attitude to this echo.

> This newsgroup has become the de facto source of Atari information and
support today.

Non-commercial of course.

> Even though I firmly believe there is still a place for a simpler computer
like the Atari, I do not
> recommend the platform to anyone anymore because of the way people behave
in this newsgroup.

You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
Vauxhall Nova's coz of the way they are driven by 'Some People'. Dillweed!!.

> There are a number of individuals in this newsgroup who should look at
> themselves in a mirror, and ask themselves if their actions present a
> positive or negative impression of the very few Atari users left.

Could you take the time to explain what a 'rule' is and its purpose please.
Or are you the sort of idiot who turns a blind eye to what suits them.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4570. Re: Any attempt at an Atair Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:33:13 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <P6ED7.344$0j3.20778010@news.incc.net>
Source record: 40982

To prove that such an effort CAN be done, just go to:

http://www.beunited.org

These are a group of people trying to save BeOS by *licensing* the source code *from* Palm. Assuming the sale of Be's IP (Intellectual Properties) goes through, we're all hoping they succeed.

All I want to do is license the brandname "Atari" (and access to all computer-related materials, schematics, source code, etc.) for use in re-creating the computer division.

However, aside from the relative "simplicity" of this plan, we need to find out just how many people (current and ex-Atarians) are willing to go with this plan, provided they realize that the name and the products that go with it is what this plan is all about.

Yea or Ney. Yes or No.

There are other aspects of this plan that are pointless to even mention until we know just how many are willing to commit to the plan and put their name and Email address in a list (petition).

The first step is to marshall our forces. Once we can show just how many are going to be involved in different aspects (buyer (i.e. end-user), hardware developer, software developer, OS programmer, etc.) of the plan, we find out what we need to do to aquire the rights (a license) to use the name "Atari" in a computer division. It may require money up front or be part of a "per sale" arrangement (I'm hoping the latter).

I'm sure setting up a site where people can post their name, Email address, geographical location, and "position" (what aspect they want to assist in as part of in the plan), is a good idea.

Like I said, we must be resolved in this effort. That this is the ONLY way. No arguing about how we proceed (suggestions are welcome, however) or getting two or three steps ahead of the step we're in.

Nothing can be accomplished until we aquire the rights (a license) to the name "Atari" and permission to use it to start a computer division. But, in order to do that we must be united in the "how and why" of what we're doing.

If we don't do this right, they'll probably never even consider it. And, even if we do, they may not consider it. But we have to give it our best shot. If we never try, we can't *possibly* succeed.

Afterall, we can't be any worse off than we are now, can we?

Jared

DAVID L. ORMAND wrote in message <9rksjnoum1@news.asu.edu>...
>
>>Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say
that,
>>if "Atari" were to make a comeback, and started manufacturing computers,
>>PDA's, laptops, and more again... that you wouldn't be thrilled?
>
>Having been an ST user for maybe 8 years, I can't say "nostalgia" is my
>motive. More, it is an appreciation for UNIQUENESS. I would certainly
>be thrilled (to the point of purchase) if an "Atari" were to start
manufacturing
>computers - but not if they were just more Wintels. The old Atari tried
>that, too, and failed with the rest of the wanabee clonemakers. If I
wanted
>a boring Intel peecee, there is no end of cheap ones around, and I surely
>am not going to pay for "brand name" appeal.
>
>Now, an Atari system (TOS/MiNT/etc.) that ran on an Intel without the
>presence of M$ would be UNIQUE enough to attract my interest... even
>if you needed a 68K emulator to run the old binaries. And gets you out
>of the trap of designing/building hardware or wrestling with Infogames
>for a license to the name. Better yet, make it (to quote Be) "platform
>agnostic" so it will run on Intel or old PowerPC Macs, which can be gotten
>cheaply indeed.
>
>--

4571. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:34:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479179.51381.5@hebe.uk.clara.net>
Source record: 40992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Kevin

> I don't mind the occasional ads at all, but I wish Ben would stop putting
> that apostrophe in the word "wants". Is that too much to ask?

I don't mind occasional ads, I do mind people imposing multi-page ads on me that I have no choice but to pay for. Others can advertise with a simple one sentence with a link in, others should be able to adapt.

--

Steve. S.

4572. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:35:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479184.51381.6@hebe.uk.clara.net>
Source record: 40993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Lonny

> > There are a number of individuals in this newsgroup who should look at
> > themselves in a mirror, and ask themselves if their actions present a
> > positive or negative impression of the very few Atari users left.

> Well said. I don't mind Ben's posts either, he helped me out when I
> really needed some help.

Do you pay by the second for your IP use Lonny?.

4573. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:36:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479187.51381.7@hebe.uk.clara.net>
Source record: 40994

Harry baby!!!!!!!!!.

> >> Just to let you know, I have been negotiating with Brad Templeton
> >> the author of Alice Pascal (a Pascal Interpreter) into making it
> >> available on his website for downloading.
> >
> > That's great news!
> >
> > Now for everyone who would like to see Prospero's products released
> > - they are still active: http://www.prosperosoftware.com/

> HiSoft also used to sell HighSoft Pascal (but they didn't write it) -
> they may have some copies left...

I didn't think they existed anymore dude.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4574. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:40:46 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rn38emnb1@snipp.uninett.no>
Source record: 40983

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> is written for TOS and compatible OS. AFAIK MiNT is not an OS (technically

Trolling again Dennis? ;-) Please define "operating system", and then tell us why FreeMiNT isn't one.

> speaking) but also a TOS system extension. Perhaps that's the reason why
> they conflict?

No, they conflict because the way Wdialog is designed and implemented means that it has to mess around with other processes' memory, and this is *not* something you want in an OS with memory protection.

Generally speaking, there are three ways to decrease the stability of a multitasking system on our platform:

1. Mess around with memory and resources that are not your own.
2. Hook into traps.
3. Use callbacks between processes (this is really just an even more dangerous version of #1).

Wdialog does both 1 and 2. I don't think 2B does this just to be mean, but these sort of things happens when one tries to get things to work with TOS as well. I've tried to figure out how WDialog works, and I must admit that I quite don't understand how the author of N.Dialog managed to implement the same functionality and still get it working with MP. The design looks rather messy.

> I know it's starting to get boring but once again I've got to refer to the
> manual. The brother Behne don't claim that Wdialog will work under MiNT,

You are ofcourse perfectly aware of this, but WDialog isn't used with N.AES, and hasn't been for a couple of years ago. So this discussion is really pointless.

> Why is it that no one ever blames N.AES for not being 100% compatible with
> Wdialog? When N.AES 2.0 was developed, Wdialog was already widely used and
> established itself as some sort of standard.

Because it doesn't make sense to support WDialog in it's current form. It compromises the design of the AES, which is already far from perfect. That's why N.Dialog exists. It implements the same functionality as WDialog, but without compromising memory protection and IIRC without hooking directly into the AES/VDI-trap.

> BTW: is xAAES also incompatible with Wdialog?

I don't know. But according to Henk's notes he will implement
Wdialog-functionality in XaAES itself, so it doesn't matter if it works or
not. WDialog is not suitable in anything except perhaps TOS anyway.

> Has anyone tried the Wdialog replacement PDLG.SLB under MiNT instead of
> Wdialog? Since MiNT can now load MagiC-type SLB's this might be more
> succesfull then trying to load Wdialog or Ndialog for that matter...

Absolutely not. SLB's are not TSR's (OK, they sort of are, but they are
never executed unless explicitly called), so the AES must redirect the
apropriate opcodes to the SLB. Naturally, there is no such mechanism in
MiNT og N.AES. I would also expect that the SLB access internal MagiC
data, so there would be no way to get it working under any other OS.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4575. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:41:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479190.51381.8@hebe.uk.clara.net>
Source record: 40995

Hi Derryck

> >> S'OK, I'm better now ;-)
> >
> >Must have been that time off, gave you time to think, dangerous. 8-)
>
> Very!
>
> >.... and have now lost the last 4 partitions of my drive, and magic is
> >unstable as hell with what's left.
> >
> >All part of a tidy up before backing up to CD. I could do with that
backup
> >now!!. 8-)
>
> I really must do another backup of my system too,

You can get a whole Atari on a single DAT tape!!. :-)

>I'm sorry that it was your troubles that's served as a reminder :-(

No worries dude, I always take time rebuilding and usually come back leaner
& meaner.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4576. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 20:47:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479192.51381.9@hebe.uk.clara.net>
Source record: 40846

Hi downthehatch

> > While a lot of HD drives seem to to be contributing, I thought It a
> > good time to air my query.

> > I have an external SCSI drive attached to my STFM. It is a Quantum
> > Maverick 270mb. I am thinking of repacing it with a Gbyte drive
> > which I can use mainly with my PC.

WHat you must consider is a partition scheme and driver that will allow you to get the maximum use out of a large drive with the STFM, this doesnt allow very large partitions, so you may find a lot of that drive space being un-accesible.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4577. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:08:59 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <2AED7.12486$8D4.1855078@news20.bellglobal.com>
Source record: 40984

You want to revive the Atari ST there's only one way to do it.

Basically build an Atari 1040ST compatible computer with the footprint of a VHS cassette tape and it's own backlit dual mode (colour/mono) 640x400 LCD display. Make sure you keep the MIDI ports even if you sacrifice the RS-232/Parallel ports. Have a track-point or something to control the mouse. Have a built in 1.44 3.5" disk drive and 4mb memory. Make sure it gets a good running time off batteries. Build all this and sell it for $100 or less.

Now if such a mythical machine could be built and sold for a profit at that price point it would bring about an Atari ST revival. Particularily if it was marketed as a MIDI machine. Hell I'd love to have a tiny little Atari ST like that just for taking to gigs.

So if you can do all that then the ST will have a second life. Heck it would make a neat hand-held game system and PDA if you could build it to sell for $100 or less.

Almost any piece of crap can be brought back from the dead if it's priced low enough and aimed at a specific market.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4578. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:28:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rn628nbv1@snipp.uninett.no>
Source record: 40985

James Alexander <james-m-alexander@home.com> wrote:

> Its time this idiocy of yours ended. heres why

Wow, calm down man!

> Peter, and yourself claimed emulation would be better than a real st in every way (but now
> your changing your tune!) but offered no real facts back up such statements.

1. I have never claimed that an emulator would be "better than a real ST in any way". Please tell me where I've said such a thing.
2. I'm not "changing my tune". I stand by every word. But you don't want to read them.

Now, it would help if you could explain what kind of "emulator" you believe Peter and myself is talking about.

> Now your attacking my abilities and qualifications. You even go as far to falsely accuse
> me of knowing nothing of computer architechture despite the fact that I've already
> explained that such knowledge was gained through my post secondary education and is part
> of my work on a regular basis.

"Electronics" can be a lot of things...

> Lets face some facts here. You are a wintroll, by your own statements you've shown your

P*ss off. Those who knows me here knows that nothing could be more wrong.

> Frankly I'd be surprised if you read a single word of any of them. You seem content to

Thanks, but except for that specific 86-book I've read every single page of those, and quite a few pages of the 040-manual as well. I know just as well as you do that the x86 isn't the perfect CPU (far from it), but it does have a few advantages that makes it a realistic platform:

1. It's extremely cheap.
2. Very, very, very fast.
3. You can buy it everywhere.

It would be nice to have something like this again. I haven't had such a computer (except for my PC, which I own by necessity) since the late 80's.

> Then you'd better open your eyes and close your mouth in a big hurry Jo. As I said, I
> deal in solid facts. Yes Jo, I said FACT, something that can be proven or disproven.

What's a fact? I haven't seen any from you.

> I tell you either start making positive contributions here and quit spewing blatant BS or

This is just plain stupid. What's a "positive contribution"? Something you
can agree with?

>> Btw. your quoting is horrible. Please do something about it.

> I snipped anything not from the message I'm replying to, this is nothing horrible about

You wrote your reply above the quoted text. This is wrong.

> this. On the contrary its something known as editing, which is important as you'd know
> if you'd ever had any business writing courses.

I wonder why I called you arrogant in that first message? I must have been
mad. My most sincere apologies.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4579. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:35:08 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1004477708.18135.0.nnrp-07.9e983130@news.demon.co.uk>
Source record: 40986

On 29 Oct 2001 15:08:44 , "Lyndon Amsdon" wrote:
monitors as you get this strange moire (?) effect. It does depend on your
>monitor however so you may get better results. Trying to display lo+med
>rez on VGA is difficult. I think it requires a video buffer which has the
>data from the ST put into it and then it is read out at double the speed.
>You can speed the ST up 2 times to get the same effect but requires quite
>a lot of work. Then again, you could just plug it into a TV :)

I've seen video to VGA converters advertised. I don't know how well they
perform. Remember also most VGA monitors have no audio output so if you
want sound you'll have to wire up a separate amplifier circuit.

Mike Bedford

4580. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:40:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rn6onnbv2@snipp.uninett.no>
Source record: 40987

Didier Mï¿½quignon <didier.mequignon@wanadoo.fr> wrote:

> Since some days, I look this thread, this is my point of view.
> You need a processor who have more registers than the processor to
> emulate for a fast emulation, the better choice is a PPC. I have a good
> test for CPU speed... MP3 decoding (lot of muls with integers).

Yes, I know perfectly well that the x86 is far from the perfect CPU,
technically speaking, but as I wrote in another message, it has other
advantages.

In in ideal world there would be more than one manufacturer of
Mac(-clones), then we could have used those.

> For me the are only 2 ways, overclocking of 68060 or a PPC emulation,
> I prefer the 1st solution like the CT60 project :-)

I will hopefully get a 060 in my Milan soon, but I don't think it will
take that long before that one gets too slow to. So emulation is the
answer in the long run, yes.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4581. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:59:37 UTC
From: ebaiz@skyenet.net
Message-ID: <dpFD7.622$kW3.137288@newsfeed.slurp.net>
Source record: 40989

On 30 Oct 2001 00:27:34 , "Dan S" wrote:
>
>Thanks Ed, my monitor doesn't have rca inputs :(
>
>I will have to build a custom cable to go from the ST to the vga monitor but
>that eliminates using the low & med resolutions :(

It is not the monitor that needs the RCA ports. My SVGA monitor does
not have the ports either. The monitor cable plugs into the VGA
converter that has the RCA ports. YOu hooks the ports of the converter
into the ports of the Video Key that plugs into the ST.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4582. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 21:59:39 UTC
From: ebaiz@skyenet.net
Message-ID: <fpFD7.623$kW3.137298@newsfeed.slurp.net>
Source record: 40990

On 29 Oct 2001 15:40:19 , "David Wade" wrote:
>Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.
>
>
>"Dan S" <cjh3@hotmail.com> wrote in message
>news:1sSC7.6291$c5.66431@newsfeeds.bigpond.com...
>> Does anyone know of a free, stable, unix shell or msdos or entirely new
>> interpreter system
>> for the Atari ST that installs on a single floppy (or perhaps two) and
>> provides normal command
>> interpreter functions?

I have a commercial CLT for the ST somewhere. Packed away probably. I
can dig it out if you feel the need. Cannot remember the name of the
program though.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4583. Re: Any attempt at an Atair Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 22:25:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <2MFD7.346$4I3.20911249@news.incc.net>
Source record: 40847

In case there is any misunderstanding of my plan, let me clarify.

The name, "Atari" means nothing. It has no value. Just like "Jared". Just a set of letters coupled together to form a word. It's only when you make an association to something or someone that it has any meaning at all.

My plan is not to license the name "Atari" purely for the sake of the name. That is as pointless as what Hasbro and Infogrames have done.

I truly hope, if anyone from Infogrames is on this newsgroup, they don't become offended, because I believe what they are doing is nothing more than "software prostitution". They are simply pimping the name "Atari" for a few dollars a night (figuratively speaking), based solely on the "recognition factor" alone. Hasbro did the same thing... and look what happened. Now Infogrames is hoping to do better than Hasbro. Will they? Who knows. One could hope, but I seriously doubt it.

When I see the name Atari today, I see nothing. I see a Hasbro or Infogrames game with a vaguely remember name tacked on to it. Sure, it's *supposed* to instill a thrill or sense of nostalgia that will make me want to buy the game. But do I? No. And I probably never will. Why?

Because there is nothing BEHIND the name. No product. No substance. No value. A name without a person is a word. A word without a meaning is babble. Babbling is pointless, useless noise-making. How often do you thrill to hear someone babble? Me neither.

I want to bring MEANING back to the name "Atari". I want people to remember that the name Atari MEANS something. It means uniqueness. It means pride. It means computers.

When you look at a game title on the shelf today that has the name Atari on it, do you honestly believe Atari produced that title? They didn't, because they don't exist anymore. They only existed when they made arcade games, game systems, and computers. All it is is a brandname today. It has no substance behind it anymore. It's a ghost of a word, no longer holding any of the pride and fun it used to represent.

I want to change that...

Jared

Jared Falvo wrote in message ...
>To prove that such an effort CAN be done, just go to:
>
>http://www.beunited.org
>

>These are a group of people trying to save BeOS by *licensing* the source
>code *from* Palm. Assuming the sale of Be's IP (Intellectual Properties)
>goes through, we're all hoping they succeed.
>
>All I want to do is license the brandname "Atari" (and access to all
>computer-related materials, schematics, source code, etc.) for use in
>re-creating the computer division.
>
>However, aside from the relative "simplicity" of this plan, we need to find
>out just how many people (current and ex-Atarians) are willing to go with
>this plan, provided they realize that the name and the products that go
with
>it is what this plan is all about.
>
>Yea or Ney. Yes or No.
>
>There are other aspects of this plan that are pointless to even mention
>until we know just how many are willing to commit to the plan and put their
>name and Email address in a list (petition).
>
>The first step is to marshall our forces. Once we can show just how many
>are going to be involved in different aspects (buyer (i.e. end-user),
>hardware developer, software developer, OS programmer, etc.) of the plan,
we
>find out what we need to do to aquire the rights (a license) to use the
name
>"Atari" in a computer division. It may require money up front or be part
of
>a "per sale" arrangement (I'm hoping the latter).
>
>I'm sure setting up a site where people can post their name, Email address,
>geographical location, and "position" (what aspect they want to assist in
>as part of in the plan), is a good idea.
>
>Like I said, we must be resolved in this effort. That this is the ONLY
way.
>No arguing about how we proceed (suggestions are welcome, however) or
>getting two or three steps ahead of the step we're in.
>
>Nothing can be accomplished until we aquire the rights (a license) to the
>name "Atari" and permission to use it to start a computer division. But,
in
>order to do that we must be united in the "how and why" of what we're
doing.
>
>If we don't do this right, they'll probably never even consider it. And,
>even if we do, they may not consider it. But we have to give it our best
>shot. If we never try, we can't *possibly* succeed.
>
>Afterall, we can't be any worse off than we are now, can we?

>
>Jared
>-------------
>DAVID L. ORMAND wrote in message <9rksjnoum1@news.asu.edu>...
>>
>>>Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say
>that,
>>>if "Atari" were to make a comeback, and started manufacturing computers,
>>>PDA's, laptops, and more again... that you wouldn't be thrilled?
>>
>>Having been an ST user for maybe 8 years, I can't say "nostalgia" is my
>>motive. More, it is an appreciation for UNIQUENESS. I would certainly
>>be thrilled (to the point of purchase) if an "Atari" were to start
>manufacturing
>>computers - but not if they were just more Wintels. The old Atari tried
>>that, too, and failed with the rest of the wanabee clonemakers. If I
>wanted
>>a boring Intel peecee, there is no end of cheap ones around, and I surely
>>am not going to pay for "brand name" appeal.
>>
>>Now, an Atari system (TOS/MiNT/etc.) that ran on an Intel without the
>>presence of M$ would be UNIQUE enough to attract my interest... even
>>if you needed a 68K emulator to run the old binaries. And gets you out
>>of the trap of designing/building hardware or wrestling with Infogames
>>for a license to the name. Better yet, make it (to quote Be) "platform
>>agnostic" so it will run on Intel or old PowerPC Macs, which can be gotten
>>cheaply indeed.
>>
>>--
>
>

4584. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:23:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004552366.30341.2@demeter.clara.net>
Source record: 40889

Hi Dennis Vermeire

> I noticed that your emailadress contains a spam blocker, so you object to
spam
> in your mailbox, but it's OK in your favourite newsgroup? that's a very
weird
> attitude if you ask me :-/

It seems he's suffering from hole-in-foot syndrome.

--

Steve. S.

4585. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:28:21 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <KCGD7.13017$8D4.1947981@news20.bellglobal.com>
Source record: 40850

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bdd60aebca10@madasafish.com...

> Cool idea! Check out "Electronic Cows" software. Not sure if it is
> controlled by MIDI but I've always liked the idea of using the YM
> controlled by MIDI as well.

Well I finally got a chance to run to the Electronic Cows "Sound Chip Synth"
software. It showed some promise but it was fatally flawed.

The midi control was terrible. It couldn't track keyboard movement anywhere
near as fast as I could play and if two notes were hit at the same time,
instead of picking high note, low note, or last note priority it simply
stopped playing altogether.

I could tweak some semi-interesting sounds out of it but unfortunately using
it for performance was a no-go because of the poor keyboard tracking.

I think what I would like to see in a program for the ST would be.

1) accurate midi controller tracking.
2) able to set low/high/last note priority for midi controller.
3) Each oscilator with it's own Amplitude ADSR envelope generator.
4) Each oscilator with it's own Pitch ADSR envelope generator.
5) Each oscilator with it's own selectable waveform.
6) Adjustable portamento speed.
7) Gate output (either joystick port or maybe parallel port) for triggering
external modules like VCF, etc.

Everything else about the SCS program seemed pretty good. I'd even settle
for it "as is" if it would only accurately track the midi controller.

What do you think? Am I asking too much from the Atari ST? I don't think I
am since there is similar software for the C-64. I should think the Atari ST
would be more than powerful enough to handle the task of being a midi synth
module.

I haven't had a chance yet to check out the EX-909 TB-303/TR-606 combo
emulator by Electronic Cow. Hopefully it won't be as disappointing as the
SCS was.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4586. Re: Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:42:40 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B80488FD.4500%bengy@mac.com>
Source record: 40851

On 10/30/01 10:04 AM, in article 3BDEDD86.D576EC64@patent.gov.uk, "Bob King" <robert.king@patent.gov.uk> wrote:

Hi Bob,

> Now that ROM are releasing the German version of Papyrus Office 9, and
> the English version, 'in a few weeks', I wonder if anyone has asked them
> about developing a version for the Mac, as now that it's OS seems to
> have settled down with a stable version of OS X, it seems an opportune

As far as I know, they have announced an upcoming macintosh and amiga version.

Bengy

4587. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:43:07 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004552372.30341.4@demeter.clara.net>
Source record: 40890
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi Webster

> <snip>
>
> > If it wasn't for the multi page dribble he posts each time, imposing
> himself
>
> <snip>
>
> It's "drivel", not "dribble", dimwit. If you're going to insult people,
at
> least try to develop your vocabulary, or stick with gradeschool level
words.

Its 'Dribble' here, a local thing I think, as for the gradeschool level, I thought that is what I was on.

Does the "ahole" in your email address stand for Arsehole??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4588. new contest

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:44:06 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B8048957.4500%bengy@mac.com>
Source record: 40852

As promised, a new contest was announced today. The challenge: turn the word ATARI into an acronym! For Example:

Amazing
Terrific
Ancient
Really cool
Interesting

Pretty easy, huh? I'll even be lenient and let you use multiple words or phrases for each letter. Such as:

An Atari is my friend
Together we are winners
Age doesn't matter..
...And so forth.

The prize: Set of 3 miniature Star Trek ornaments for your Christmas tree: It all started with the USS Enterprise, under the command of Captain Kirk, whose mission was to go "where no man has gone before." These futuristic flying vessels are compilations of engineering magnificence, built to withstand extreme changes in temperature and atmosphereï¿½not to mention the dreaded Klingons.

And.. a 2002 Canadian wall calendar.

Value: about $30.00 CAD

Deadline for submissions: Sunday, November 4, 2001.

How to enter: simply send an email with your acronym to support@magical-sides.de. By doing so, you give permission to us to use your entry in any way we choose. The winner will be contacted by email.

4589. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:44:27 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BDF3B7B.629E5B02@chello.nl>
Source record: 40853

Hi

Jo Even Skarstein wrote:
>
> Dennis Vermeire <dennis.vermeire@gmx.net> wrote:
>
> > BTW: is xAAES also incompatible with Wdialog?
>
> I don't know. But according to Henk's notes he will implement
> Wdialog-functionality in XaAES itself, so it doesn't matter if it works or
> not.

That is correct.

> WDialog is not suitable in anything except perhaps TOS anyway.

Yes. My impression is that W is exclusively written to give MagiC functionality
away to TOS users so they can run certain programs in single TOS.

It certainly is not written to make upgrading MagiC unnecessary.
You must NOT use W with MagiC. You must upgrade MagiC in stead.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4590. Re: Derryck Croker

Newsgroup: comp.sys.atari.st
Date: 2001-10-30 23:49:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004552374.30341.5@demeter.clara.net>
Source record: 40891

Hi Hallvard Tangeraas

> > I've seen him reply to your original post so I assume he's in touch now.
>
> Yup. I've gotten in touch with him again now.

Put him back in his box when you finsih with him next and he'l not get
mislaid again.. 8-)

> Thanks.

Glad to be able to help.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4591. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 00:32:06 UTC
From: vdjole@EUnet.yu
Message-ID: <9rngq2ruj1@news.eunet.yu>
Source record: 40854

On 29 Oct 2001 15:08:44 , "Lyndon Amsdon" wrote:
>handle the sync in hi res (hsync 35.7KHz). The same adaptor did however
>work on a few other monitors. Also, the output isn't as good as the Atari
>monitors as you get this strange moire (?) effect. It does depend on your
>monitor however so you may get better results.

Moire effect on the desktop is practically unavoidable when colour monitors are used, because the CRT shadowmask strips interfere with the desktop pattern. Choosing a solid colour (instead of a pattern) for desktop helps, or, alternatively, using a monitor with very high resolution- but that is probably not the way one would select.

I know that some people have successfully used -monochrome- multisync monitors to display all three ST resolutions, because the moire pattern does not appear on them and picture quality is very good- but you miss the actual colours then.

cu

4592. Re: File handling problems...

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 00:32:09 UTC
From: vdjole@EUnet.yu
Message-ID: <9rngq7ruj2@news.eunet.yu>
Source record: 40855

On 30 Oct 2001 06:25:25 , Tom wrote:
>Hello there.
>
>I have two ST which I use in a studio setup, one as a sequencer and
>one as a sampler. Problem is, I only have one hard drive, attached to
>the sequencer ST. MOst of the samples are stored on the HD and I am
>sick of transferring them via floppy.
>
>I had a quick go at writing a file transfer utility to squirt the
>files down the MIDI interface instead (and store them in a RAM disk on
>the HD-less ST)

I am sorry, but isn't this a little bit like reinventing the wheel again.
I am sure that software which establishes a sort of network (including
disk sharing?) through the midi ports exists since long ago, but I can't
recall the name. It should be available on Atari ftp sites, I think.

In fact, I faintly remember that there may be several such software packages.

cu

4593. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 00:32:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9rngqbruj3@news.eunet.yu>
Source record: 40856

On 29 Oct 2001 19:31:58 , Jo Even Skarstein wrote:

>> based Atari stuff on an x86 system running windows is still an outright absurdity
>> and a waste of time. And its not the intent of the proposed project which is to
>
>Absolutely not. Such a project would result in the cheapest and fastest
>clone possible. And it's realistic due to low costs.
>[...]
>And why do you think the emulator will be second rate? Why can't the
>emulator be fast, efficient and stable/compatible?

I suppose that the element of personal taste and computer use gets into
equation here, too. Different people expect different things from their
Atari. But technically there is no reason why an emulator shouldn't
reliably mimic a deterministic system like a computer. True, it wouldn't
be very effective, compared to the raw power of the system which performs
the emulation, but still it could be much faster than the emulated machine.
If the cost of emulation is negligible (compared to the alternative of
building or bying a hardware clone), the ineficiency can be forgiven
and is probably completely insignificant.

It is also true that, techincally, a hardware replication (or improvement)
of the machine can be made with today's programmable-chips technology,
but I fear it would be too expensive. Yes, I would like to have a brand-new
Atari-compatible implemented in hardware- but it would never realize, and
even if it did, I would not be able to afford it.

I have tried some of the Atari emulators on a PC at work (I don't have a
PC at home), as much as I could afford the time. I was NOT absolutely
delighted by any of them, but if the already existing features of just two
emulators (TOSbox and Gemulator for DOS) were somehow rolled into one,
it would have been sufficiently good for me to consider using such a
setup on a regular basis. I saw that practically all (except one or two)
of the applications that I use do work well on an emulator, and some of
them work much better than on a real ST-series machine. Speed difference
is such that benchmarks show that a TT or a Falcon might be outperformed too,
which would be enough for many people. On an emulator, I can use TOS 2.06.
I can use NVDI. I can use MiNT. I can use Jinnee desktop, etc. I can set the
machine so that on power-up it boots into the emulated Atari. I can use a
high-resolution screen (i.e. something like 1024x768). It all makes a very
comfortable environment. As someone here said on a different occasion, if
in use it has the look and feel of an Atari (i.e. GUI, applications, etc.)
then the difference does not matter.

Btw. a situation somewhat similar to the subject of this thread, but on a
much more serious level, exists with PDP-11 computers. They were once an

industry-standard for controlling all kinds of machinery and other equipment. There are probably thousands of them still doing so all over the world- and after several decades of work they are slowly failing one by one. Yet, there is a great legacy of very complex custom-built equipment-control software which is not easy to replace- and why should one do so if it works. As far as I am informed, people use two solutions to this problem: 1) several companies or individuals have coded PDP-11 emulators which run on other platforms (mostly PCs) and are supposed to quite faithfully mimic real PDP-11s, even to the extent of being able to drive the original peripherals and controlled equipment through suitable interfaces, and also running at much greater speeds than the original machines. 2) Surprisingly, several companies actually -produce- PDP-11s today- but they are super-fast "PDP11-on-a-chip", made in miniaturized form on a single board using programmable logic devices.

cu

4594. Re: Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 02:19:53 UTC
From: Charles Shannon Hendrix <shannon.nospam@mapson.widomaker.com>
Message-ID: <3284920.GErgHkdLfG@new.widomaker.com>
Source record: 40859

Bengy wrote:

> As far as I know, they have announced an upcoming macintosh and amiga
> version.

Does anyone have a URL for them?

--
Usenet... proof that net-democracy is still a dream... a bad one...

4595. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 03:30:12 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <EdKD7.360$lq3.21252198@news.incc.net>
Source record: 40860

> : Say what you will, but you must answer me this. WHY do you use an Atari
> : computer and the software that you run on it?
>
> -1-
>
> I use my atari because it runs off floppy disks and is therefore totally
> silent most of the time. This is the single biggest reason I keep it.

Wow... whatta doorstop, eh? Ever listened to the floppy drive when it's actually *accessing* a floppy disk? "Bzzzt! Bzzt! Clunk! Clunk! Clunk! Clunk!" If there was too much going on in the room and the drive *wasn't* louder than everything else, I always enjoyed feeling the top of the case for the "heartbeat" of the drive, to make sure it was accessing data correctly. I found a way to muffle [the noise] a bit. Here it is:

1) Open the case
2) Fold a paper towel into roughly the size/shape of the floppy drive.
3) Tape said paper towel to top of floppy drive.
4) Close case

Now you will be able to enjoy your ST doorstop even *MORE*, because it's even *quieter!*

> It's perfect for dialing in the evening as it's relaxing to use because
> it's quiet, unlike my PC - and because it's silent it doesn't interfere
> with music.

Dialing what? Into a BBS? What... those things still even *exist* today? Wow!

> -2-
>
> The monitor is nice and sharp and clear, even better than my (now old)
> MAC, and much better than my previous PC monitor, and so again is more
> relaxing to use. (Though my latest PC monitor is just as good and much
> bigger).

I must admit I am/was partial (i.e. I loved it!) to the square power button SC1224 model myself (I think it was an NEC?); the one where the power button was flush with (part of) the rest of the bezel? Anyone got a picture of the model I'm talking about?

> -3-
>
> It is a cheap second computer so that I can aford to have one sitting by
> my music equipment and another (non-atari) upstairs.

And you do what with this "cheap second computer"?

> -4-
>
> I have some perfectly good programs which I do not use enough to warrant
> buying, but are useful/interesting enough to want to keep. This is
> especially true of the midi programs. (Even more so now that various
> previously commercial programs can be had for free.)

Have to confess I was/am the same way. Never did have much respect for shareware. To me it was always second-rate stuff, even if it was great and there was nothing commercial to buy that did the same thing or do it better. However, I always had/have great respect for off-the-shelf software. I'm a "box 'n manuals" type person. Nothing else feels quite the same.

> -5-
>
> The midi works well. Plug it in and it works.

Agreed. What little I used it when I had a 1040ST and a Roland D-10. Or was it a MegaST4?

> -6-
>
> nostalgia - I just kinda like my old atari, and since it works - why not
> use it? I like the way the ST looks. I like my old atari mouse, it's
> heavy and tracks well, and doesn't accidently move around.

The "look" is part of what I'm planning on pitching. Very unique. Very grey. Very cool! I liked the ST mouse also. Doubt many would like it much nowadays, compared to things like the Logitech optical trackball or a cordless wheelmouse. Ergonomics and comfort are "the way", these days.

But the question remains... would you buy a new Atari computer, if they made computers again? Not PC-compatibles (boooorrrrring!), but PowerPC systems using a unique OS...

Jared

4596. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 04:01:08 UTC
From: jt august <starsaber@worldnet.att.net>
Message-ID: <starsaber-11CCAC.22042630102001@netnews.worldnet.att.net>
Source record: 40861
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

In article <1004479173.51381.3@hebe.uk.clara.net>,
"Steve Sweet" <stevesweet@freeuk.com> wrote:

>
> I'd buy frm him if circumstsnces matched, but i still object to him and
> others commercialising this echo.

I'm now wondering, is this interNet newsgroup gating through somewhere as a Fido echo also? If so, that would explain the disagreeing perspectives on rules. Fido Net does still maintain strict rules that are enforcable, whereas interNet newsgroups rules and guidelines are not only virtually unenforcable, but are much more liberal and anymore subject to evolutionary change.

If there is a bridge into Fido Net, said bridge needs to be severed, as the two are not supposed to be mutually exchangable.

--
The Starsabre is a British blade. Please reverse the r and e
to reply to me directly.

4597. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 04:37:34 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B804CE49.1A5AC%nameerf@flash.net>
Source record: 40862

Here we go again...

> We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
> to run under a different processor/OS platform.

How does the Atari name have anything to do with that? My Falcon runs Magic on a 68030, previously, my ST ran TOS 1.0 on a 68000, and my 8-bit ran a different OS on a 6502, and a friend's Hades runs a new version of TOS on a 68060. Not all of these machines is Atari and none of them runs the same OS on the same processor. *But* they are all able to run Atari software to varying degrees of compatibility. If a machine comes out that runs Magic or Mint/NAES on a PPC or Intel processor, running Atari software at fairly high degrees of compatibility, how is that any different? I can slap an Atari label on it or a Hades label on it, or a Mac or any PC-compatible company label on it and it doesn't change what's inside, does it?

> That doesn't make them
> Atari apps any more. It makes them X-app running on X-hardware. It's no
> different than porting any game from the arcade to the Playstation, or
> WordPerfect from DOS to the Atair ST. The reason those apps were considered
> Atari ST applications was because they were *unique* to the Atari ST! And,
> if they weren't, they were usually only ported to or from the Amiga
> platform.

If they run well on any Atari-compatible OS, and get the job done, who cares where they came from and what specific hardware is powering them? It still doesn't mean the "Atari" brand name on the box is going to make a difference. And I don't know too many people who it and stare at the innards of their machines as much as they put them to use. If it doesn't exactly say "Atari", but runs Atari software, does it matter? Not in the slightest unless you're obsessed with the Atari logo or something.

> If the effort to "revive Atari" is to have ANY hope, we must go to the
> source (Infogrames) and reaquire (by license) the Atari name with reference
> to a computer/hardware division.

Good luck!

> However, we must be resolved to do this. We must see that anything less is
> utterly a waste of time and pointless. Emulation, for the sake of enjoying
> the "old ways" just one more time is simply a time-wasting "nostalgia trip".
> If we are so desirous to get back to the days of Atari's golden age, we
> must realize that it involves the NAME!

How? I still haven't seen a really great argument for why you think this. No one other than us few Atari users knows Atari as a computer company name. They may only vaguely remember that there was an Atari video game console on

their TV decades ago, which was replaced by a Nintendo soon afterward and never heard from since.

> An Atari computer is NOT an Atari computer unless it is called an *Atari*
> computer. And, none of the clones,
> regardless of their ability to run Atari ST/TT/Falcon030 applications are
> Atari computers.

How is any new machine, "Atari" or not going to be different. It's a label on a box, which few even know has any history. You might as well put "Flibbertygibbit" on the label. I could easily make an Atari label and put it on a Hades. Then what? "Oh my gosh, it's suddenly the greatest machine in the world, opposed to what it was before!!!!!" I don't think that's what'd happen.

> We are in the last days of "Atari". The fumes the die-hards have been
> running on are evaporating into nothingness rapidly. Eventually, there will
> be nothing left and no one to care. And Atari, as a namesake, memory, and
> gaming pioneer... will be lost forever...

Ask anyone on the street. It already has been.

> Say what you will, but you must answer me this. WHY do you use an Atari
> computer and the software that you run on it? Is it the applications? Is
> it the brandname? Is it the uniqueness of the hardware? Or is it just fond
> memories that keep you going?

I like it because it works well for what I want. I would love to have a newer, faster one, but if it doesn't have an Atari label on it, I'm not going to die of disappointment.

> If owning and using an Atari ST computer (or clone) is so important, then
> why isn't reviving the company that started it?

Because the company itself isn't as important as the hardware it made.

> It's not about the people
> who worked at Atari... they KILLED it, remember?

Yes, good point.

> It's not about the
> designers who made the cases (though I am still very partial to the 1040ST
> design myself), they've moved on.

I personally recased my Falcon into a PC mid-tower. I hated the old ST-style case. What a pain in the butt that was!

> It's not about the features or
> limitations of the system.

I think it's everything about the features. That's the only reason I wanted an Atari in the first place. It had unique features that weren't available on any other platform at the time.

> It's about the NAME! The company! The meaning!

Get a grip on yourself! Go to the store. Look at bananas. You might see "Chiquita" and "Dole" brand bananas. But take the stickers off and could you tell the difference? What matters is the stuff it's made of.

> An Atari computer isn't an Atari computer unless it's *called* an ATARI
> computer!

Not at all true.

> If you say that the name isn't important to you, then why do you use an
> Atari computer?

As I said, I like the features and how it works. That's all.

> If you say it's not the applications you care about, then
> why do you use an Atari computer?

Well, it is the applications, too. But they don't have to say Atari on them to be useful. Most applications I use weren't made by Atari.

> If you say it's not the nostalgic
> memories of having a computer that was ahead of the rest in it's day, then
> why do you use an Atari computer?

That's exactly right, the features that Atari put into their machines was the reason I like them. If it had been Apple, Compaq, HP, put-your-company-here, it wouldn't have made a difference. If Atari had stopped making good hardware, I wouldn't have bought it.

> Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that,
> if "Atari" were to make a comeback, and started manufacturing computers,
> PDA's, laptops, and more again... that you wouldn't be thrilled?

That depends on what they were compatible with. If they came back and made Windows-compatible machines, I wouldn't be interested. However, if *any* company (Atari or otherwise) is created that made Atari-compatible computers in the mainstream, then yes, I'd be thrilled!

> If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is
> an issue of pride and trust. Sure, that trust has been marred by the people
> who owned it before and the name "Atari" is merely being leeched for some
> game titles by Infogrames. "Atari" hardly means anything but "dead, ancient
> game company", these days, but when it was first created, it meant
> "Success!" (I believe that's the correct translation, if memory serves me
> right).

Brand loyalty doesn't exist in the computer industry. Platform loyalty does. Atari sucked as a company, which is why it doesn't exist anymore in the capacity you're describing. Why would anyone want that company back? But I would love to see the hardware continued.

> We can't bring back the past, but we can enjoy the present.

Well said. Atari is in the past. Let's live in the present.

> I would love to
> go back to the days when The CareBear demos and STOS and Brattacas and
> Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and
> DBMaster One and NeoChrome and all those other games and programs were
> around. If I had my druthers, I'd turn back time, stick myself right in the
> crux of the 1040ST years (there were at least three or four, weren't there?)
> and put it on an endless loop!

Then all you have to do is lock yourself in your room with your ST and all
your favorite software and pretend the present doesn't exist.

[snip ranting about the past]

> And if any one of you have even the tiniest HINT of a cranial concept of
> these same emotions, you'd realize that the name 'Atari" means almost more
> than the things they created. Shoot, they even made/sold CALCULATORS, for
> crying out loud! And, you know what? I'da bought one. I was so proud of
> my FAVORITE company. I wanted to work for them! I looked forward to going
> to the computer store to see what new software was released. I bought Joust
> and Star Raiders as soon as they were released. The list goes on and on...

This proves your obsession. I don't think most people are that obsessed with
this. And I don't think bringing back the Atari name will do anything for
us. Just buy yourself a Hades, make an Atari label for it, and be happy.

[snip some more]

> The only thing we could do is find the programmers to port any and all
> possible ST applications to the new hardware. I believe, beyond a shadow of
> a doubt, that if Atari started making computers again... computers that had
> an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha
> d some really nice hardware under the hood, and boasted of "Power Without
> the Price" again... we'd see the "old ones" coming out of the woodwork.
> And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't*
> "leading edge".

I would never buy a 1040ST after having used my Falcon, a TT, or Hades. And
if anything better ever comes along I wouldn't want to go back to these.
It's called progress. Atari did it, as do the clone makers. Why would anyone
in their right mind stick themselves in the past like that?

Anyway, good luck in your crusade. Hope you get over your obsession, though.
I have the same fervour for the hardware and OS as you have for the name. I
hope you can see where I'm coming from here when I say the name is
unimportant, but hardware's ability to run the software is the most
important thing in anything we as true Atarians create for ourselves.

Mike Freeman
nameerf@flash.net

4598. Re: Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 06:34:46 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <aYMD7.1234$Sa4.213251@news01.chello.no>
Source record: 40863

"Charles Shannon Hendrix" <shannon.nospam@mapson.widomaker.com> skrev i
melding news:3284920.GErgHkdLfG@new.widomaker.com...
> Bengy wrote:
>
>
> > As far as I know, they have announced an upcoming macintosh and amiga
> > version.
>
> Does anyone have a URL for them?

http://www.rom-logicware.com
--
P&#65533;l Monstad, PM data
http://www.pm-data.no

4599. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 06:44:46 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <34ND7.362$KD3.22114389@news.incc.net>
Source record: 40864

>Jared,
>you are a sad git! A sad, sad git! When will you leave Atari users alone?

Hey, blame it on the Tandy 1000HX motherboard I ripped out of the (cool & unique!) Tandy 1000HX case that got me going again! It looks to be purely double-sided (not multi-layer). I got to thinking... "Hey, I bet an Atari 1040ST could be done on this motherboard!" And so it goes...

>Just like an IBM clone isn't an IBM PC. So what? Only a fraction of PC
>users run IBM machines!

If IBM, Intel, and Microsoft had all died way back in the XT days and no other hardware/OS compay picked up the torch, do you really think that "IBM clones" would exist today? I think not.

It's the same thing today. Why do you think that Atari "clones" (I believe the correct term would be "compatibles", since the off-shoots we have today so dis-resemble (internally and externally) the original Atari ST's, the only resemblance is the fact they actually run Atari ST software at all) are dying off? Because there is no "Atari" to "clone" from anymore! They are a branch cut off from the grapevine (well, actually, the other way around... the whole grapevine was violently ripped out of the ground and they're a branch from it that got snapped off in the process), slowly withering from lack of it's lifesource.... Atari.

PC "clones" exist because Intel and "Intel clones" (AMD mainly) exist. You'll notice that they're no longer called IBM-compatibles or IBM clones. Why? Because IBM has since long been left behind as the "clone source" from which to duplicate.

If everyone had started making "Atari ST compatibles" right after Atari was killed off and companies continued to write software for them and TOS/GEM continued to be improved upon and enhanced to this day... we wouldn't be having this argument. But they didn't and we are.

>You're living in 1986, Falvo. Shut up and leave us alone.

No, I'm not. I am fondly remembering 1986 and desiring to restore the name that MEANT something back in 1986. Not the worthless, pimped "brand" it is today. Atari doesn't mean anything today, because it doesn't represent anything but what it USED to represent years ago. *Used* to... not does.

>You're the one being driven by nostalgia, Falvo! You're the one who's
>ranting on and on and on and on and on about stupid superficial features
>like the name, the logo or the case!
>And you have absolutely no touch with reality! If you had, you'd leave us
>alone and shut the bloody hell up!

If the name is *restored* to represent what it *used to* represent, then it's reasonable to consider that a visual reminder of that representation would help restore buyer interest in the renewed "brandname" as well.

>How dare you, who are not an Atari user, who are not interested in the >clones, totally uninterested in any developments which have occured after >the STFM, come and lecture us about what being an "Atarian" entails? >How bloody dare you?

How dare I? Oh, isn't it funny to be you. I *was* an Atari ST user (VERY die-hard at the time)... but not these days. Why? Because "Atari" is nothing but a pimped whore of "brandname" prostitution today! To own an Atari ST of any kind, original or "clone", is simply denying the fact that it's dead-end computer, with *no* future, because the company that started it is DEAD!

If someone wants to prove to me otherwise, go right on ahead... PROVE to me that Atari ST's and clones and the software that runs on them are thriving like they did in the 80's and early 90's. I seriously doubt anyone will succeed. Why? Because Atari, as a company, is DEAD! And "dead" is as dead as "dead" gets. And everyone is slowly coming to accept that sad fact and move on with their lives in a non-Atari world.

I simply want to try and stop that before it is absolutely and utterly too late. As long as there is hope, there is a chance. As long as there is a chance, there is a choice. As long as there is a choice, we can TRY. As long as we try, we can *possibly* succeed!

But I see you think that is utterly pointless.

>You're a sad, nostalgic git. Go read your old mags. Ignore thrity-two bit >processors and colour graphics. Ignore multitasking and hard drives. And >while you're at it, leave us alone, and stop insulting the remaining Atari >users.

You continue to fail to see the point I'm trying to make. I don't want to sit in my (!!!) rocking chair and "remember how it was" (if I wanted to do that, I'd spend $500-$1,000 on a Falcon030 and jerk-off, making .MOD files, I *used to* compose on my Falcon030 years ago). I want to MAKE A DIFFERENCE! I want to restore "Atari" to a company that *made* a product that people *liked* and *bought* and *enjoyed*!

Before you continue ranting about what a "nostalgic git" I am, please try to actually see the forest for the trees, kind sir?

Jared
"The nostaglic GIT that's GOT to GO... and TRY to make a change for the better."

4600. Re: File handling problems...

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 07:51:18 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0110302351.1c2aa947@posting.google.com>
Source record: 40865

James Alexander <james-m-alexander@home.com> wrote in message
news:<3BDEE977.DDD1AA90@home.com>...
> Hi Tom,
>
> I suspect that the program your using the high bit from each byte as its
> sent across, I suspect this is why text (7bits of each byte are used)
> come through ok and the binaries dont. you could try using either a
> terminal program and a null modem cable or use some of the software
> designed to transfer data via the midi ports such as littlenet.
>
Thanks James, but I think I solved it... I had forgotten that fopen
has two modes, binary and text (I think they amount to the same thing
in UNIX), guess which mode I was using? *S*

BTW Djorde - you are completely right.. but it's MY wheel *G*.

4601. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 09:17:01 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.msbtdgim@localhost>
Source record: 40867

<big snip>

Your obsession with the brand name is really odd.
If you haven't been into the atari platform for years and years, I don't think you are the right person to either bash those who were nor take things further.

Some of the crap you are writing are pure insults to the people who actually have been making a difference in making the TOS/GEM platform moving on.

The name Atari is now part of a commercial jippo from Infogrames, learn to live with it. And learn to know when to quit, I seriously hope you are one of a kind on this matter...

/Joakim

4602. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 09:22:41 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ccaorrdn@localhost>
Source record: 40869
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lonny Pursell wrote:
>
> On Tue, 30 Oct 2001, Steve Sweet wrote:
>
> > Do you pay by the second for your IP use Lonny?.

> ignore this thread. If your news program cannot surf headers and you
> are forced to read every msg, I suggest you upgrade you program or
> move to a new platform with a better news reader. I surf headers
> on my old Atari, I'm baffled why someone who pays by the second
> does not...

I'll second that. Downloading the whole newgroup is your choice.
Can't blame anyone else for doing that really. Even NEWSie will let
you scan the headers before downloading posts.

/Joakim

(I pay by the minute for www access)

4603. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 09:42:06 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0110310437170.118-100000@Hades060>
Source record: 40858
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 30 Oct 2001, Steve Sweet wrote:

> Do you pay by the second for your IP use Lonny?.

No. Also I do not want to get into the same stupid arguement again.
So do not single me out. I only have one comment further and I'll
ignore this thread. If your news program cannot surf headers and you
are forced to read every msg, I suggest you upgrade you program or
move to a new platform with a better news reader. I surf headers
on my old Atari, I'm baffled why someone who pays by the second
does not...

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4604. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 09:52:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004601848-208080AEicMi@ntlworld.com>
Source record: 40818

From: osian@zetnet.co.uk (Chris Simon)

>>another source. It does sound like you have other problems however...

>Phototip is probably not compatible with something I've got running.

Something's definitely upsetting it I'm afraid.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4605. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 10:10:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004601850-208579AEicMi@ntlworld.com>
Source record: 40819

From: jt august <starsaber@worldnet.att.net>
Date: Wed, 31 Oct 2001 04:01:08 GMT

>> I'd buy frm him if circumstsnces matched, but i still object to him and
>> others commercialising this echo.
>
>I'm now wondering, is this interNet newsgroup gating through somewhere
>as a Fido echo also? If so, that would explain the disagreeing
>perspectives on rules. Fido Net does still maintain strict rules that

Both Steve and myself have much experience with FidoNet Technology messaging in the past, so it's not surprising that some of that experience leaks through in here - since the FTN all but closed (and I'm including the other networks such as Atarinet under the FTN umbrella) this and the other Atari usenet groups have taken their places in our hearts.

>are enforcable, whereas interNet newsgroups rules and guidelines are not
>only virtually unenforcable, but are much more liberal and anymore
>subject to evolutionary change.

Rules like it or not are there to help the user, and help to keep newsgroups (at least THESE ones) down to manageable sizes. Bottom-quoting and over-quoting have their places (it seems) in Windows-orientated places. I know we can do better than these.

>If there is a bridge into Fido Net, said bridge needs to be severed, as
>the two are not supposed to be mutually exchangable.

The sysop of the two systems that Steve and I used made selected newsgroups available as local echos for their users, and IIRC used the internet to transfer echos across the Pond.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4606. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 10:14:08 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011031095932.220A-100000@localhost>
Source record: 40866

On Tue, 30 Oct 2001, [ISO-8859-1] Didier Méquignon wrote:

> > Since some days, I look this thread, this is my point of view.
> > You need a processor who have more registers than the processor to
> > emulate for a fast emulation, the better choice is a PPC. I have a good
> > test for CPU speed... MP3 decoding (lot of muls with integers).
> >
> > For example with DSP, under FALCON/CT2B 50 MHz (12 Mips) I obtain an
> ****
> > average CPU load of 580%, with the same file under an iMac 500MHz
>
> I'am sorry it's a BIG error, the 580% it's _without_ DSP, _with_ DSP
> I obtain 15% of CPU load (better than the iMac ;-))
>
> > (MagiCMac) I obtain 27%. Bogomips test said 233 mips, it's true
> > 580% / 27% <=> 233 Mips / 12 Mips. It's 20 times faster with a 10X
> > frequency and the macOS 68020 emulation !

And 15% of 030 (50mhz) is a LOT LESS as 27% of 500Mhz PPC ;))

Seriosly, this is perfect way to explain a bit more what i meant: This comparision shows how good and diferent original Atari was.. We talk about 92 machine here, with acc, still it is old machine, old cpu and 12 MIPS, but "diferent" arhitecture allows us to run such apps today.. also it shows how much MHz's and MIPS'es count in reality (they apply on cpu only, and are accurate only for very similar cpu's, but fail if machine has diferrnt arhitecture). Im aware DSP took the major work here, but it was Atari who decided that DSP will be built in in a way that allows multiple tasks (mpg, mp3, jpeg decoding, voice recognition, gfx filtering....) so it is a standard configuration...

800/400 series hardware survived test of time, ST's as well and as we see Falcon's too.. thats why i prefer original machines, or hardware clones (esp if a bit peculiar) over emulator thingies... Im not against faster machines etc, just we cant stick "Atari" label on anything with fast CPU..

Janez

4607. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 10:16:58 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011031101428.220B-100000@localhost>
Source record: 40868

On Tue, 30 Oct 2001, Milton Horst wrote:

> I tried putting in PDLG.SLB once, but nothing happened.
> Still got a message something like "WDIALOG not installed".
> I'm guessing it needs to be activated by some OS call, which
> MiNT doesn't do by itself. If this is true, does someone have
> a "driver" for it?

No, its is bug in Porthos's detect routines... Author will (did already
i think) fix that.. Wdialog is needed for many apps, and they dont
complain. Author seems dont have acces to NAES as such bug can happen
realy easy and will be fixed so no problem, just check paage regulary for
new version... :)

Janez

4608. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 11:00:55 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9rolpm$52l$1@newsg1.svr.pol.co.uk>
Source record: 40870

```
<snip>
> VHS cassette tape and it's own backlit dual mode (colour/mono) >640x400
LCD
>Build all this and sell it for $100 or
> less.
<snip>

You wouldn't even get the screen for that!
```

4609. Re: Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 11:31:33 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3BDFE115.8B493093@patent.gov.uk>
Source record: 40871

Hi Bengy,

My fault again for not keeping up with the NG!! You said so much, in a previous 'mail. It would be the logical thing for ROM to do. Dennis says that their first platform is the PC, with the atari as a sideshow. That makes commercial sense, however uncomfortable. With the future of the Mac now firmly tied to the OS X.* it would be very short sighted of ROM if they did not develop for the Mac. There is definitely a market of millions for Papyrus in the Mac world, where MS Word has overblown sway.

BTW thank you very very much for keeping the Atari flag flying, against all commercial sense. The same goes for all and any one still developing for the platform, under any guise or emulation. You/they do it in substance for nothing. Thank you again.

Bob King

Bengy wrote:
>
> On 10/30/01 10:04 AM, in article 3BDEDD86.D576EC64@patent.gov.uk, "Bob King"
> <robert.king@patent.gov.uk> wrote:
>
> Hi Bob,
>
> > Now that ROM are releasing the German version of Papyrus Office 9, and
> > the English version, 'in a few weeks', I wonder if anyone has asked them
> > about developing a version for the Mac, as now that it's OS seems to
> > have settled down with a stable version of OS X, it seems an opportune
>
> As far as I know, they have announced an upcoming macintosh and amiga
> version.
>
> Bengy

4610. Re: [NConvert] New release

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 12:46:41 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BDFF2B0.910243BB@greeleynet.com>
Source record: 40872

Pierre-e Gougelet wrote:
>
> Hello,
>
> NConvert v3.16 is available for download on http://www.xnview.com/ !
>
> It's a freeware for converting graphics files. Support more than 320 graphics formats !

Does it include vector graphics formats?

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

4611. [UPDATE] November release of Eureka

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 13:23:12 UTC
From: Francois Le_Coat/mailaxis <lecoat@ief.u-psud.fr>
Message-ID: <3BDFFB40.580A65C0@ief.u-psud.fr>
Source record: 40873

Hi all,

I just uploaded on my WEB page the november release of my
software Eureka. It's a 2D Graph Describer and a 3D Modeller.
If you know German language, Matthias Jaap has written about
it in the october release of ST-Computer, and I would like
to thank him. About Eureka, the main update is around the
translation. In facts, Olivier Liess has kindly proposed his
help for the translation of all the formulas of Eureka (*.FMU)
in English. It is a really nice work, and I really thank him.
Any remarks on all this work are welcome. Beside this, I had
thought to make a "light" version of Eureka again. Such a
version was placed in the latest floppies of french STMAG.
It's a 68000 version that works in 1 Mb of memory, and that
can be placed on a 720 Kb floppy. If you need this "light"
version for a ST, or even a STacy, anything, you can contact me,
and I will send you this version. If many people need it, I
could put it for download on my WEB page.

Thanks to all,

See you soon for more news about Atari front-line ...

-- Franï¿½ois LE COAT
Eureka 2.12 Author (2D Graph Describer 3D Modeller)
http://eureka.atari.org
mailto:lecoat@atari.org

4612. Re: new contest

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 14:09:20 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <oDTD7.81$Km4.56265@newsfeed.slurp.net>
Source record: 40874

> Pretty easy, huh? I'll even be lenient and let you use multiple words or
> phrases for each letter. Such as:

As a Canadian, you should know it's 'Pretty easy, eh?'. :) Take care.

Joshua.

4613. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 14:10:22 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <2CTD7.10111$Fy2.2060597@news20.bellglobal.com>
Source record: 40875

"Tim Anderson" <tanderson@nothere.freeserve.co.uk> wrote in message
news:9rolpm$52l$1@newsg1.svr.pol.co.uk...

> You wouldn't even get the screen for that!

Actually they could probably market a screen like that for $100, if they
went with a non-backlit screen like the Gameboy.

But that would suck in a dark club.

So until technology advances to the point that such a system could be built
that cheaply there's really not much hope that anyone would buy a new ST.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4614. CD-LAB ?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 14:47:01 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3BE00EE5.5030009@wanadoo.be>
Source record: 40877

Hi !

Has someone registered the french program CD-Lab ? Is it worth the price ?
Any answer welcome ....

Thanks
Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

4615. Re: [NConvert] New release

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 14:59:43 UTC
From: Pierre-e Gougelet <pierre.g@wanadoo.fr>
Message-ID: <3BE011DF.BAAF002A@wanadoo.fr>
Source record: 40878

> Does it include vector graphics formats?

No, sorry !

Regards. Pierre.

4616. Re: falcon cdrom

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 15:11:21 UTC
From: Anders Eriksson <ae@dhs.nu>
Message-ID: <Pine.LNX.4.21.0110311609300.668-100000@newgem.atari.org>
Source record: 40879

On Wed, 31 Oct 2001, Michael Grunditz wrote:

> Is there anyway to use a external cdrom under mint/naes without extendos ?

Yes, with SPiN. It's in my opinion the best CD-ROM driver.
If you register it, you'll receive an up to date version with some
bugfixes regarding very long filenames.

v0.34 can be downloaded from http://www.muenster.de/~reschke/soft_e.html

--
Anders Eriksson
ae@dhs.nu

4617. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 15:17:58 UTC
From: bo snyder <bobo_snyder@hotmail.com>
Message-ID: <B8055626.7A8%bobo_snyder@hotmail.com>
Source record: 40880
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> From: "Steve Sweet" <stevesweet@freeuk.com>
> Newsgroups: comp.sys.atari.8bit,comp.sys.atari.st
> Date: Tue, 30 Oct 2001 20:35:19 -0000
> Subject: Re: Bravo Sierra want's Your Money! NEW/Revised Links!
>
> Hi Lonny
>
>>> There are a number of individuals in this newsgroup who should look at
>>> themselves in a mirror, and ask themselves if their actions present a
>>> positive or negative impression of the very few Atari users left.
>
>> Well said. I don't mind Ben's posts either, he helped me out when I
>> really needed some help.
>
> Do you pay by the second for your IP use Lonny?.
>

Then don't read the freakin' newsgroup, dummy. if you are so concerned. exactly how much is it per second for internet access? a penny? if so add up the amount of penny's as to how many of ben's posts there are over the period of a year. i bet its like 50 or 60 cents or something like that (over a years time). If you are so darned concerned about that kind of money, you shouldn't be able to afford a computer much less internet access.

if i am totally wrong (if its like a dollar per second or somethingg like that) i will take what i said back.

if you are so concerned about the small change cost for one of bens posts and you are upset over it because of the "principle" then thats just silly. i think you have "wasted" more money with this debate than you ever would just ignoring ben's posts.

like others have said, just DON'T download the messages when you scan the headers!!!

4618. Re: TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 15:58:54 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <5aVD7.687$lh4.6129@newsfeeds.bigpond.com>
Source record: 40881

"D Galvez" <maraka@atari.net> wrote in message
news:d385a14d.0110290737.584e404a@posting.google.com...
> In the "The Atari Compendium" you have a lot of information about the
> plataform.
>
> http://www.fortunecity.com/skyscraper/apple/308/html/toc.htm
>
> Also i recommend you the ICTARI diskzine, have a lot of articles,
> sources and tutorials for various coding languages. You can get issues
> in some Atari FTP servers.
>
>
> "Dan S" <cjh3@hotmail.com> wrote in message
news:<fhUC7.6387$c5.68298@newsfeeds.bigpond.com>...
> > I'd like to program in assembly (already being an 68000 assembly
programmer)
> > and
> > so I would like to know if anyone on this ng has any links, faq's or
other
> > assembly programming
> > docs for the ST.
> >
> > Who knows, maybe I'll release some cool utilities for the platform
soon....
> >
> > Thanks in advance for any help.

Great link, thanks.

4619. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:02:37 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <AdVD7.695$lh4.6148@newsfeeds.bigpond.com>
Source record: 40882

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9rngq2ruj1@news.eunet.yu...
> On 29 Oct 2001 15:08:44 , "Lyndon Amsdon" wrote:
> >handle the sync in hi res (hsync 35.7KHz). The same adaptor did however
> >work on a few other monitors. Also, the output isn't as good as the
Atari
> >monitors as you get this strange moire (?) effect. It does depend on
your
> >monitor however so you may get better results.
>
> Moire effect on the desktop is practically unavoidable when colour
monitors
> are used, because the CRT shadowmask strips interfere with the desktop
> pattern. Choosing a solid colour (instead of a pattern) for desktop helps,
> or, alternatively, using a monitor with very high resolution- but that is
> probably not the way one would select.
>
> I know that some people have successfully used -monochrome- multisync
> monitors to display all three ST resolutions, because the moire pattern
> does not appear on them and picture quality is very good- but you miss
> the actual colours then.
>
> cu
>
>

Thats a good point actually, hi-res mono monitors are *very* high quality,
large and almost
worthless nowadays, I'll try one and let the ng know how they look on an ST.

Should reproduce the desktop very well - but as someone noted, no color :(

chris.

4620. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:05:30 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <hgVD7.696$lh4.6417@newsfeeds.bigpond.com>
Source record: 40883

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:dpFD7.622$kW3.137288@newsfeed.slurp.net...
> On 30 Oct 2001 00:27:34 , "Dan S" wrote:
> >
> >Thanks Ed, my monitor doesn't have rca inputs :(
> >
> >I will have to build a custom cable to go from the ST to the vga monitor
but
> >that eliminates using the low & med resolutions :(
>
> It is not the monitor that needs the RCA ports. My SVGA monitor does
> not have the ports either. The monitor cable plugs into the VGA
> converter that has the RCA ports. YOu hooks the ports of the converter
> into the ports of the Video Key that plugs into the ST.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

My misunderstanding...where does the Video Key plug in to the ST?

4621. falcon cdrom

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:13:08 UTC
From: Michael Grunditz <michael.grunditz@imt.im.se>
Message-ID: <9rp18q$bu8$1@green.tninet.se>
Source record: 40876

Hi

Is there anyway to use a external cdrom under mint/naes without extendos ?

/Michael Grunditz

4622. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:29:09 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <sCVD7.699$lh4.6545@newsfeeds.bigpond.com>
Source record: 40884

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:fpFD7.623$kW3.137298@newsfeed.slurp.net...
> On 29 Oct 2001 15:40:19 , "David Wade" wrote:
> >Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.
> >
> >
> >"Dan S" <cjh3@hotmail.com> wrote in message
> >news:1sSC7.6291$c5.66431@newsfeeds.bigpond.com...
> >> Does anyone know of a free, stable, unix shell or msdos or entirely new
> >> interpreter system
> >> for the Atari ST that installs on a single floppy (or perhaps two) and
> >> provides normal command
> >> interpreter functions?
>
> I have a commercial CLT for the ST somewhere. Packed away probably. I
> can dig it out if you feel the need. Cannot remember the name of the
> program though.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> --
>
>

Thanks for the offer Edward but I dont think it will be necessary, the is a
large number
of interpreters available for download and some of them are turning out to
be developed
further than I expeted. Mupfel is fantastic, but does anyone know how to
change it's
language to English? Also Mupfel man files are in German, anyone have the
English versions?
If not, I'll probably convert them all to English as a small contribution to
the apps development.

Another interpreter I found was pcommand, it is *very* lightwieght (no
command history, tab

complete, etc) but if you like ms-dos it can be configured to be *exactly* like ms-dos 5, not
very useful for most things but good for making a boot disk for your ST - the whole interpreter
is 38K bytes! (doesn't have a doskey replacement though..)

The best one I've found is Galum (posted by someone on this ng), it is a *very* polished product.
It's going to take a while to discover the limitations.

Thanks,

Dan.

4623. Re: Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:32:51 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <WFVD7.703$lh4.6762@newsfeeds.bigpond.com>
Source record: 40885

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:VCbD7.99$4c3.38616@newsfeed.slurp.net...
> On 29 Oct 2001 01:22:42 , "Dan S" wrote:
> >"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> >news:7YGC7.396$ub2.153120@newsfeed.slurp.net...
> >> On 27 Oct 2001 01:20:13 , "Dan S" wrote:
> >> >What is the best device to buy that will enable an ide or scsi drive
to
> >be
> >> >connected
> >> >to an atari mega1 or ste?
>
> >This option seems the best....it is portable too.
> >
> >How much effort and configuration did the link2 reqiure to set it up
> >on your STe? Also, what did you do to set it up?
> >
> >What tos are you running in the STe?
>
> Hello,
>
> There really is no setup. All you need is to get or make the cable that
> goes from the Link II to the SCSI devices. A friend of mine made me
> mine. Once you have that, all you do is hook up the SCSI devices and
> install your driver software. I originally used ICD software to run my
> STe's hard drive, but now I use HDDriver. I have always used Extendos
> or CD Rom drives. I am use TOS 1.6 on the STe.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

I'll try to get one this week (hopefully).

Thanks Ed.

Chris

4624. Last Day: 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 16:45:38 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <SUVD7.569355$8c3.90334778@typhoon.tampabay.rr.com>
Source record: 40886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

> 1140 + pieces of new, boxed, unopened Atari and Commodore software!
> Including games, programming, education, productivity and emulation (run
IBM
> software on an Atari ST!).
>
> Perfect for a reseller, aspiring reseller or SERIOUS collector.
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161
>
>

4625. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 17:18:32 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3be099c0a31fa46@free.fr>
Source record: 40807

Hello,

in article <1004446720-144175AEicMi@gmx.net> (comp.sys.atari.st)
Dennis Vermeire wrote on Tue 30-10-2001 10:30 (+0100):

> Since there is no ST-GUIDE help system on the PC and ROM obviously couldn't

There _is_ a clone of ST-Guide. Look for 'winguide' in a search engine.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4626. Re: PDF reader is out

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 17:39:32 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3be099c0a31fa47@free.fr>
Source record: 40808

Hello,

in article <ZCbD7.100$4c3.38821@newsfeed.slurp.net> (comp.sys.atari.st)
Edward S. Baiz Jr. wrote on Mon 29-10-2001 12:06 (GMT):

> .../... I would like to find out why the Porthos PDF
> manual comes out in black/white under Magic and color under Mint.

You're more lucky than me :-). I cannot open this file.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4627. Re: Last Day: 1140+ new, boxed Atari & Commodore software packages

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 18:14:02 UTC
From: "rtdos@yahoo.com" <rtdos@hotmail.com>
Message-ID: <NbXD7.930$bE4.88119@news.uswest.net>
Source record: 40887
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

I'm still interested, as a serious collector and emulator developer.
However, the price is a little too steep. Sorry.

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:SUVD7.569355$8c3.90334778@typhoon.tampabay.rr.com...
> > 1140 + pieces of new, boxed, unopened Atari and Commodore software!
> > Including games, programming, education, productivity and emulation (run
> IBM
> > software on an Atari ST!).
> >
> > Perfect for a reseller, aspiring reseller or SERIOUS collector.
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1289335161
> >
> >
>
>

4628. MagnumST card OK now!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 18:24:04 UTC
From: Dennis van der Burg <D.W.vanderBurg@student.tudelft.nl>
Message-ID: <3BE041C3.1C4B718B@student.tudelft.nl>
Source record: 40892

thank you Michael, Uwe and Stephen for your advice.

I could not get the original MagnumST card to recognise all
of the SIMM memory, so finally I decided to change the card
for an other one at the local Atari shop (it appeared he had
plenty of them on stock) ... and the other card worked
instantly!

best regards,
Dennis

4629. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 18:52:02 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-99324D.13520231102001@news1.on.sympatico.ca>
Source record: 40893

In article <Pine.MNT.3.96-MiNT.1011031095932.220A-100000@localhost>,
SWE/YesCREW <jvalant@m42.cx> wrote:

> 800/400 series hardware survived test of time, ST's as well and as we see
> Falcon's too.. thats why i prefer original machines, or hardware clones
> (esp if a bit peculiar) over emulator thingies.

last night I picked up a copy of _Computer Music_ (issue 39) and read
an excellent article with Howie B (who's worked in Passengers and with
Bjork), who raves about the Atari 1040ST/Notator SL setup he uses
alongside Pro Tools as the main sequencer in his studio system:

"it's great because it talks to everything, it's incredibly stable,
and in seven minutes you can get it up and running in any studio in the
world".

If Howie is one of those people who are "running on fumes" as Mr.
Falvo is blooking out, I want some of what he's sniffing! :)

4630. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 18:59:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004645021.43796.2@eos.uk.clara.net>
Source record: 40841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Hi "jt august"

> > I'd buy frm him if circumstsnces matched, but i still object to him and
> > others commercialising this echo.

> I'm now wondering, is this interNet newsgroup gating through somewhere
> as a Fido echo also? If so, that would explain the disagreeing
> perspectives on rules. Fido Net does still maintain strict rules that
> are enforcable, whereas interNet newsgroups rules and guidelines are not
> only virtually unenforcable, but are much more liberal and anymore
> subject to evolutionary change.

It seems that rules dont count if the relevant anus has done you a favour
sometime in the distant past.
I should join ALT.PARKING.TICKETS, or ALT.GET.OUT.OF.JAIL.FREE and hopw
double standars operate in there.

> If there is a bridge into Fido Net, said bridge needs to be severed, as
the two are not supposed to be mutually >exchangable.

Good old fidonet, now what was my node no. 2.254.102.9 ???

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4631. Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 19:04:04 UTC
From: Ireneusz Pe&#65533;ech <irekp@cuprum.com.pl>
Message-ID: <9rphvr$7q6$1@news.tpi.pl>
Source record: 40894

I have quastion,

How I can redraw desktop after end my programme. In single tos everything is OK, but in MagiC or MiNT desktop is not refresh (screen still show screen of my programme).

I write my programme in GFA BASIC.

I hope that ALL understand my, because my English is still bad ;)

--
Regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

4632. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 19:29:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004645024.43796.3@eos.uk.clara.net>
Source record: 40842
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ho Joakim

> > On Tue, 30 Oct 2001, Steve Sweet wrote:
> >
> > > Do you pay by the second for your IP use Lonny?.
>
> > ignore this thread. If your news program cannot surf headers and you
> > are forced to read every msg, I suggest you upgrade you program or
> > move to a new platform with a better news reader. I surf headers
> > on my old Atari, I'm baffled why someone who pays by the second
> > does not...
>
> I'll second that. Downloading the whole newgroup is your choice.

Thats right, and its my choice to suscribe to a non-commercial base, and its not your or anyone elses decision to make it otherwise.

> Can't blame anyone else for doing that really. Even NEWSie will let
> you scan the headers before downloading posts.

That is not the point is it?, one click in outlook and he's killfiled, but i shouldnt have to do that should i.

4633. Re: Bravo Sierra want's Your Money! NEW

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 20:13:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rpm10lrc1@thorium.cix.co.uk>
Source record: 40796

> Hi Rolaid
>> Come on Steve, I really don't think Ben is a "commercial
>> enterprise".
>> Even so, he is honest and welcome here as far as I am concerned.
>
> If it wasn't for the multi page dribble he posts each time, imposing
> himself on my phonebill, then I wouldn't mind so much. Other people
> can do it with a 4 liner, "Visit my Website at" will do no harm, and
> get him in the public eye, and I wont have to pay for it. Some
> people seem to forget that in GB we pay by the second for our IP.

Threads on this subject invariably waste more bandwidth and download time than the advert itself (and this message is evidence of more).

Complaints about commercial interruptions would be valid where there was a glut of support, but here there definitely is not. In a PC message base the situation would be the reverse.

Can we have a vote on a website somewhere to accept commecial adverts on a once a month basis so we can do away with this sterile debate?

I pay for my online time by the second too, but this message must cost me a fraction of a penny a month. We shouldn't complain IMO.

Would we be happier if there was no-one to advertise anything?

rgds
H

4634. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 20:13:51 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3be032c3.4753064@news.zetnet.co.uk>
Source record: 40797

Thanks for all feedback, inc suggestion of buying thro' ebay.

Never been to ebay until now, and there were several new Quantum 9Gb
SCSI drives (SCA ?) which are probably from the same seller at
around £45.
Obvious queries, ebay OK? SCA?

Regards Lewis.

On Mon, 22 Oct 2001 23:16:48 GMT, downthehatch@zetnet.co.uk wrote:

>While a lot of HD drives seem to to be contributing, I thought It a
>good time to air my query.
>
>I have an external SCSI drive attached to my STFM. It is a Quantum
>Maverick 270mb. I am thinking of repacing it with a Gbyte drive which
>I can use mainly with my PC.
>
>Can anyone recommend a a compatible replacement.
>I see Fujitsu 9Gb for about £90. Good?
>
>Thanks
>Norm
>
>(Please do not reply by email)

Norm

(Please do not reply by email)

4635. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 20:50:54 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011031202358.227A-100000@localhost>
Source record: 40895

On Wed, 31 Oct 2001, Ireneusz Pe³ech wrote:

> I have quastion,
>
> How I can redraw desktop after end my programme. In single tos everything is
> OK, but in MagiC or MiNT desktop is not refresh (screen still show screen of
> my programme).
>
> I write my programme in GFA BASIC.
>
> I hope that ALL understand my, because my English is still bad ;)

Hi

I guess u dont do GEM program, but some fullscreen app, maybe game? In
that case u need to get and save physical and logical screen bases on
begining of your program and move actual screen adress to another location
untill u exit application.
If u dont do that, you will draw on same screen as system did before and
u loose draw content (usualy u need to redraw screen manualy after u quit)

You can save actual physical and logical screen adresses like this:

```
old_physbase%=xbios(2)
old_log_base%=xbios(3)
```

Now, when you have that saved (for restoring later), you need to set new
screen adressess:

```
~xbios(5,L:new_physbase%,L:new_logbase%,-1)
```

new_physbase% and new_logbase% are adresses where u want to move screen
for your application. It is smart that u reserve those before. U can use
DIM and VARPTR for that etc.. For quick test, new_physbase% and
new_logbase% can be just old_physbase% and old_logbase% + 34000 (screen
size on ST)
All text and drawing will be now done there. U can now do whatwer u do
in your apps. When u quit your program, u must set screen to old
adresses!! Again use xbios 5 (setscreen):

```
~xbios(5,L:old_physbase%,L:old_logbase,-1)
```

That shold do the trick.. Also that way u will prevent that apps "under"
yours will pop out...

Janez

4636. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 21:23:37 UTC
From: nospam@zonnet.nl
Message-ID: <tZZD7.1817$Op.7805@zonnet-reader-1>
Source record: 40798

On 30 Oct 2001 18:28:21 , "Crackers" wrote:
>I think what I would like to see in a program for the ST would be.
>
>1) accurate midi controller tracking.
>2) able to set low/high/last note priority for midi controller.
>3) Each oscilator with it's own Amplitude ADSR envelope generator.
>4) Each oscilator with it's own Pitch ADSR envelope generator.
>5) Each oscilator with it's own selectable waveform.
>6) Adjustable portamento speed.
>7) Gate output (either joystick port or maybe parallel port) for triggering
>external modules like VCF, etc.
>
>Everything else about the SCS program seemed pretty good. I'd even settle
>for it "as is" if it would only accurately track the midi controller.
>
>What do you think? Am I asking too much from the Atari ST? I don't think I
>am since there is similar software for the C-64. I should think the Atari ST
>would be more than powerful enough to handle the task of being a midi synth
>module.
>

Believe it or not, the C64 had a better sooundchip than the ST. The ST got it's
good reputation among musicians thanks to the built-in MIDI interface, and the
good MIDI software that was written for it. To get a good synth sound just hook
up a REAL external synth(module) to the MIDI ports. The internal Yamaha soundchip
isn't any good.

Martin Tarenskeen

4637. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 21:42:34 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <Jd_D7.375$wT3.22935649@news.incc.net>
Source record: 40799

An Atari clone exists because there once WAS a company, named Atari, that made computers. Had they never made them, there would be no clones. The reason Atari clones are dying is because the founding company that made the originals (from which the clones sprang), is dead. And software manufacturers realize this, so they stop making Atari software. Computers without software (or computers that are aging with software that is utterly ancient) are nothing but a pile of electronics that either do nothing or they do something... but nowhere near as well as they would if they were more modern.

If Atari were to make a comeback, with sufficient impact and promotion and uniqueness and support from end-users, developers, and Atarians in the US and around the world, I have little doubt that it could enjoy, at the very least, a niche place in computing as it once did.

Tell me this, if you could run the same apps on the new Atari computer (via emulation or a hardware expansion), while having the knowledge that you had a system that was far more powerful and capable (as well as actually having a *future* once again) than before, you woudn't run out and buy it?

If we do nothing... if we don't even TRY... eventually it will all end. Completely. It's inevitable. If you're willing to live with that, so be it. But not me. I think Atari, as a company (Atari as a brandname just simply SUCKS RAW MOLTEN LAVA and means utterly NOTHING to me.), deserves another (better) chance, if we can give it one. It's not just the name I'm after, just because of what it means/meant to a lot of people, but the products they produced.

Try this for a test:

Think of the name Atari. Now, write down how many things they made (games, systems, etc.).
Think of the name Sega. Do the same.
Think of the name Nintendo. Ditto.
Think of the name Commodore. Likewise.
And Taito.
And Gottleib.
And Namco.

Now, think of games and arcade games you played in the past and try to remember who made them (assuming the list is not redundant in the reverse).

I am willing to bet, you will make a far easier association between Atari and it's products than anyone else. In fact, I am willing to bet you can recall some games that were more unique and memorable than the companies who made them... but few of those games will be made by Atari... because Atari

WAS the games it made and vice versa.

This is what Hasbro and Infogrames are banking on. But, what they don't realize is that Atari wasn't just a brandname thought up for use by another company... it WAS a company. And a company that MADE products!

People have long since realized that "Atari" is no longer the embodiment of a company that makes a product, but merely a name used by another company to pitch a product THEY make.

I call it, "software prostitution". And no one has respect for a prostitute. Why? Because all they're selling is their body. Not love or devotion. All Infogrames is selling is *their* product (making a profit) using the waning popularity (sex appeal, figuratively speaking) of a name that USED to mean something.

It won't work... at least not for much longer.

All I want to do is get "Atari" off the street corner and making an honest living again. People respect that. Don't you?

And, if Infogrames has any sense, they're gonna realize they'll be able to sell "Atari"-branded games a lot better when there's actually a division of "Atari" that is more substantial than just a name people remember from the past...

Jared

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message news:B804CE49.1A5AC%nameerf@flash.net...
> Here we go again...
>
> > We regain the Atari brandname. Otherwise, we'd just be porting Atari apps
> > to run under a different processor/OS platform.
>
> How does the Atari name have anything to do with that? My Falcon runs Magic
> on a 68030, previously, my ST ran TOS 1.0 on a 68000, and my 8-bit ran a
> different OS on a 6502, and a friend's Hades runs a new version of TOS on a
> 68060. Not all of these machines is Atari and none of them runs the same OS
> on the same processor. *But* they are all able to run Atari software to
> varying degrees of compatibility. If a machine comes out that runs Magic or
> Mint/NAES on a PPC or Intel processor, running Atari software at fairly high
> degrees of compatibility, how is that any different? I can slap an Atari
> label on it or a Hades label on it, or a Mac or any PC-compatible company
> label on it and it doesn't change what's inside, does it?
>

> > That doesn't make them
> > Atari apps any more. It makes them X-app running on X-hardware. It's
no
> > different than porting any game from the arcade to the Playstation, or
> > WordPerfect from DOS to the Atair ST. The reason those apps were
considered
> > Atari ST applications was because they were *unique* to the Atari ST!
And,
> > if they weren't, they were usually only ported to or from the Amiga
> > platform.
>
> If they run well on any Atari-compatible OS, and get the job done, who
cares
> where they came from and what specific hardware is powering them? It
still
> doesn't mean the "Atari" brand name on the box is going to make a
> difference. And I don't know too many people who it and stare at the
innards
> of their machines as much as they put them to use. If it doesn't exactly
say
> "Atari", but runs Atari software, does it matter? Not in the slightest
> unless you're obsessed with the Atari logo or something.
>
> > If the effort to "revive Atari" is to have ANY hope, we must go to the
> > source (Infogrames) and reaquire (by license) the Atari name with
reference
> > to a computer/hardware division.
>
> Good luck!
>
> > However, we must be resolved to do this. We must see that anything less
is
> > utterly a waste of time and pointless. Emulation, for the sake of
enjoying
> > the "old ways" just one more time is simply a time-wasting "nostalgia
trip".
> > If we are so desirous to get back to the days of Atari's golden age, we
> > must realize that it involves the NAME!
>
> How? I still haven't seen a really great argument for why you think this.
No
> one other than us few Atari users knows Atari as a computer company name.
> They may only vaguely remember that there was an Atari video game console
on
> their TV decades ago, which was replaced by a Nintendo soon afterward and
> never heard from since.
>
> > An Atari computer is NOT an Atari computer unless it is called an
Atari
> > computer. And, none of the clones,

> > regardless of their ability to run Atari ST/TT/Falcon030 applications
are
> > Atari computers.
>
> How is any new machine, "Atari" or not going to be different. It's a label
> on a box, which few even know has any history. You might as well put
> "Flibbertygibbit" on the label. I could easily make an Atari label and put
> it on a Hades. Then what? "Oh my gosh, it's suddenly the greatest machine
in
> the world, opposed to what it was before!!!!!" I don't think that's what'd
> happen.
>
> > We are in the last days of "Atari". The fumes the die-hards have been
> > running on are evaporating into nothingness rapidly. Eventually, there
will
> > be nothing left and no one to care. And Atari, as a namesake, memory,
and
> > gaming pioneer... will be lost forever...
>
> Ask anyone on the street. It already has been.
>
> > Say what you will, but you must answer me this. WHY do you use an Atari
> > computer and the software that you run on it? Is it the applications?
Is
> > it the brandname? Is it the uniqueness of the hardware? Or is it just
fond
> > memories that keep you going?
>
> I like it because it works well for what I want. I would love to have a
> newer, faster one, but if it doesn't have an Atari label on it, I'm not
> going to die of disappointment.
>
> > If owning and using an Atari ST computer (or clone) is so important,
then
> > why isn't reviving the company that started it?
>
> Because the company itself isn't as important as the hardware it made.
>
> > It's not about the people
> > who worked at Atari... they KILLED it, remember?
>
> Yes, good point.
>
> > It's not about the
> > designers who made the cases (though I am still very partial to the
1040ST
> > design myself), they've moved on.
>
> I personally recased my Falcon into a PC mid-tower. I hated the old
ST-style

> case. What a pain in the butt that was!
>
> > It's not about the features or
> > limitations of the system.
>
> I think it's everything about the features. That's the only reason I
wanted
> an Atari in the first place. It had unique features that weren't available
> on any other platform at the time.
>
> > It's about the NAME! The company! The meaning!
>
> Get a grip on yourself! Go to the store. Look at bananas. You might see
> "Chiquita" and "Dole" brand bananas. But take the stickers off and could
you
> tell the difference? What matters is the stuff it's made of.
>
> > An Atari computer isn't an Atari computer unless it's *called* an ATARI
> > computer!
>
> Not at all true.
>
> > If you say that the name isn't important to you, then why do you use an
> > Atari computer?
>
> As I said, I like the features and how it works. That's all.
>
> > If you say it's not the applications you care about, then
> > why do you use an Atari computer?
>
> Well, it is the applications, too. But they don't have to say Atari on
them
> to be useful. Most applications I use weren't made by Atari.
>
> > If you say it's not the nostalgic
> > memories of having a computer that was ahead of the rest in it's day,
then
> > why do you use an Atari computer?
>
> That's exactly right, the features that Atari put into their machines was
> the reason I like them. If it had been Apple, Compaq, HP,
> put-your-company-here, it wouldn't have made a difference. If Atari had
> stopped making good hardware, I wouldn't have bought it.
>
> > Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say
that,
> > if "Atari" were to make a comeback, and started manufacturing computers,
> > PDA's, laptops, and more again... that you wouldn't be thrilled?
>
> That depends on what they were compatible with. If they came back and made

> Windows-compatible machines, I wouldn't be interested. However, if *any*
> company (Atari or otherwise) is created that made Atari-compatible
computers
> in the mainstream, then yes, I'd be thrilled!
>
> > If not, then you DO NOT know what it is to be an Atarian. Brand loyalty
is
> > an issue of pride and trust. Sure, that trust has been marred by the
people
> > who owned it before and the name "Atari" is merely being leeched for
some
> > game titles by Infogrames. "Atari" hardly means anything but "dead,
ancient
> > game company", these days, but when it was first created, it meant
> > "Success!" (I believe that's the correct translation, if memory serves
me
> > right).
>
> Brand loyalty doesn't exist in the computer industry. Platform loyalty
does.
> Atari sucked as a company, which is why it doesn't exist anymore in the
> capacity you're describing. Why would anyone want that company back? But I
> would love to see the hardware continued.
>
> > We can't bring back the past, but we can enjoy the present.
>
> Well said. Atari is in the past. Let's live in the present.
>
> > I would love to
> > go back to the days when The CareBear demos and STOS and Brattacas and
> > Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word
and
> > DBMaster One and NeoChrome and all those other games and programs were
> > around. If I had my druthers, I'd turn back time, stick myself right in
the
> > crux of the 1040ST years (there were at least three or four, weren't
there?)
> > and put it on an endless loop!
>
> Then all you have to do is lock yourself in your room with your ST and all
> your favorite software and pretend the present doesn't exist.
>
> [snip ranting about the past]
>
> > And if any one of you have even the tiniest HINT of a cranial concept of
> > these same emotions, you'd realize that the name 'Atari" means almost
more
> > than the things they created. Shoot, they even made/sold CALCULATORS,
for
> > crying out loud! And, you know what? I'da bought one. I was so proud

of
> > my FAVORITE company. I wanted to work for them! I looked forward to
going
> > to the computer store to see what new software was released. I bought
Joust
> > and Star Raiders as soon as they were released. The list goes on and
on...
>
> This proves your obsession. I don't think most people are that obsessed
with
> this. And I don't think bringing back the Atari name will do anything for
> us. Just buy yourself a Hades, make an Atari label for it, and be happy.
>
> [snip some more]
>
> > The only thing we could do is find the programmers to port any and all
> > possible ST applications to the new hardware. I believe, beyond a
shadow of
> > a doubt, that if Atari started making computers again... computers that
had
> > an OS that was simple and fun to use, but more powerful than TOS/GEM
was, ha
> > d some really nice hardware under the hood, and boasted of "Power
Without
> > the Price" again... we'd see the "old ones" coming out of the woodwork.
> > And, I tell you this... I'd buy one in a heartbeat... even if it
wasn't
> > "leading edge".
>
> I would never buy a 1040ST after having used my Falcon, a TT, or Hades.
And
> if anything better ever comes along I wouldn't want to go back to these.
> It's called progress. Atari did it, as do the clone makers. Why would
anyone
> in their right mind stick themselves in the past like that?
>
> Anyway, good luck in your crusade. Hope you get over your obsession,
though.
> I have the same fervour for the hardware and OS as you have for the name.
I
> hope you can see where I'm coming from here when I say the name is
> unimportant, but hardware's ability to run the software is the most
> important thing in anything we as true Atarians create for ourselves.
>
> Mike Freeman
> nameerf@flash.net
>

4638. Re: Analogue synthesizer emulator.

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 22:03:24 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <Ts_D7.19433$8D4.2716295@news20.bellglobal.com>
Source record: 40800

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:tZZD7.1817$Op.7805@zonnet-reader-1...

> Believe it or not, the C64 had a better sooundchip than the ST. The ST got
it's
> good reputation among musicians thanks to the built-in MIDI interface, and
the
> good MIDI software that was written for it. To get a good synth sound just
hook
> up a REAL external synth(module) to the MIDI ports. The internal Yamaha
soundchip
> isn't any good.

That the C-64 had a superior sound chip goes without saying. However, I don't think it's a stretch to say that a 1MB 16-bit 8mhz computer with built in MIDI should be capable of driving it's soundchip through MIDI better than a 64KB 8-bit 1mhz computer can.

On that SCS software I could play a glisando on my keyboard, got out and grab a quick one at the pub, and be back before it played the last note.

Turning an ST into an emulated analogue modular synthesizer controlled through MIDI is just one of those "because it's there" projects. Something that's been done on other computer platforms and should be doable on the ST but currently isn't (or currently isn't done well).

Even if we forget about emulating the VCFs and go with external VFC modules (which would be cooler anyways), just creating a program for the ST that lets it emulate the VCOs with pitch envelope generators and the VCAs with their ADSR envelope generators just seems like a really cool thing to me, and it's a really inexpensive start for hobbiests who want to build a modular synth because the toughest and most expensive part, building MIDI controlled VCOs/VCAs/and their respective envelope generators and a gate for external modules will all be taken care of by an Atari ST (which could be found for $10 in a thrift store) and a piece of software which could be made available on the net. That's a pretty attractive start on modular synthesis if you ask me. I'm really suprised this isn't an idea that hasn't excited anyone before but me. Heck, just customizing old Atari STs into midi controlled modular synthesizers will increase interest in the old Atari ST platform.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4639. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 22:59:04 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0110311459.7abb8e5b@posting.google.com>
Source record: 40801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-DFFA10.00121911102001@news.bellglobal.com>...

> >
> > Well, you just condemed millions in the technology field, including
> > fellow atarians..
>
> millions in the technology field know how to spell. Unlike you.

Millions don't including your friends...

> > You sound like the class wise ass, always perfect...but rediculed..
>
> no, they laugh WITH me, not AT me. With TiFKAS it's the opposite.
>
> BTW, it's spelled "ridicule" . Come back when you've graduated
> remedial kindergarten....

I seriously doubt if there is a such a thing for remedial
kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...

>
> > > yes, TiFKAS, we all know about how much you like to "Palm"
> yourself :)
> >
> > You must of erotic thoughs about being 'Palm'. You thought of it first
> > not me..
>
> hmmm, not only can't TiFKAS spell, he also can't put together a
> coherent sentence! Having fun with your old friend Johnny Walker again?

I am not into whisky...Would explain your behaviour..

>
> > > it did - the whole book is tull of the facts about Atari - and
> proved
> > > that, as far as your disinformation campaigns, you're full of it.....
> >
> > What disinformation campaign?
>
> well well well. Remember "98% of all Atari applications fall over on
> the Milan" ? Remember "Pointcast will completely destroy Atari from
> the Internet"? Remember "I never said Calamus was crap"? Remember "I
> never said that Steve Jobs would destroy Apple if he ever came back, or
> that I called him an arrogant bonehead"?

You never proved otherwise if the older software would not break.
PointCast was the lichpin of technology for the internet that could
not run on the ST hardware. Nice idea at the time. You failed to see
the point.

> > > You're certainly not serious about getting ahead and bettering
> > > yourself, can't even spell "ecstatic"
> >
> > I don't have to worry about 'bettering' myself. I would worry about
> > you...
>
> I have bettered myself, pinhead. Last March I got a promotion, a
> raise, and some additional employee training which has now added to my
> resume.

A training in the 'snow plows' as the new sales meister is not my idea
of a promotion.

> You'd be lucky if you were able to sell pencils from a tin cup, much
> less getting any job in the computer industry.

You're right...I am not worthy--)

> > *note, sinclap maybe absent due to sending back the field PB to former
> > employer..
>
> well well well - someone finally noticed your shoddy work and gave
> you the boot. That's what you get for acting as much the fool here as
> you did in the field.

You will never know...Was a great four year run....
>
> BTW, can you now give us evidence of who formerly employed you? Or
> are you still bound by a "non-disclosure agreement" (read: BS) that
> prevents you from sharing that info, O former fake "Apple Power Rep".

Take a look at my public folder...

4640. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da24a6e9090@madasafish.com>
Source record: 40748

Hi Chris!

>Grrr - I hate it when modern programs don't work with each other. It feels
>like Windoze! Now I've got that formidable task again of persuading
>the author of PhotoTip to make it compatible with vanilla TOS, and the
>author of fVDI to make it compatible with PhotoTip.

Download XaAES, and try that. Or buy Magic, NVDI or something.
--
Lyndon Amsdon

4641. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 23:13:37 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.nbqackhs@localhost>
Source record: 40803

Two things Jarod,

1) You really, really must learn how to quote postings.

2) You really, really should try to support what we have, not what we used to have.

Enough said..

/Joakim

4642. Re: Any attempt at an Atair Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 23:16:02 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9rq0ni$1tb$1@news.asu.edu>
Source record: 40802

>These are a group of people trying to save BeOS by *licensing* the source
>code *from* Palm. Assuming the sale of Be's IP (Intellectual Properties)
>goes through, we're all hoping they succeed.
>
>All I want to do is license the brandname "Atari" (and access to all
>computer-related materials, schematics, source code, etc.) for use in
>re-creating the computer division.

Actually, it would be more useful to license the source for TOS, or
better yet get them to release it publicly. They have no use for
TOS source. They know exactly what they have with the brand name
"Atari", and will not likely share the very thing they were after
when they spent all that money.
--

4643. New ATF Forums

Newsgroup: comp.sys.atari.st
Date: 2001-10-31 23:44:35 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <tu137oo81mks83@corp.supernews.com>
Source record: 40804

Hello,

Atari Users Network, TAIO (The Atari International Organazation) and
A-ONE Magazine have created a new Atari Forum call ATF - Atari Talk Forums.

Stop by and check them out!
ATF-Atari Talk Forums
http://forums.atari-users.net

Atari Users Network
http://www.atari-users.net

TAIO
http://www.atari-international.org

A-ONE Magazine
http://www.atarinews.org

4644. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 00:20:42 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <1z0E7.383$wY3.23250993@news.incc.net>
Source record: 40805

I don't want to revive the Atari ST... I want to revive Atari as a company that made products. The 1040ST case idea is just to help promote familiarity of the old with the new. Other systems would possibly look different, if not be just new Atari computers in tower cases, though I tend to frown on that bland concept. I think innovative case design is a trademark of the Atari we used to know and love.

Jared

Crackers wrote in message <2AED7.12486$8D4.1855078@news20.bellglobal.com>...
>You want to revive the Atari ST there's only one way to do it.
>
>Basically build an Atari 1040ST compatible computer with the footprint of a
>VHS cassette tape and it's own backlit dual mode (colour/mono) 640x400 LCD
>display. Make sure you keep the MIDI ports even if you sacrifice the
>RS-232/Parallel ports. Have a track-point or something to control the
mouse.
>Have a built in 1.44 3.5" disk drive and 4mb memory. Make sure it gets a
>good running time off batteries. Build all this and sell it for $100 or
>less.
>
>Now if such a mythical machine could be built and sold for a profit at that
>price point it would bring about an Atari ST revival. Particularily if it
>was marketed as a MIDI machine. Hell I'd love to have a tiny little Atari
ST
>like that just for taking to gigs.
>
>So if you can do all that then the ST will have a second life. Heck it
would
>make a neat hand-held game system and PDA if you could build it to sell for
>$100 or less.
>
>Almost any piece of crap can be brought back from the dead if it's priced
>low enough and aimed at a specific market.
>
>Crackers
>
>--
>
>Ghastly's Ghastly Comic - http://ghastly.keenspace.com
>
>
>
>

4645. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 00:36:10 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <wM0E7.384$jY3.23237787@news.incc.net>
Source record: 40806

I see you're one of those that believes that you have absolutely NO control over the fate of Atari. It's someone elses brandname and you're the sad pawn in a really bad game of chess.

Well... "Homey don't play dat game!" (WHOMP!)

If we do nothing, nothing changes. If we at least try, something *may* change. I really wish people would stop accepting things the way they are and at least consider the slightest chance that things could be different if we actually TRIED!

The people who have been "extending the TOS/GEM platform" do so, to end in certain failure at the end of their road. Without Atari, there is no lasting continuation in the Atari ST platform... at all. And we're reaching the end of that road right quickly.

I simply want people to see that if we at least TRY to make a difference, by reviving Atari, not just as a brandname, but as a company, that a whole renewed future would be opened up to us... Atari clone users and genuine Atari users alike.

But I see you're one of those that accepts your "fate" and doesn't even try to change it. Who knows, you might die of shock if Atari actually did come back (and you had some part in it)! Don't wanna risk THAT, now do we?

Jared
---

gokmase wrote in message ...
><big snip>
>
>Your obsession with the brand name is really odd.
>If you haven't been into the atari platform for years and years, I
>don't think you are the right person to either bash those who were nor
>take things further.
>
>Some of the crap you are writing are pure insults to the people who
>actually have been making a difference in making the TOS/GEM platform
>moving on.
>
>The name Atari is now part of a commercial jippo from Infogrames, learn
>to live with it. And learn to know when to quit, I seriously hope you
>are one of a kind on this matter...
>
>/Joakim
>

4646. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 00:47:22 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BE09BB9.1524E011@chello.nl>
Source record: 40809

gokmase wrote:
>
> <big snip>
>
> Your obsession with the brand name is really odd.
>

He is manic again.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4647. Re: Need help with McBoot

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 01:40:09 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rq95o$d2a$1@thorium.cix.co.uk>
Source record: 40810

```
On 28 Sep 2001 15:09:55 , Hallvard Tangeraas wrote:
> Hallvard Tangeraas <northstar2010@yahoo######.no> wrote:
>> I'm trying how to make the boot-manager "McBoot" to work, but
>> unfortunately everything is in German, and with the rather vast
>> options available it gets pretty complicated.
>> The program isn't supported any longer either (hence the free key
>> at the website of the author), so I can't very well ask the author
>> for help.
>>
>> Can someone here please help me figure out the basics?
>
> Isn't anyone here using McBoot?
> It (along with many other programs) can be downloaded for free by
> going here:
>
> http://www.the-mclouds.de/software.html
>
> Be sure to download the free software key!
> It looks like a nice boot-selector, but the problem is that I can't
> quite figure out how to use it. An English translastion would be
> nice, but probably nothing which can be expected for an unsupported
> program.

Thanks for highlighting the availability of public keys, Hallvard.
I've been glancing at this program for a few years because of its
ability to add extra windows to handle fonts, the Magic apps folder
etc.

What were you looking to find out? I'll give it a try...

rgds
H
```

4648. Re: Papyrus Help Files

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 01:40:11 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rq95q$d2a$2@thorium.cix.co.uk>
Source record: 40811

On 29 Oct 2001 17:11:18 , Derryck Croker wrote:
> From: sidcelery@cix.co.uk (Harry Sideras)
>> I saw a german demo version of v1.72 from '95. It was Shareware at
>> the time and 70DM. Written by Gregor Duchalski IIRC
>>
>> An English version might be interesting to see...
>
> Go for it Harry, you know where to look! :-)

Oo-er...

rgds
H

4649. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 01:40:12 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rq95r$d2a$3@thorium.cix.co.uk>
Source record: 40812

On 30 Oct 2001 20:36:31 , "Steve Sweet" wrote:
> Harry baby!!!!!!!!!.

Sweetie!

>>> Now for everyone who would like to see Prospero's products
>>> released - they are still active: http://www.prosperosoftware.com/
>> HiSoft also used to sell HighSoft Pascal (but they didn't write it)
>> - they may have some copies left...
> I didn't think they existed anymore dude.

Am I that out of date? I thought they were still active at their
Hisoft website... they had some offers the last time I looked (a while
back...)

rgds
H

4650. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 05:01:57 UTC
From: horseman04@block.mac.com
Message-ID: <horseman04-3110012201580001@166.70.161.98>
Source record: 40813

In article <QTjD7.311$MP2.19039363@news.incc.net>, "Jared Falvo"
<luposian@azob.quik.com> wrote:

[...snip...]

> The only thing we could do is find the programmers to port any and all
> possible ST applications to the new hardware. I believe, beyond a shadow of
> a doubt, that if Atari started making computers again... computers that had
> an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha
> d some really nice hardware under the hood, and boasted of "Power Without
> the Price" again... we'd see the "old ones" coming out of the woodwork.
> And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't*
> "leading edge".
>
> Why?
>
> Because it would be... an Atari!

You know what? So would I! You're right about those fun years when the ST
was at its zenith. I really enjoyed the systems and the software back
then. I still do today, but it really isn't the same. I think that the
size of the community has something to do with it. When I was strictly an
Atari user I really felt a bond with other members of my local Atari users
group because we were a relatively small crowd. I loved calling the Atari
BBSes and reading the few Atari publications.

It's just not the same, even in the Mac community.

Ah well, those days are gone and I don't think we'll ever see them reborn.
But if, by some miracle, somebody got the venture capital, bought the
Atari name and started making computers, you bet I'd buy one. I'd love to
fly in the face of the majority once again. :)

- Fourth Horseman -
horseman04@block.mac.com
http://www.collateral-damage.org
[Note: spam protection in place, remove the 'block' to send me e-mail]

4651. Re: falcon cdrom

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 07:46:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BE0FDE6.7AB3B8A3@seimet.de>
Source record: 40814

Michael Grunditz schrieb:

> Is there anyway to use a external cdrom under mint/naes without extendos ?

The SPIN! CDROM driver is an alternative.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4652. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 07:48:29 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BE0FE4D.4E63DBD7@seimet.de>
Source record: 40815

downthehatch@zetnet.co.uk schrieb:

> Obvious queries, ebay OK? SCA?

Note that for SCA drives an adapter is required as the SCA plug cannot
be directly connected to an Atari or a hostadapter.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4653. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 08:13:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9rr05d$o7t$1@pegasus.csx.cam.ac.uk>
Source record: 40816

Atari Workshop (http://www.atari-workshop.co.uk) sell an Atari to SVGA
adaptor if you dont mind paying the price.

Stephen Moss

4654. The NAME is not IMPORTANT

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 09:10:51 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ianmfdaq@localhost>
Source record: 40820

Hi Jarod,

Did you read my post at all?

> I see you're one of those that believes that you have absolutely NO
> control over the fate of Atari. It's someone elses brandname and
> you're the sad pawn in a really bad game of chess.

The name is not important, the platform is. And I don't think we have absolutely NO control over the future, but I am not stupid enough to fight for things that:

a) don't matter to me (why would?)
b) would be a huge waste of energy (bugging Infogrames about licensing the brand name)

And I am pretty sure it is you are the one having a sad pawn because of the brand name. You are the one interested in the brand name, not me.

> The people who have been "extending the TOS/GEM platform" do so, to
> end in certain failure at the end of their road.

Even IF that would be so, they have been the ones breathing life into the platform you at present time haven't got a clue about. If you dig the name this bad, start making t-shirts or posters or whatever...

> I simply want people to see that if we at least TRY to make a
> difference, by reviving Atari, not just as a brandname, but as a
> company, that a whole renewed future would be opened up to us...
> Atari clone users and genuine Atari users alike.

The name is not important (no, it is not an echo, I actually had to write that -again..)

Lets work with what we have, not what we had. Wake up..

> But I see you're one of those that accepts your "fate" and doesn't
> even try to change it. Who knows, you might die of shock if Atari
> actually did come back (and you had some part in it)! Don't wanna
> risk THAT, now do we?

"I see you're one of those.." strange retorics. I think it willl be needless to try and point me out, since I have a hunch few ppl agree with you. At least, I hope so.

These are your words, you can think whatever you like about me and other who don't agree with you. I don't consider you all that relevant to the atari platform of TODAY, so I won't bother to take you seriously.

However, I believe you have said all this before. And said (a number of times) that you give up because you did not get the response you hoped for in this forum.

Why not keep that promise?

/Joakim

4655. Re: Papyrus Office 9

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 09:30:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004617170-102516AEicMi@gmx.net>
Source record: 40829

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 31 Oct 2001 11:31:33 +0000

Hi Bob,

>My fault again for not keeping up with the NG!! You said so much, in a
>previous 'mail. It would be the logical thing for ROM to do. Dennis says
>that their first platform is the PC, with the atari as a sideshow. That
>makes commercial sense, however uncomfortable. With the future of the
>Mac now firmly tied to the OS X.* it would be very short sighted of ROM
>if they did not develop for the Mac.

I did not say, suggested or even hinted that ROM wouldn't produce a Mac version of Papyrus. I don't have a clue about what ROM is up to, and to be honest I don't really care either. It's no secret that I don't like Papyrus... of all the wordprocessors I ever used I find it to be the most illogical, furthermore it's dead slow and has some features missing which are a necessity for me. The only thing I like in Papyrus is the database, unless that in version 9.0 some long promised features will finally be implemented and the shortcomings of version 8.0 are adressed I'm through with it.

Dennis

4656. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 09:53:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004617166-101827AEicMi@gmx.net>
Source record: 40827

From: gokmase <fale@cybercrap.no>
Date: Wed, 31 Oct 2001 09:22:41 GMT

Hi Joakim,

>I'll second that. Downloading the whole newgroup is your choice.
>Can't blame anyone else for doing that really. Even NEWSie will let
>you scan the headers before downloading posts.

Don't stray away too much, the topic is not about saving pennies or cents
but about Sierra Bravo wanting our money...
Scanning the headers and sorting out the unwanted postings also costs time
and thus money. In a group where the average traffic is roughly 60 postings
a day scanning the headers is a waste of time, downloading the whole lot
will probably be faster and thus cheaper... and one can always use a filter
to weed out the "undesired" postings.

What needs to be adressed here is the attitude and common sense, we either
allow dealers to spam in here or we don't. IMO if be don't object to it we
put the door wide open to all kind of abuse. ATM it's not really necessary
to scan the headers, allow spam and you'll have to go searching for the
posting between all kinds of crap.
There isn't one acceptable reason IMO why a commercial enterprise should be
allowed to advertise here. There are plenty alternatives on internet to get
in touch and/or reach potential customers. From the minute one opens his
eyes in the morning he's subjected to all kinds of advertisements, we're
bombarded with it (metaphoric that is). This newsgroup is one of the few
places where we are left in peace and no one is out to get their hands on
our money or tries to sell us stuff we don't really want. I would love to
keep it that way...

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4657. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 09:57:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <H09E7.39903$GA.6123945@news2-win.server.ntlworld.com>
Source record: 40821

Hello.

Keychange Music, 01925 266120, also sell a PC to SVGA adaptor, with audio out if required.

See a previous post earlier in the year about what to look for when buying a monitor.

Barrie at Keychange. www.keychange.co.uk

4658. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 10:56:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004617160-100695AEicMi@gmx.net>
Source record: 40826

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Mon, 29 Oct 2001 14:31:51 -0700

Hi Jared,

>And if any one of you have even the tiniest HINT of a cranial concept of
>these same emotions, you'd realize that the name 'Atari" means almost more
>than the things they created.

These are blurred emotions... One tends to get emotional when reflecting on
his first computer, car, hifi, girlfriend etc.
Ask an Amiga or Apple user how he felt the very first time he booted his
machine and you'll get the same reply. Today a kid who unpacks "his" PC and
boots it for the very first time will also feel and remember these emotions.
The brandname Atari is not relevant at all in this story.

>And, none of the clones, regardless of their ability to run Atari
>ST/TT/Falcon030 applications are Atari computers.

Have you ever seen a Milan or Hades? or better yet have you ever worked with
one? I think not because otherwise you would not be writing nonsense like
this.

>If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is
>an issue of pride and trust.

You were still sucking your thumb and playing with tin soldiers when I
bought my first Atari. Please don't come here telling me how I should feel
and behave. I find this to be rather insulting. Especially since it's coming
from someone who has shown time and time again that he hasn't got a clue
about the Atari platform anno 2001.

>An Atari computer isn't an Atari computer unless it's *called* an ATARI
>computer!

An Atari computer is just a collection of chips thrown together... open up
the darn box and take a peep.

>computers that had an OS that was simple and fun to use, but more powerful
>than TOS/GEM was, had some really nice hardware under the hood, and boasted
>of "Power Without the Price" again...

The Hades and Milan computers fit the bill. All what's missing it that Fuji
logo, order a couple from Best Electronics and stick them on the box. And
please don't reply telling me that these computers aren't capable of running
those "nostalgic" games you love so much. The TT and Falcon can't run them
either and these two computers are "real" Atari computers according to your
twisted logic.

>Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know
>what? I'da bought one.

Why doesn't this surprise me one little bit? :-)
They also sold umbrellas and PC's... if you finally wake up you'll realise that Atari was just an ordinary enterprise selling whatever the customer wanted. Their only goal was to make money, once they started loosing money due to a lot of reasons and shares fell they closed the books and dumped the whole lot. How's that for nostalgia ?
Has anyone here got an old Atari PC gathering dust somewhere? If so please send the case to Jared so he can fit his PC in that case and have a "real" Atari.

Jared, I have very fond memories about my Atari 800, but if someone out there was going to build a batch and revive the 8bit platform tomorrow, I wouldn't be standing in line to get one. The ST was a very innovative computer back in 1985, sixteen years later it's time to put it to rest. I`m not implying it's unusable, thousands of people still enjoy using it everyday. But the biggest majority in this newsgroup has moved on quite a bit. Personally I don't give a damn about the ST anymore, it's nearly 10 years since I used one. I get the shivers to think I would have to crawl back again after that little black and white screen....

If you really want to do something for this platform then go get your coat and start looking for some very talented programmers willing to write some innovative stuff for this platform. But please do not even mention the word "ST", we need software that adresses and use the features of the Milan and Hades. Some remarkable software has been written for the Mac 68040's, go and find the authors and convince them to adapt/port these so it can run on the Atari clones... If software like this would appear I'm convinced that within a year the majority of the people here would have either a clone or upgraded their computers. But this will not attract any new users, it will only keep us going for a while longer... if you can pull *this* off I'll jump on the first plane and come and thank you personally ;-)

Oh yes, you're much to ambitious IMO. You'll need a very strong business plan to convince potential investors. To generate the necessary cashflow I suggest to start small. Reviving the Atari calculators productline first would be a good step. All you need to do is order a container full of these in Taiwan and relabel them. Then it's only a matter of selling them at daylight robbery prices, that's exactly what Atari did .... with the money generated from that project you can then build your first ATARi ST2002.

Cheers from Belgium
Dennis
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derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4659. Re: CD-LAB ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 11:10:28 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004687570-127049AEicMi@ntlworld.com>
Source record: 40768

Hi Jo,

>Has someone registered the french program CD-Lab ? Is it worth the price ?
>Any answer welcome ....

It seems to be only for copying CDs- if that's what you want?

BTW did you get back in touch with Dennis?
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4660. Re: Any attempt at an Atair Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 11:41:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004617172-103135AEicMi@gmx.net>
Source record: 40828

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Tue, 30 Oct 2001 15:25:20 -0700

Hi Jared,

>I truly hope, if anyone from Infogrames is on this newsgroup, they don't
>become offended, because I believe what they are doing is nothing more than
>"software prostitution".

I truly hope that someone from Infogrames is reading your crap.... he would beyond doubt correct you and remind you that Infogrames wrote some brilliant games for Atari in the early 90's.
He would probably also inform you how Infogrames started life (two talented French Atari programmers programming brilliant games for their favourite computer). Has it ever occured to you that the owners of Infogrames might be just as crazy as you about the Atari label and bought it purely for nostalgic reasons?

>They are simply pimping the name "Atari" for a few dollars a night
>(figuratively speaking), based solely on the "recognition factor" alone.

For the record: Infogrames was one of the last softwarehouses that left the sinking ship. They've supported the Atari platform until the day that is was costing them truckloads of money.

>Hasbro did the same thing... and look what happened.

No, for Hasbro "Atari" was only an asset. One that landed in their very large portfolio of shares. And then they used the oldest trick in the book: create a lot of fume and loose a lot of money (on paper), once that's accomplished they sell the shares to another multinational giant willing to play the same game. It's simply a tax evading manouvre, every big enterprise simply needs a post to write off large losses, look at what has been happening to Commodore the last six years... every year the shares are bought and sold, every owner writes off enormous losses. In the banking world we call this the "dance of death", but "creative accounting" fits the bill also. It's a perfect legal construction and can be repeated time and time again. Atari *started* the dance when the Tramiels sold the Atari shares to JTS. There are no loosers in this game, everyone wins except for the taxpayer ofcourse who pays the bill of this pervert system.

It will take a lot of Jared Falvo's to stop the "dance of death" :-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4661. FA: ebay, Atari ST: Suzy B's Double CD ROM Software Treasury

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 11:48:10 UTC
From: David Smith <david11125@home.com>
Message-ID: <3BE1367C.B0196BE2@home.com>
Source record: 40822

I have the following auctions underway:

Item name: Atari ST: Suzy B's Software Treasury
Item number: 1291810569
Minimum bid: $1.00
End date: Nov-10-01 06:52:30 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1291810569

4662. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 12:14:18 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-2DF365.07141801112001@news.bellglobal.com>
Source record: 40825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

In article <cf62e1fb.0110311459.7abb8e5b@posting.google.com>,
psinclair@mac.com (Peter Sinclair) wrote:

> > millions in the technology field know how to spell. Unlike you.
>
> Millions don't including your friends...

at least I have friends, TiFKAS. And bragging about not being able to
spell shows how stupid you are

> > BTW, it's spelled "ridicule" . Come back when you've graduated
> > remedial kindergarten....
>
> I seriously doubt if there is a such a thing for remedial
> kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...

ah, once again TiFKAS, having nothing to say, attacks the Simpsons.
well, TiFKAS, seeing as Homer is now officially recognized in the
dictionary, I think it shows well that they're respected in the culture.
When will you be in the dictionary - when your picture appears next to
"idiot"? :)

> > hmmm, not only can't TiFKAS spell, he also can't put together a
> > coherent sentence! Having fun with your old friend Johnny Walker again?
>
>
> I am not into whisky...Would explain your behaviour..

not into alcohol, PERIOD. You, on the other hand, has spoken about
drinking, hanging around in bars, and said that you specialized in
college in "Pub 101".......

> > well well well. Remember "98% of all Atari applications fall over on
> > the Milan" ? Remember "Pointcast will completely destroy Atari from
> > the Internet"? Remember "I never said Calamus was crap"? Remember "I
> > never said that Steve Jobs would destroy Apple if he ever came back, or
> > that I called him an arrogant bonehead"?
>
>
> You never proved otherwise if the older software would not break.
> PointCast was the lichpin of technology for the internet that could
> not run on the ST hardware. Nice idea at the time. You failed to see
> the point.

hmmm, no, that's up to YOU to prove your claims, not me. Many Milan
owners found quite the opposite.

You fail to see the point about PointCast - you brayed loud and long about how the technology would force Atari users from the net. Instead, Pointcast crashed and burned, and we're still here.

> > I have bettered myself, pinhead. Last March I got a promotion, a
> > raise, and some additional employee training which has now added to my
> > resume.
>
> A training in the 'snow plows' as the new sales meister is not my idea
> of a promotion.

ah, once again TiFKAS attempts to attack the labourer as being unworthy. Remember, labourers and salespeople make a great part of an economy and their money buys computers - which means they pay you wages, pinhead.

4663. Re: Atari ST Command Interpreter

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 12:30:20 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <CfbE7.1192$RL6.17456@news.cpqcorp.net>
Source record: 40830

Dan,
There used to be English versions of Gemini/Mupfel. If you can't find any
on the net post again and
I will send what I have.
Dave.

"Dan S" <cjh3@hotmail.com> wrote in message
news:sCVD7.699$lh4.6545@newsfeeds.bigpond.com...
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:fpFD7.623$kW3.137298@newsfeed.slurp.net...
> > On 29 Oct 2001 15:40:19 , "David Wade" wrote:
> > >Try getting a copy of GULAM. It fits on a floppy. Includes MicroEmacs.
> > >
> > >
> > >"Dan S" <cjh3@hotmail.com> wrote in message
> > >news:1sSC7.6291$c5.66431@newsfeeds.bigpond.com...
> > >> Does anyone know of a free, stable, unix shell or msdos or entirely
new
> > >> interpreter system
> > >> for the Atari ST that installs on a single floppy (or perhaps two)
and
> > >> provides normal command
> > >> interpreter functions?
> > >
> > I have a commercial CLT for the ST somewhere. Packed away probably. I
> > can dig it out if you feel the need. Cannot remember the name of the
> > program though.
> > >
> > >
> > Edward S. Baiz Jr.
> > (Gamer)
> > ----------
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > ----------
> > >
> > >
>
> Thanks for the offer Edward but I dont think it will be necessary, the is

a
> large number
> of interpreters available for download and some of them are turning out to
> be developed
> further than I expeted. Mupfel is fantastic, but does anyone know how to
> change it's
> language to English? Also Mupfel man files are in German, anyone have the
> English versions?
> If not, I'll probably convert them all to English as a small contribution
to
> the apps development.
>
> Another interpreter I found was pcommand, it is *very* lightwieght (no
> command history, tab
> complete, etc) but if you like ms-dos it can be configured to be *exactly*
> like ms-dos 5, not
> very useful for most things but good for making a boot disk for your ST -
> the whole interpreter
> is 38K bytes! (doesn't have a doskey replacement though..)
>
> The best one I've found is Galum (posted by someone on this ng), it is a
> *very* polished product.
> It's going to take a while to discover the limitations.
>
> Thanks,
>
> Dan.
>
>
>
>

4664. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 14:08:09 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.shdsihkj@localhost>
Source record: 40831

Dennis Vermeire wrote:
>
> From: gokmase <fale@cybercrap.no>

> >I'll second that. Downloading the whole newgroup is your choice.
> >Can't blame anyone else for doing that really. Even NEWSie will let
> >you scan the headers before downloading posts.
>
> Don't stray away too much, the topic is not about saving pennies or
> cents but about Sierra Bravo wanting our money...

Straying away? It seems to be one of the reaons Steve brings out to explain why he thinks it was inappropriate postings. If it is a problem that I reply to what is contained within the previous posting, I won't bother posting again.

Threads do evolve to cover more than just one simple question.

> Scanning the headers and sorting out the unwanted postings also costs
> time and thus money. In a group where the average traffic is roughly
> 60 postings a day scanning the headers is a waste of time,
> downloading the whole lot will probably be faster and thus cheaper...
> and one can always use a filter to weed out the "undesired" postings.

I don't agree scanning headers is a waste of time, but that is a matter of taste then. But what is true, is that you could add any sender to the killfile if you don't like what they have to say.

> What needs to be adressed here is the attitude and common sense, we
> either allow dealers to spam in here or we don't. IMO if be don't

One could argue what is spam, and what is not. Personally I don't mind Bravo Sierras postings, even though I am currently not interested in their offers. I do see why ppl are questioning their right to post, and that discussion might be healthy. If it is a discussion, not if it is all about throwing foul language around. I could visit the nearest high school or so if I'd be interested in offensive langauge.

Calling posters (even if you don't like them) asshole and whatever is by far more abusive than posting stuff some may call spam. And definitely generating more hard feelings and bytes to download. Disrespect is worse than spam any day if you ask me.

Just curious, if someone is posting news about a commercial/shareware program being updated in this forum, is that spam too? Where do you draw the line?

/Joakim

4665. Re: Amail + OLGA + Memory Protect ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 15:17:33 UTC
From: tos4ever@pandora.be
Message-ID: <1f27btu.szvkeo1r58ackN%tos4ever@pandora.be>
Source record: 40832

Jean-Franï¿½ois Lemaire <jflemaire@belgacom.net> wrote:

> Hello,
>
>
> Le dimanche 28-10-10 09:32, Martin Tarenskeen ï¿½crivait:
>
>
> >In fact I'm looking for a better NEWSreader/writer to use with my MiNTNET
> >configuration.
>
>
> Okami is definitely the way to go. You should find it on
> ftp://chapelie.rma.ac.be. A bit hard to set up but worth the effort. You
> also have to download NEWSWatch.

On the chapelie you'll find Okami but that's on old version. The current
version of Okami, which is btw v 3.B02, can be found on the homepage of
the author http://www.xs4all.nl/~josdb/okami.html.
It's indeed not that easy to install but it's certainly worth the pain.
It's a offline reader so you need a program to retrieve mails/news. This
can be done with the combo Popwatch/Newswatch. Both are on the Belgian
ftp-server. If you have an unix shell account somewhere you can also
uqwk to retrieve/send message too.

CU,
Martin

4666. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 16:04:55 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <9neE7.391$Rb4.24037474@news.incc.net>
Source record: 40833

> If Howie is one of those people who are "running on fumes" as Mr.
> Falvo is blooking out, I want some of what he's sniffing! :)

In this instance, a 1040ST user (musician) has found a niche from which he has no need for more power, better software, or a better computer. He is truely content where he is, using this computer. I wish we all could be. I'd still own a 1040ST (well, maybe a MegaST4... I grew to like it more than the 1040ST's case, for hard drive usage... stacking the MegaFile30 under (or above?) the MegaST4 was so tidy!) if I were like this man.

But I guarantee you, he doesn't use his 1040ST for much more than that. It's simply too old and out-dated! 16 colors, 320x200 low resolution, only 1Mb of RAM (without expansion), etc. Excellent for it's time, but not today. If you *still* use it for what it could do "back then", you will be content. Otherwise, you won't.

The Internet is 99% of my computer usage today. I play games every now and then. Any Atari unit wouldn't suffice for this need. I run in 16-bit color as an absolute requirement and prefer 24 or 32-bit. I have nothing but a DSL line out to my workshop in the backyard (it used to be a phone line, but after DSL, I'll *never* go back to a modem!), so I need an ethernet port.

I am very happy for this individual. He is still happy with his 1040ST setup. I wish I could say the same. But the world has moved on and I, along with it. There is nothing I used to do with my 1040ST, MegaST4, or Falcon030 that I do today. However, I do miss making .MODs. Some of my best ones I made were composed on the 1040ST/Falcon030. That's about the only thing I'd like to own a Falcon030 for again...

If anyone wants to hear a couple of them, just ask. Seems I'll never find a use for them outside of just listening to them every now and then. I think some of them would be excellent for a game or two.

Jared

4667. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 16:39:16 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <nTeE7.397$M74.23971927@news.incc.net>
Source record: 40834

> Actually, it would be more useful to license the source for TOS, or
> better yet get them to release it publicly. They have no use for
> TOS source. They know exactly what they have with the brand name
> "Atari", and will not likely share the very thing they were after
> when they spent all that money.

That would be part of the request. :-) GEM is already under GPL. That means it can't be copyrighted by any individual. I'm hoping that Atari's TOS/GEM is exempt from this category, because then... you could improve upon it (expanding on MultiTOS for usage with current technology) and still copyright it under Atari.

If "sharing" (via licensing) the name Atari meant making MORE money at the same time, from sales and profits in a division they'd never venture into (not to mention the potential profits from selling their "Atari"-branded games for the new Atari computers), I think they'd be stupid not to consider the offer.

Remember... THEY own Atari. Name and assets. Kit 'n kaboodle. We just want to revive the parts that they're just sitting on (or have stuck in a closet), by taking a branch of that name and permission to access the attributes from it.

Look at the Atari logo today on a game title. It's so... different. It hardly resembles the classic logo of the past, with the smooth, rounded word "Atari" and the fuji symbol with radiating colors flowing down. Ah... all you have to do is even look at Centipede for the 2600VCS to remember how nice it all was.

Tell me this, how many people do you think still associate "Atari" with much anything but past gaming? People like you and me still do, but we also remember some great computers and games they made for it, too!

The name "Atari" will rekindle memories anywhere it goes, but it HAS to represent more than JUST memories. The more it's out there, the more memories that will be rekindled. The more rekindling we do, the more money that can be made.

Based on that prospect, alone, we're simply helping Infogrames make MORE money in a department they have no interest in! We're doing the work for them and paying them to watch us do it! I'd sure jump at that, in a heartbeat!

They make money by the licensing of the name Atari. They make money from every product we (the new Atari) sell. They make money from every game they sell on every product/computer we sell. All we do is keep enough to pay our employees, keep the business running and expand it (as needed)... as the

Atari of old unfurls from the ashes of it's untimely demise!

Whoooo! Gotta get stoked on that, man!

However, if Atari never meant anything to you as a name or a company or the products it made, then this idea probably wouldn't interest you... ;-)

Jared

P.S. Assuming you ran this "new Atari", what is the first product (computer or not) you would make and what would it do? Be creative!

4668. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 17:01:46 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <scfE7.400$2d4.24114317@news.incc.net>
Source record: 40835

Two things, "gosmase",

1) You really, really must learn to spell my name correctly.

2) You really, really should start to think about what *could* be instead of what *is*.

It never hurts to dream a little, yaknow. Even if it never happens, it's nice to have something to think about. Does the Atari system you own have a future? Will it ever be expanded with today's technology? Will more software be written for it or upgraded/improved as technologies or needs advance? Um... I think... *NOT!*

I want to change that. That's all I've ever wanted to do from day one. I don't see why so many are so adamantly opposed to it. Really! It's as though people actually prefer being in a futureless state with their Ataris than trying to give their Ataris a new future. *sigh*.

Jared

"gokmase" <fale@cybercrap.no> wrote in message
news:Usenet.nbqackhs@localhost...
> Two things Jarod,
>
>
> 1) You really, really must learn how to quote postings.
>
> 2) You really, really should try to support what we have, not what we
> used to have.
>
>
> Enough said..
>
> /Joakim
>

4669. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 17:47:31 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <mTfE7.404$Ze4.24234049@news.incc.net>
Source record: 40836

Fourth Horseman wrote in message ...

>You know what? So would I! You're right about those fun years when the ST
>was at its zenith. I really enjoyed the systems and the software back
>then. I still do today, but it really isn't the same. I think that the
>size of the community has something to do with it. When I was strictly an
>Atari user I really felt a bond with other members of my local Atari users
>group because we were a relatively small crowd. I loved calling the Atari
>BBSes and reading the few Atari publications.

The size of the community has only shrunk because the company they followed
after was stabbed in the back! I want to try to bring the dead back among
the living. But I need more than just me yelling at the top of my voice and
writing to Infogrames and saying:

"Yeah, I'd like to help you make more money by re-creating the Atari
computer division, but... um, I'm the only one who seems to want to do so."

Oh yeah, that's just gonna move mountains, huh? NOT!

You have to realize that, unless THEY can make *more* money by giving us
what we want, they won't care a rat's hiney about it. We have to appeal to
THEIR monetary interests if WE'RE to have what WE want in the process.

>It's just not the same, even in the Mac community.

Agreed. As cool as a 876MHz G4 is, it's just not an Atari. :-)

>Ah well, those days are gone and I don't think we'll ever see them reborn.
>But if, by some miracle, somebody got the venture capital, bought the
>Atari name and started making computers, you bet I'd buy one. I'd love to
>fly in the face of the majority once again. :)

Everything is impossible to the unbeliever. But "impossible" is only
impossible to those who never try.

Jared

4670. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 18:14:47 UTC
From: osian@zetnet.co.uk
Message-ID: <3be19117$0$29038@news.zetnet.co.uk>
Source record: 40837

On 31 Oct 2001 09:52:44 , Derryck Croker wrote:
>Something's definitely upsetting it I'm afraid.

I've found what's wrong. Dennis suggested to me that PhotoTip will
only work properly with Magic or Mint. So I booted up with MultiTOS
and lo and behold - it works. Except...

It doesn't actually display an image, but puts the desktop into the
image window! Suspecting this might be a fVDI problem (I've had
things like that happen before), I disabled fVDI and tried again.
This time it worked completely. Except that my system then runs
extremely slowly in 256 colours with MultiTOS...

I've tried some obvious combinations of fVDI settings but none work.

Grrr - I hate it when modern programs don't work with each other. It feels
like Windoze! Now I've got that formidable task again of persuading
the author of PhotoTip to make it compatible with vanilla TOS, and the
author of fVDI to make it compatible with PhotoTip.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4671. MultiTOS/fVDI/PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 18:16:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3be19160$0$29038@news.zetnet.co.uk>
Source record: 40838

Subject says it all!

Has anyone got the combination of MiltiTOS, fVDI, and PhotoTip to
work? If so, can you post your FVDI.SYS?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4672. Re: The NAME is not IMPORTANT

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 19:20:17 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <kehE7.405$Gf4.24278062@news.incc.net>
Source record: 40840

You're absolutely right... the name is *NOT* important. It sure doesn't mean a solitary thing to me when I see it today on a PC game box. It's what's *behind* the name that matters and the name *has* to be there to *represent* that. And there's nothing behind it these days. I want to change that.

But you just CAN'T see that, can you?

Jared

"gokmase" <fale@cybercrap.no> wrote in message
news:Usenet.ianmfdaq@localhost...
> Hi Jarod,
>
> Did you read my post at all?
>
> > I see you're one of those that believes that you have absolutely NO
> > control over the fate of Atari. It's someone elses brandname and
> > you're the sad pawn in a really bad game of chess.
>
> The name is not important, the platform is. And I don't think we have
> absolutely NO control over the future, but I am not stupid enough to
> fight for things that:
>
> a) don't matter to me (why would?)
> b) would be a huge waste of energy (bugging Infogrames about licensing
> the brand name)
>
> And I am pretty sure it is you are the one having a sad pawn because of
> the brand name. You are the one interested in the brand name, not me.
>
> > The people who have been "extending the TOS/GEM platform" do so, to
> > end in certain failure at the end of their road.
>
> Even IF that would be so, they have been the ones breathing life into
> the platform you at present time haven't got a clue about. If you dig
> the name this bad, start making t-shirts or posters or whatever...
>
> > I simply want people to see that if we at least TRY to make a
> > difference, by reviving Atari, not just as a brandname, but as a
> > company, that a whole renewed future would be opened up to us...
> > Atari clone users and genuine Atari users alike.
>
> The name is not important (no, it is not an echo, I actually had to
> write that -again..)

>
> Lets work with what we have, not what we had. Wake up..
>
> > But I see you're one of those that accepts your "fate" and doesn't
> > even try to change it. Who knows, you might die of shock if Atari
> > actually did come back (and you had some part in it)! Don't wanna
> > risk THAT, now do we?
>
>
> "I see you're one of those.." strange retorics. I think it willl be
> needless to try and point me out, since I have a hunch few ppl agree
> with you. At least, I hope so.
>
> These are your words, you can think whatever you like about me and
> other who don't agree with you. I don't consider you all that relevant
> to the atari platform of TODAY, so I won't bother to take you seriously.
>
>
> However, I believe you have said all this before. And said (a number of
> times) that you give up because you did not get the response you hoped
> for in this forum.
>
> Why not keep that promise?
>
>
> /Joakim
>

4673. Mice needed

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 20:18:27 UTC
From: Ken Wilson <kenneth.wilson@ntlworld.com>
Message-ID: <7ciE7.53000$a14.6355443@news6-win.server.ntlworld.com>
Source record: 40843

I work in a school where we have Atari STs for midi composing work. I need two mice. Any offers. I am willing to pay. I live in the UK.

4674. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 20:19:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be29b7e623f80@madasafish.com>
Source record: 40776

Hi Chris!

>On 1 NOV 2001 00:01:26 +, "Lyndon Amsdon" wrote:
>>Download XaAES, and try that. Or buy Magic, NVDI or something.
>
>I have NVDI 5.x. I bought Magic 4 about 4 years ago, but it wasn't
>reliable enough with the Falcon. XaAES might be an option, but that
>opens up a whole new realm of incompatibility with all the programs I
>currently run! I would have thought that if things don't work with
>MultiTOS then they've got no hope with anything else.

Yeah, Magic 4 really isn't good on Falcon. Version 6 is recommended and
it works good enough.
--
Lyndon Amsdon

4675. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 20:30:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004647359.64535.1@eos.uk.clara.net>
Source record: 40845

Harry baby!!!

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:9rq95r$d2a$3@thorium.cix.co.uk...
> On 30 Oct 2001 20:36:31 , "Steve Sweet" wrote:
> > Harry baby!!!!!!!!!.
>
> Sweetie!
>
> >>> Now for everyone who would like to see Prospero's products
> >>> released - they are still active: http://www.prosperosoftware.com/
> >> HiSoft also used to sell HighSoft Pascal (but they didn't write it)
> >> - they may have some copies left...
> > I didn't think they existed anymore dude.
>
> Am I that out of date? I thought they were still active at their
> Hisoft website... they had some offers the last time I looked (a while
> back...)

I've not checked there website since I last saw it announce HiSofts demise,
I'll pop another window <pit> open and look.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4676. Priorities of Effort...

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 20:35:02 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <pkiE7.408$0h4.24362033@news.incc.net>
Source record: 40844

Before any of what I am proposing can even *hope* to have a chance, we have to find users of original and clone Ataris who are willing to put their nay-saying aside and at least put "an ounce of chance" into the mix. To allow even the tiniest possiblity that it could work. That we could succeed.

Realize this:

Companies are run with money. Companies are bought out, into, or merged with with money. Licensing of company assets take place for money.

I do not see any reason why Infogrames shouldn't be willing to license a very familiar brandname they now own, plus access to the assets that went with it, if it stands to make them even more money without costing them a cent to do so!

1) We pay them to license the name Atari (ka-ching!)
2) We pay them a sizable percentage of our net profits from sales of products we sell under the revived Atari hardware division (ka-ching!)

The only way they're out any cash is if they decide to port their game titles to the Atari computers we make.

It's like getting free money put into your bank account, just to walk into the bank and authorize them to use your name in ads that say how great a bank they really are (every time you walk in!)! Would anyone pass up a deal like that? I sure wouldn't! You don't even make a deposit and they give you money just to use your name!

That's really all we'd be doing... giving them money to give us license (authorization) to use their name ("Atari") in ads that advertise a really nice, new product (when we've actually created it, that is). And they get paid on every one we sell, too!

Point me out if I'm wrong, but... doesn't that seem like an awfully sweet deal for Infogrames to just pass up? Sure seems like it to me.

They make money with the Atari name their way. And they make money with the Atari name our way! We just start up the gig, run it, and keep enough money to pay our employees, keep the shop going, and expand a little, as needed.

Is it really that bad "working for someone else" when you get all you want out of it, too?

Sad to say, but unless we can muster up more millions than the millions Infogrames paid for the whole Atari "kit 'n kaboodle", licensing is the ONLY (hopefully affordable)way we can have our cake (recreate Atari, the company) and eat it too (make it better than it was before).

If we can do it... I'M ALL FOR IT! Sign me up!

But it takes more people to toss out "just a thread of hope" and say "Ok, let's give it a shot... where should we start?" and less people saying "It will never work... you're insane for even thinking such nonsense! Let us stay just as we are... we're content with how Atari ended up and where we are today because of it."

Jared

4677. Re: VGA monitor on Atari ST?

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 21:22:05 UTC
From: ebaiz@skyenet.net
Message-ID: <12jE7.338$ON4.140297@newsfeed.slurp.net>
Source record: 40746

On 1 Nov 2001 03:05:30 +, "Dan S" wrote:
>
>My misunderstanding...where does the Video Key plug in to the ST?

The Video Key plugs into the monitor port on the ST. It has some RCA
jacks that can be used to plug into the video converter which plugs
into the VGA monitor. Mind you, the picture you get is not the best,
but it is usable.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4678. Re: Mice needed

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 21:22:07 UTC
From: ebaiz@skyenet.net
Message-ID: <32jE7.339$ON4.140275@newsfeed.slurp.net>
Source record: 40747

On 1 Nov 2001 20:18:27 -, "Ken Wilson" wrote:
>I work in a school where we have Atari STs for midi composing work. I need
>two mice. Any offers. I am willing to pay. I live in the UK.
>

YOu can get those at most any dealer that sells Atari hardware. You can
also get the PC Serial Mouse Adapter which will allow any ST to use any
PC serial mouse. That is what I use with my Hades....

Try the sites below:

http://www.myatari.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4679. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 22:21:13 UTC
From: osian@zetnet.co.uk
Message-ID: <3be1cad9$0$29042@news.zetnet.co.uk>
Source record: 40749

On 1 NOV 2001 00:01:26 +, "Lyndon Amsdon" wrote:
>Download XaAES, and try that. Or buy Magic, NVDI or something.

I have NVDI 5.x. I bought Magic 4 about 4 years ago, but it wasn't reliable enough with the Falcon. XaAES might be an option, but that opens up a whole new realm of incompatibility with all the programs I currently run! I would have thought that if things don't work with MultiTOS then they've got no hope with anything else.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4680. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 22:38:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <tu3jmaki36mk27@corp.supernews.com>
Source record: 40750
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004645024.43796.3@eos.uk.clara.net...
> Ho Joakim
>
> > > On Tue, 30 Oct 2001, Steve Sweet wrote:
> > >
> > > > Do you pay by the second for your IP use Lonny?.
> >
> > > ignore this thread. If your news program cannot surf headers and you
> > > are forced to read every msg, I suggest you upgrade you program or
> > > move to a new platform with a better news reader. I surf headers
> > > on my old Atari, I'm baffled why someone who pays by the second
> > > does not...
> >
> > I'll second that. Downloading the whole newgroup is your choice.
>
> Thats right, and its my choice to suscribe to a non-commercial base, and
its
> not your or anyone elses decision to make it otherwise.
>
> > Can't blame anyone else for doing that really. Even NEWSie will let
> > you scan the headers before downloading posts.
>
> That is not the point is it?, one click in outlook and he's killfiled, but
i
> shouldnt have to do that should i.

True on both levels.

You are right that you shouldn't have to put forward the effort to killfile
someone who is using bandwidth in a manner you find objectionable.

You are right that it is easy for me to killfile you with a click or two in
OE as you have contributed more to off topic and cross posting, taking more
bandwidth, then Ben has in the last year.

Thanks for reminding me or both items. I would suggest you follow your own
pet criteria and don't force more people to do an extra click or two to
killfile you if you are sincere in your beliefs.

4681. Re: Mice needed

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 23:04:32 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3be24e8d$0$29041@news.zetnet.co.uk>
Source record: 40765

"Ken Wilson" <kenneth.wilson@ntlworld.com> wrote in message
news:7ciE7.53000$a14.6355443@news6-win.server.ntlworld.com...
| I work in a school where we have Atari STs for midi composing work.
I need
| two mice. Any offers. I am willing to pay. I live in the UK.

Atari Workshop/System Solutions

--
JI Logan

4682. PLEASE HELP ME

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 23:16:36 UTC
From: HAAL <.@forzamagicaroma.com>
Message-ID: <oJkE7.4172$zl4.124934@news2.tin.it>
Source record: 40751

(Excuse for my bad English: I am italian)
Anyone can help me?
Many years ago I used an Atari 1040 ST to play music. My favourite program was C-Lab Notator.
I don't like to use Cubase or any other programs.
How can I use now on a PC that wounderful program?
How can I reproduce my old arrangements maked with C-Lab Notator?
In few words, it's possible to reproduce that arrangements on my PC? Did you know if there is a C-Lab Notator version for PC?
Thanks.

Haal

4683. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 23:42:37 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.pmapogpm@localhost>
Source record: 40756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet wrote:

> > I'll second that. Downloading the whole newgroup is your choice.
>
> Thats right, and its my choice to suscribe to a non-commercial base,
> and its not your or anyone elses decision to make it otherwise.
>
> > Can't blame anyone else for doing that really. Even NEWSie will let
> > you scan the headers before downloading posts.
>
> That is not the point is it?, one click in outlook and he's
> killfiled, but i shouldnt have to do that should i.

Well you brought the cost aspects up, that is why I mentioned this.
Well if you're happy with downloading the whole thing, that's ok with
me.

About killfile, I tend to agree. But then, should I have to add you to
my killfile, in order to avoid seeing posts where you call ppl
different kinds of names?

I should not have to do that, should I?

Regards,

Jokaim

4684. Bravo Sierra Gives Thanks! Customer Appreciation Month!

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 23:48:51 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111011541490.22604-100000@shell.pacifier.com>
Source record: 40752
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/thankyou.htm Customer Appreciation!
http://www.pacifier.com/~atari/8btsales.htm More NEW 8 Bit Software!
http://www.pacifier.com/~atari/jagsales.htm Jaguar NEW Games stuff!

Hi, I'm Ben Smith of Bravo Sierra Computers. I've found, due to newsgroup flaming that I have an abundance of Friends, Supporters and Benefactors in the Atari Community who proved it by coming to my Defense! So, this Month, I'm offering a Customer Appreciation Discount for my Defenders! See above Link at thankyou.htm for information. Or Call Ben anytime at (503)256-9974

These are Lean times, hard on me and I appreciate my Customers Patronage! For those of you who said you'ld do business with me, now is the Time! As I was just Burglarized & I need the Business! I feel so violated.Help Me!

http://www.pacifier.com/~atari/atarisales.htm NEWly Added Web Pages!
http://www.pacifier.com/~atari/stsales.htm Atari ST Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4685. Re: Mice needed

Newsgroup: comp.sys.atari.st
Date: 2001-11-01 23:52:57 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <fglE7.46168$GA.6897310@news2-win.server.ntlworld.com>
Source record: 40753

Hello.
"Ken Wilson" <kenneth.wilson@ntlworld.com> wrote in message
news:7ciE7.53000$a14.6355443@news6-win.server.ntlworld.com...
> I work in a school where we have Atari STs for midi composing work. I need
> two mice. Any offers. I am willing to pay. I live in the UK.

Try Keychange Music. www.keychange.co.uk

4686. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 00:00:35 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <5llE7.411$Xi4.24483894@news.incc.net>
Source record: 40754

>These are blurred emotions... One tends to get emotional when reflecting on
>his first computer, car, hifi, girlfriend etc.

I tend to think I did not made my point clear in earlier posts. Read some of my more recent posts to get a better picture of what I am *really* after. And it's not JUST the name I'm after (that's *all* Infogrames it pitching today on boxes of game titles, isn't it?)... it's the business *behind* the name... and new Atari computers can not be made if Atari doesn't make them! The clone effort is dying because the well has run dry. People have become convinced that Atari and all it's kin are dead and so nothing anyone does to extend it's lifespan has any lasting effect. But, if you bring the company back... aye, there's the rub!

>The brandname Atari is not relevant at all in this story.

The brandname, alone, no. That's all Infogrames is pitching these days. There's no company behind the name. It's just a familiar word being slapped on game boxes to sell them. Sad, really. Atari used to mean so much more.

>Have you ever seen a Milan or Hades? or better yet have you ever worked
with
>one? I think not because otherwise you would not be writing nonsense like
>this.

I think I've seen a picture of them... doesn't look anything like an Atari to me. And, from what I detect, they're dying off pretty fast too.

>You were still sucking your thumb and playing with tin soldiers when I
>bought my first Atari.

Please tell me... how old are you? Are you 33 yrs. old yet? Well, I am! I was born in the '68, man! The first Atari computers (ooh, that classy 400!), I believe came out in the late 70's, if not later. The 2600VCS came out in '77, I think. I played that system when it was first released. You know... the one that had *SIX* switches on the front with the woodgrain trim?

Please don't come here telling me how I should feel
>and behave. I find this to be rather insulting. Especially since it's
coming
>from someone who has shown time and time again that he hasn't got a clue
>about the Atari platform anno 2001.

I owned a 1040ST when they came out in '86. I've owned a MegaST4, and a Falcon030 when it first came out. Don't think I wasn't there "when it all happened", cause I was there, buddy! IN THE THICK OF IT! All those friggin' AUTO folder patches and bug fixes and all the TOS revisions and

every Atari Faire in Glendale, Ca! I was there from beginning to end, brother! I know about the SH204 (20Mb boxy sheet metal hard drive), the SC1224 (RGB monitor), the SX212 (1200 baud external modem), and the SMM804 (I hope I have that number right; 80cps dot matrix printer) and I owned a Megafile30, too, with my MegaST4.

I can quote you every game system they made (2600VCS, 5200, 7800, Lynx (handheld), and Jaguar (64-bit game system), every ST computer they made (520ST, 1040ST, MegaST2, MegaST4, 1040STe, MegaSTe, TT030, and Falcon030), and a bunch of other stuff (like the peripherals for 'em). Oh, and let's not forget the ST Book and STacy either.

I go a long way back. And I have a lot of memories to fuel my passion. How about you?

>An Atari computer is just a collection of chips thrown together... open up
>the darn box and take a peep.

And WHO threw those chips together in just the right order to make such cool game systems and computers? Um... Nintendo? No. Sega? Naw. Sony? Nope! Coleco? Never! Commodore? Not a chance! IT...WAS....*A T A R I* !!!

Not the name. The COMPANY!

>They also sold umbrellas and PC's... if you finally wake up you'll realise
>that Atari was just an ordinary enterprise selling whatever the customer
>wanted. Their only goal was to make money, once they started loosing money
>due to a lot of reasons and shares fell they closed the books and dumped
the
>whole lot. How's that for nostalgia ?

Not bad... there wouldn't be a whole lot of "nostalgia" if Jack Tramiel had modernized his business tactics and decided that "make it and they will come" was NOT all he had to do. His mentality at Commodore stayed with him a few years too long.

>Has anyone here got an old Atari PC gathering dust somewhere? If so please
>send the case to Jared so he can fit his PC in that case and have a "real"
>Atari.

If "Atari", the name, was all I wanted, I'da bought everything with that name on it. But I didn't. The product had to suit me. And calculators and umbrellas just don't quite do that for me. And neither would a stupid PC with an Atari sticker on it, hence why I never bought one.

>Jared, I have very fond memories about my Atari 800, but if someone out
there
>was going to build a batch and revive the 8bit platform tomorrow, I
wouldn't
>be standing in line to get one.

Neither would I.

> The ST was a very innovative computer back in
>1985, sixteen years later it's time to put it to rest. I`m not implying
it's
>unusable, thousands of people still enjoy using it everyday.

Did... you... just... say... THOUSANDS?!? Dang shit! I've got a better chance at this idea than I thought! Really!

But the biggest
>majority in this newsgroup has moved on quite a bit.

I've still got that "thousands" ringing in my ears. Um, what did you say?

> Personally I don't give
>a damn about the ST anymore, it's nearly 10 years since I used one.

Me too... not about caring a (!!!) about the ST anymore... about the not having used one in nearly 10 years part.

I get the
>shivers to think I would have to crawl back again after that little black
and
>white screen....

Gee, what a shame... I used an SC1224 monitor myself...

>Oh yes, you're much to ambitious IMO. You'll need a very strong business
plan
>to convince potential investors. To generate the necessary cashflow I
suggest
>to start small. Reviving the Atari calculators productline first would be a
>good step.

Not a bad idea, actually. I was thinking along those lines. But something more along the lines of an "evolving" PDA type device for kids and teens... or adults with a tendancy for youthful devices.

>...with the money generated from that
>project you can then build your first ATARi ST2002.

If the "thousands" you perported actually even gave just $100 to the cause, that would be a great sum to invest in actually building the first new computer!

Please... spread the word. I want these thousands to help me realize this dream in a BIG way!

Jared

4687. TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 00:16:15 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be1e59f$0$257$edfadb0f@dspool01.news.tele.dk>
Source record: 40755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

The TOS in the STE is hosted on two 28 pin PROMs. I have the newest v2.06
TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
But it does not work. The Operating System does not boot up, but bombs
repeatedly one second into the process.
What am I missing here?

Also, can I use a 1.4 MB diskdrive straight away or do I need the Atari AJAX
chip with 16MHz clock upgrade?

I once had the program XOR (Caged Artist), presumably in a cracked version
1.53. Do anybody in this NG have this program?

Any help would be appreciated.
--
Adios
Peter Feddersen

4688. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 00:50:59 UTC
From: sidcelery@cix.co.uk
Message-ID: <9rsqljbsc1@thorium.cix.co.uk>
Source record: 40757

On 31 Oct 2001 20:13:51 , downthehatch@zetnet.co.uk wrote:
> Thanks for all feedback, inc suggestion of buying thro' ebay.
>
> Never been to ebay until now, and there were several new Quantum 9Gb
> SCSI drives (SCA ?) which are probably from the same seller at
> around ?45.
> Obvious queries, ebay OK? SCA?

I don't think SCA is good. Make sure you check out any links to the manufacturers site for the spec, and ensure you get a 50-pin SCSI2 drive.

rgds
H

4689. falcon sale Manchester UK

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 00:54:24 UTC
From: mahir <asda@tesco.net>
Message-ID: <9rsrmbaat1@barcode.btinternet.com>
Source record: 40758

Sadly a faithful old friend must make room for a new system

16 meg Falcon with Powerup mod, 750 internal IDE, plus small PC case with CD rom, 300 scsi, syquest 135, external 1400 modem. Assorted software loaded

this machine has only been used during the last few years for a few hours a week for invoices and e.mail and I think a Bargain at £150 . Buyer to collect

4690. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 01:47:38 UTC
From: Mod
Message-ID: <1004665833.878.1@eurus.uk.clara.net>
Source record: 40759
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004479176.51381.4@hebe.uk.clara.net...
> Hi Ken
>
>
> > The following is just my opinion, please feel free to simply skip this
> > post if you wish.
>
> Are people entitled to opinions in here then??.
>
>
> > This is for those people who are complaining about any commercial posts
in
> the newsgroup.
>
> I'm listening.
>
> > Here are some points to consider:
>
> > Some of the comments I've read in this thread and others are, IMO,
> absolutely childish.
>
> Ive not seen any childish comments yet, some adult discussion, and lots of
> disagreement.

Most of it directed at YOU.

> > I used to be very proud of Atari owners, but these days I'm ashamed of
> them.
>
> Hence your lax attitude to this echo.

Ken's attitude may be Lax but yours is offensive.

> > This newsgroup has become the de facto source of Atari information and
> support today.
>
> Non-commercial of course.
>
> > Even though I firmly believe there is still a place for a simpler
computer
> like the Atari, I do not
> > recommend the platform to anyone anymore because of the way people
behave

> in this newsgroup.
>
> You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
> Vauxhall Nova's coz of the way they are driven by 'Some People'.
Dillweed!!.

Getting better. You managed to type a couple of sentences
before the abusive insult. Keep trying.

> > There are a number of individuals in this newsgroup who should look at
> > themselves in a mirror, and ask themselves if their actions present a
> > positive or negative impression of the very few Atari users left.
>
> Could you take the time to explain what a 'rule' is and its purpose
please.
> Or are you the sort of idiot who turns a blind eye to what suits them.

And once again the abuse. Ken makes a valid comment and is called an
idiot.

You really are a foul mouthed, ignorant, self opinionated, tight fisted git.
Where you the class room bully aswell ?

You complain enough about others so I think others should start complaining
about you. Just face it, most people don't mind small businesses posting
but do mind your language and abuse. Either grow up or go away.

4691. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 02:05:36 UTC
From: Mod
Message-ID: <1004666741.4424.1@demeter.clara.net>
Source record: 40760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004386535.75907.8@hebe.uk.clara.net...
> Hi Rolaid
>

> I wont have to pay for it. Some people seem to forget that in GB we
> pay by the second for our IP.

Do we?

Why don't you get an anytime account for £12.99 per month you
tight fisted git.

4692. Best Wishes

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 02:22:09 UTC
From: Mod
Message-ID: <1004667735.28569.1@hebe.uk.clara.net>
Source record: 40761

How Much 1p ?

Does it run IE 6 ?

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
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4693. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 02:56:53 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <kWnE7.418$Un4.24802337@news.incc.net>
Source record: 40762

>I truly hope that someone from Infogrames is reading your crap.... he would
>beyond doubt correct you and remind you that Infogrames wrote some
brilliant
>games for Atari in the early 90's.

Did they actually write them or just publish them?

>He would probably also inform you how Infogrames started life (two talented
>French Atari programmers programming brilliant games for their favourite
>computer). Has it ever occured to you that the owners of Infogrames might
be
>just as crazy as you about the Atari label and bought it purely for
nostalgic
>reasons?

If they bought Atari based solely for nostagic reasons, they're dumber than dirt! (of course, the bible does warn, "A fool and his money are soon departed") Even I'm not THAT stupid! I don't want just the name. I want to make a product WITH the name! You'd think someone would finally get that point.

>For the record: Infogrames was one of the last softwarehouses that left the
>sinking ship. They've supported the Atari platform until the day that is
was
>costing them truckloads of money.

Good thing they've GOT truckloads of money to waste. Not exactly smart to do so, but who said anything about companies ever being smart about money or business. Just look at what happened to Atari and (more recently) Be, Inc.!

>No, for Hasbro "Atari" was only an asset. One that landed in their very
large
>portfolio of shares. And then they used the oldest trick in the book:
create
>a lot of fume and loose a lot of money (on paper), once that's accomplished
>they sell the shares to another multinational giant willing to play the
same
>game. It's simply a tax evading manouvre, every big enterprise simply needs
a
>post to write off large losses, look at what has been happening to
Commodore
>the last six years... every year the shares are bought and sold, every
owner
>writes off enormous losses. In the banking world we call this the "dance of
>death", but "creative accounting" fits the bill also. It's a perfect legal
>construction and can be repeated time and time again. Atari *started* the

>dance when the Tramiels sold the Atari shares to JTS. There are no loosers
in
>this game, everyone wins except for the taxpayer ofcourse who pays the
bill
>of this pervert system.

If Atari is just another tax write-off asset, then there may be NOTHING we can do to save Atari from those that pitch it from one juggler to another.

That's just a plain, utterly disgusting loop! Blech! Poo! Poo!

>It will take a lot of Jared Falvo's to stop the "dance of death" :-)

If there were the "thousands" (of users you mentioned earlier) like me, I'm sure the screams of discontentedness would be enough to shake the earth out of orbit! We'd all just storm the halls of Infogrames and take back what deserved better than it got.

Atari: stabbed in the back by the people who saved it and then tossed to the sharks who feast on it forever after.

Jared

4694. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 03:55:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rt5fo$8lc$1@dos.canit.se>
Source record: 40763

James Alexander <james-m-alexander@home.com> skrev:

[snip snip snip]

First of all, James, you lines are far too long.
That might have something to do with your using a web browser for email,
being the power user you obviously are.

Secondly, your esteem of Jo is absolutely incorrect. If you'd paid more
attention, you'd know that Jo is one of the most competent Atari users in
Northern Europe.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4695. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 04:21:25 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rt705$943$1@dos.canit.se>
Source record: 40764

Jared Falvo <luposian@azob.quik.com> skrev:

:>Jared,
:>you are a sad git! A sad, sad git! When will you leave Atari users alone?

: Hey, blame it on the Tandy 1000HX motherboard I ripped out of the (cool &
: unique!) Tandy 1000HX case that got me going again! It looks to be purely
: double-sided (not multi-layer). I got to thinking... "Hey, I bet an Atari
: 1040ST could be done on this motherboard!" And so it goes...

Didn't I tell you only a few months back to leave us alone? Are you so
thick?

:>Just like an IBM clone isn't an IBM PC. So what? Only a fraction of PC
:>users run IBM machines!

: If IBM, Intel, and Microsoft had all died way back in the XT days and no
: other hardware/OS compay picked up the torch, do you really think that "IBM
: clones" would exist today? I think not.

Possibly not. Your point being? If IBM were to be suddenly swallowed by a
black hole, few in the PC business would pay any attention. The S/390 and
AS/400 people might be in a state of shock, but the average PC user is not
running any IBM machine. What does that prove? The name isn't important!

: It's the same thing today. Why do you think that Atari "clones" (I believe
: the correct term would be "compatibles", since the off-shoots we have today
: so dis-resemble (internally and externally) the original Atari ST's, the
: only resemblance is the fact they actually run Atari ST software at all) are
: dying off? Because there is no "Atari" to "clone" from anymore! They are a
: branch cut off from the grapevine (well, actually, the other way around...
: the whole grapevine was violently ripped out of the ground and they're a
: branch from it that got snapped off in the process), slowly withering from
: lack of it's lifesource.... Atari.

If Atari were in business, there would be no clones, just as there are no
Mac clones.
The reason clones are no big success is because people are greedy, and
there are few Atari users left.
How much does a modern PC resemble an XT? Not very much, and any
resemblance is just unfortunate if you ask any computer pro.

: PC "clones" exist because Intel and "Intel clones" (AMD mainly) exist.
: You'll notice that they're no longer called IBM-compatibles or IBM clones.
: Why? Because IBM has since long been left behind as the "clone source" from
: which to duplicate.

Exactly! So why wouldn't that work with Atari clones?

: If everyone had started making "Atari ST compatibles" right after Atari was
: killed off and companies continued to write software for them and TOS/GEM
: continued to be improved upon and enhanced to this day... we wouldn't be
: having this argument. But they didn't and we are.

But they did, it's just you who are living in the past! The apps continued
to be developed, the OS continued to be developed, and clones were
developed.

:>You're living in 1986, Falvo. Shut up and leave us alone.

: No, I'm not. I am fondly remembering 1986 and desiring to restore the name
: that MEANT something back in 1986. Not the worthless, pimped "brand" it is
: today. Atari doesn't mean anything today, because it doesn't represent
: anything but what it USED to represent years ago. *Used* to... not does.

Exactly. Atari means about as much as Commodore does. IOW, absolutely
nothing. I've got a Commodore PC (A neighbour gave it to me, and it's in a
state of disassembly. I don't care much for PCs, even if they're by C=),
and there's nothing apart from the seal which sets it apart from any other
clone. I'm glad you weren't an Amiga user, since you'd be trolling Amiga
groups, claiming Commodore had to be revived in order for the Amiga to
have a future. Which is just a stupid idea. If Commodore had been a
parent, it would have lost the care of its child (Amiga) a long time ago.
And Atari weren't much better.

:>You're the one being driven by nostalgia, Falvo! You're the one who's
:>ranting on and on and on and on and on about stupid superficial features
:>like the name, the logo or the case!
:>And you have absolutely no touch with reality! If you had, you'd leave us
:>alone and shut the bloody hell up!

: If the name is *restored* to represent what it *used to* represent, then
: it's reasonable to consider that a visual reminder of that representation
: would help restore buyer interest in the renewed "brandname" as well.

Restoring a brandname is awfully complicated. It's like regaining
virginity, not so bloody likely. And it's a whole lot more difficult than
producing an entire computer and OS.
And why Atari? That name is by now so worn, that it represents all and
nothing.

:>How dare you, who are not an Atari user, who are not interested in the
:>clones, totally uninterested in any developments which have occured after
:>the STFM, come and lecture us about what being an "Atarian" entails?
:>How bloody dare you?

: How dare I? Oh, isn't it funny to be you. I *was* an Atari ST user (VERY
: die-hard at the time)... but not these days. Why? Because "Atari" is
: nothing but a pimped whore of "brandname" prostitution today! To own an
: Atari ST of any kind, original or "clone", is simply denying the fact that
: it's dead-end computer, with *no* future, because the company that started

: it is DEAD!

I'm glad that you've finally seen that. So go away and leave us alone with
our dead computers. We were doing fine without your "advice".
We are the remaining Atarians, you are one of those who contributed to
Atari's ultimate death. You have no business here, and you have absolutely
no right to tell us anything about what being an Atari entails!

: If someone wants to prove to me otherwise, go right on ahead... PROVE to me
: that Atari ST's and clones and the software that runs on them are thriving
: like they did in the 80's and early 90's. I seriously doubt anyone will
: succeed. Why? Because Atari, as a company, is DEAD! And "dead" is as dead
: as "dead" gets. And everyone is slowly coming to accept that sad fact and
: move on with their lives in a non-Atari world.

I suggest you take your stinking opinion to comp.sys.atari.advocacy in
that case and enjoy the company of Sinclair.

: I simply want to try and stop that before it is absolutely and utterly too
: late. As long as there is hope, there is a chance. As long as there is a
: chance, there is a choice. As long as there is a choice, we can TRY. As
: long as we try, we can *possibly* succeed!

You're stuck in your tracks. Nostalgy is a powerful fuel, but you can't
wear us out just by telling us over and over again. I believe the english
idiom is "don't beat a dead horse".

: But I see you think that is utterly pointless.

I certainly do. If anyone is to take the initiative in any Atari question
it is we, since we're the ones who are affected.

:>You're a sad, nostalgic git. Go read your old mags. Ignore thrity-two bit
:>processors and colour graphics. Ignore multitasking and hard drives. And
:>while you're at it, leave us alone, and stop insulting the remaining Atari
:>users.

: You continue to fail to see the point I'm trying to make. I don't want to
: sit in my (!!!) rocking chair and "remember how it was" (if I wanted to do
: that, I'd spend $500-$1,000 on a Falcon030 and jerk-off, making .MOD files,
: I *used to* compose on my Falcon030 years ago). I want to MAKE A
: DIFFERENCE! I want to restore "Atari" to a company that *made* a product
: that people *liked* and *bought* and *enjoyed*!

Your insistence on the product carrying a certain brand name is plain
stupid. It's the most superficial feature of all. I suppose all you did do
with your ST was to wank at the fukji symbol. I suppose the feature you
liked best about the Falcon was that the Atari logo was tutti-frutti
coloured.

: Before you continue ranting about what a "nostalgic git" I am, please try to
: actually see the forest for the trees, kind sir?

You're in no position to tell me what the real subject at hand is. You're the one with the real hang-up.

--
/Iggy, the irregular regular

4696. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 06:41:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004698112-36383AEicMi@gmx.net>
Source record: 40772

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Thu, 1 Nov 2001 09:39:16 -0700

Hi Jared,

>The size of the community has only shrunk because the company they
>followed after was stabbed in the back!

The size of the community was already shrinking with large numbers back in 1991 due to Atari turning a blind eye to what their customers wanted. You may not like the next bit that's coming but here we go anyway:

IMO one of the reasons Atari didn't survive is because it was an US based enterprise, which sold products that were higly successfull in Europe but never really made an impact on the US market. The people in the Sunnyvale Atari HQ didn't have a clue about how different the European market was to their home market and time and time again they goofed. Anyone with common business sense would have transfered the *complete* computer divison over to Europe, preferably to Germany where truly amazing things were produced in an attempt to disguise the crap that Atari USA was trying to shove in our ***.
Way back in 1988 the European Atari users wanted a more advanced ST, two years later Atari came up with the STE. Even the biggest lunatic could have told those "brilliant designers" in Sunnyvale that the STE would not be a good enough reason for the existing userbase to upgrade their trusty ST. Atari US released the STE only to have a viable option to compete with the higly succesfull Commodore Amiga 500 which outsold Atari especially in the States by big numbers. We all know what happened: the STE wasn't good enough to attract new users and the existing Atarians didn't know why on earth they would have to get rid of their ST and buy the STE. As a direct result of this Atari had to hire extra warehouses all over the world to stock the piles of unsold STE's... check out the Atari stockprice in 1990 and wonder why it made such a big dip while stock of Commodore and Apple shoot through the roof...
In 1991 we were treated to the TT, a truly powerfull computer but Atari forgot to price it in accordance with their slogan. The TT almost did everything one could possibly want, but the problem was that most of us couldn't afford it. While some of us kept waiting for the next generation ST's to appear a lot of people turned away and bought an Apple or even a PC. In the meanwhile Atari Germany noticed the flocks of people abandoning the platform and demanded a cut down affordable TT, and that's when the MegaSTE made it's appearance. Most of us were hoping for a computer with at least a 68020 inside and the ability to display VGA in 640*400, but no, we were treated to a computer which was twice as fast as the original ST, just imagine... it took them nearly seven years to release a computer that

was twice as fast as the one released in 1985!!
The MegaSTE was ment to attract the power users, but Atari overlooked that these people already were working with a computer based harddisk. So once again we kept our trusty ST and only a very small portion of the users actually upgraded. Personally I think that the MegaSTE was one of the best computers Atari ever build, but in 1992 it was not a viable option anymore to compete against the competition. It certainly didn't attract many new users either...
As for the Falcon... I was present in Dï¿½sseldorf when it was shown for the very first time to the public. And everyone there agreed: it was the most powerfull and most innovative computer Atari ever build. But there was one tiny problem, well two actually. Problem one was that it took well over a year before most of us could actually buy one, problem two was the casing. The bright light in Sunnyvale that decided to house it in exactly the same casing as the nine years old ST is probably commited in the local asylum now, but he was partly responsible for the final stab.
I can still see it gathering dust in the local computer warehouse, there it stood: the most innovative computer of them all in its flimsy plastic casing competing with the likes of the Mac Quadra, IBM 486 and Amiga 3000, *everyone* overlooked it, thinking it was an ST and thus only capable of things which in 1994 were already considered to be ancient.
In 1995 when everyone including me was expecting a Falcon II the brilliant minds in Sunnyvale gave us the Jaguar.... We didn't ask for a bloody games machine, we wanted a computer with a 68040 and a more powerfull DSP inside that would blow away all the competition!!

Atari wasn't stabbed in the back at all, nobody had to stab them, they did a pretty good job at committing suicide themselves. They've ignored their most valuable asset: the existing customers who demanded better and more advanced computers for years. All Atari came up with in those nine years were calculators, PC's, a handheld games machine, and weird incarnations of the ST in the form of a portable computer and a very flimsy build notebook. The only succesfull sideline Atari ever had was the Portfolio which they've also neglected to upgrade in time, and let us not even mention that the Portfolio wasn't developed by the Atari R&D people but has it's origins in Britain.

You do know why Apple is still in business I presume? Apple listened to their customers and gave them what they demanded, and they still do it... Atari could have been bigger then Apple right now, if only the computer division would have been based in Europe with European bobo's in charge. Atari never succeeded to make even the slightest impact on their very own homemarket, call it whatever you like but the fact remains that the ST only was a minor hit in the States. Once Atari started loosing money and hardly generated any income they once again took a brilliant business decision: they closed down most of the European Atari branches. That *was* the final nail in the coffin....

Well Jared, this was a different vision about that precious Atari you're so nostalgic about. There's nothing to revive unless you want to revive the same crap all over again ofcourse.

Come to think of it: you would be the perfect person to revive it. Just like the old Atari buffoons you don't realise that the action takes place in Europe. You don't have a clue of what is happening here and you don't seem to give a damn about it either. All you are obsessed with is to give the Americans back a computer labeled Atari. Don't you realise that they don't want it? Ask any American what Atari stands for and he will most certainly not tell you its the ST. He'll probably have fond memories about the VCS and arcade machines, and if you're lucky you might find one that actually remembers that Atari ever build a 8bit computer. But that's it. The average American citizen doesn't have nostalgic feelings about the games you're so crazy about. Oh and for the record: those games were crappy. Atari never produced one single really succesfull game for the ST and except perhaps for 1stWord which came bundled with it, the serious software carrying the Atari label isn't worth the paper its printed on. Show me I'm wrong and give me a list of *all* those very good Atari games and serious software..... it'll be a very short list.

And here's something else to chew on: Infogrames is a European firm, you may not like it, but Atari IMO finally is where it should have been all along... in Europe. I have no idea what plans Infogrames has with the Atari assets, but I do know that in the timespan of six months they've achieved more then Atari, JTS and Hasbro put together in the last five years. I see the fuji logo increasingly more back again. Hey, they are even on TV now... one of the major French soccer teams is sponsered by Infogrames, you want a trip to nostalgia.... go to Lyon, eleven guys running over the field carrying a *very* large Fuji logo :-)
How's that for a trip down memory lane?

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4697. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 06:42:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004698108-35423AEicMi@gmx.net>
Source record: 40771

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Wed, 31 Oct 2001 14:42:34 -0700

Hi Jared,

>Does the Atari system you own have a future? Will it ever be expanded
>with today's technology? Will more software be written for it or
>upgraded/improved as technologies or needs advance?
> Um... I think... *NOT!*

You left this platform some odd years ago and obviously didn't bother about it anymore, assuming we didn't move on in the meanwhile is a common mistake made by many ex-Atarians. If you think that we're some kind of dinosaurs sticking to their antique computers and completely out of touch with what is happening in the real world then you make a capital mistake.
Yesterday you questioned our Atari loyalty, today you're questioning the reason why we're still working with outdated technology, I'm really curious to see what you'll come up with tomorrow.

>The Internet is 99% of my computer usage today. I play games every now
>and then. Any Atari unit wouldn't suffice for this need. I run in 16-bit
>color as an absolute requirement and prefer 24 or 32-bit. I have nothing
>but a DSL line out to my workshop in the backyard (it used to be a phone
>line, but after DSL, I'll *never* go back to a modem!), so I need an
>ethernet port.

Connected to my monster is a Sony 19" monitor displaying a marvellous desktop which you never heard of at 1280*1024 in 16bit. To the left of the monitor there's an Epson 1240SU scanner, at the right side I've got some room for the Epson 850 colour printer. On top of the monster are three SCSI cases containing a CD-R, CD Writer and a CDRW writer. Inside the monster there's a 9Gig SCSI drive and somewhere hidden between various bits and pieces there's also a 4.5Gig SCSI drive doing it's thing. I connect by means of a phoneline, but I've got a ethernet card here gathering dust, all it takes to use DSL or a cable connection is someone releasing a driver that can address dynamic DCHP and I'm in business. If I would have lived in a different country then I probably wouldn't have had this problem anyway.
The whole lot is powered by a multitasking OS called MagiC, this is purely based on personal taste, it would run equally well under freeMiNT (that's another little jewel which you seem to be unaware of). Inside the moster there's 128MB RAM which enables me to run anything I care to throw at it.
So it seems to me that our setup doesn't differ that much from mine, except ofcourse when we boot..... everytime I boot, the first thing I get to see is that Fuji logo you're so crazy about.
I don't have a shop nor do I run a museum, all that recent technology is actually connected to that piece of antique, and is used on a daily base.

If you think that I'm some sort of exception, then think again, you would be surprised how we moved on while you were dreaming. Some of the people here have a setup which is even more powerfull then mine, you would be surprised to find out what we achieve every single day with our outdated technology.
We do not need a PC to access internet, burn CD's, produce outstanding DTP layouts, music or even movies. I'm afraid that my gaming days are over but if I really feel the need to play some cool games, then there's always the Lynx II, another brilliant piece of outdated technology :-)

>The reason Atari clones are dying is because the founding company that
>made the originals (from which the clones sprang), is dead. And software
>manufacturers realize this, so they stop making Atari software.

At the moment someone who upgrades to a clone pays a lot of money only to find out that all he can do with it is running his existing software base faster. There is no software that addresses the power of these computers. It's the catch 22 situation. There's no software support because of the small numbers sold, and the potential customers don't buy the clones for the very same reason. Atari being dead has nothing to do with this.

Cheers from Belgium
Dennis
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http://www.cix.co.uk/~derryck/index.htm

4698. atari monitor sm 124 vga or video

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 08:21:37 UTC
From: Hans H&#65533;u&#65533;ler <h.haeussler@web.de>
Message-ID: <9rtl2l$v6q$00$1@news.t-online.com>
Source record: 40767

anyone know a way to allow sm 124 monitor to display vga or video output
thank you
h.hï¿½uï¿½ler
h.haeussler@gmx.de

4699. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 08:23:48 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be25813$0$227$edfadb0f@dspool01.news.tele.dk>
Source record: 40766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Hallvard

Thx for your answers! I will try to look up info about this Jumper configuration right away!
Is it possible to purchase the HD/DD switcher circuit anywhere?

About X-OR: You are right in that Tim Conrady has done great work in converting various musicprogrammes into freeware. However all freeware "Caged Artist - Bob Melvin" synth editors are "Standalone" editors. The beauty of X-OR is that it can handle your complete synthsetup in much the same way as Sounddiver, which you search after yourself. You can even, fairly easy, create profiles for newer synths or midi gadgets that you may have. I have used it myself.
Of course you shouldent condone the use of cracked software - but you, of all, know how it is. It is very difficult, if not impossible, to get the official software. The original developers are long gone or have completely declined to support thir old platform. This makes it very hard to obtain and get support regarding official software. The platform is more or less given up by the foundres who participated in making it the foremost music platform.
I have been searching for Sounddiver for about 2 years before I gave up.

If we are honest, how many in this NG have not heard the name of "Mike Hunter" distributed with "Another nice HOA crack" before?

Sincerely
Peter Feddersen

4700. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 10:16:06 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BE27266.4B7FAA0B@bangor.ac.uk>
Source record: 40769

> Download XaAES, and try that. Or buy Magic, NVDI or something.

PS. I've found XaAES v0.931 on http://xaaes.atari.org - I assume that's the
latest one? Also, it says that it's for FreeMINT - do I have to get that
from somewhere too? Or will MultiTOS do?

--
Chris Simon,
Analyst/Programmer,
Prifysgol Cymru Bangor - University of Wales Bangor,
01248 382417

4701. localtalk

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 10:39:55 UTC
From: Cardon Matthieu <nop@nop.com>
Message-ID: <3be277fb$0$32593$626a54ce@news.free.fr>
Source record: 40770

is there anyway to use the localtalk port available on mega ste ?

can it be used to transfert file between atari-atari or atari-pc ?

what is the fastest way to transfert file from pc to megaste ? (I have no scsi adaptor :/)

4702. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 10:52:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004795488-110781AEicMi@ntlworld.com>
Source record: 40666

From: osian@zetnet.co.uk (Chris Simon)
Date: 01 Nov 2001 22:21:13 GMT

>>Download XaAES, and try that. Or buy Magic, NVDI or something.
>
>I have NVDI 5.x. I bought Magic 4 about 4 years ago, but it wasn't
>reliable enough with the Falcon. XaAES might be an option, but that

Try upgrading MagiC, later versions are supposed to be much more Falcon-
friendly IIRC
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4703. Re: TOS Programming in assembly

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 11:19:12 UTC
From: Rasmus Jan Nikolas Keller <kell5002@uni-trier.de>
Message-ID: <3BE28130.556F456C@uni-trier.de>
Source record: 40773

Dan S schrieb:

> I'd like to program in assembly (already being an 68000 assembly programmer)
> and
> so I would like to know if anyone on this ng has any links, faq's or other
> assembly programming
> docs for the ST.

Hi Dan,
have a look a http://www.dhs.nu .

bye ,
Nik

4704. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 13:56:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be29b7e623f81@madasafish.com>
Source record: 40777

Hi Chris!

>> Download XaAES, and try that. Or buy Magic, NVDI or something.
>
>PS. I've found XaAES v0.931 on http://xaaes.atari.org - I assume that's the
>latest one? Also, it says that it's for FreeMINT - do I have to get that
>from somewhere too? Or will MultiTOS do?

I ran it with the freemint kernal. I put that in auto folder as
mintnp.prg and created a XaAES folder on my C drive. In there I put the
XaAES stuff. I modifed the config files to work, works neato on my STE.

The Kernal supplied with MultiTOS may work with XaAES but an upgrade but
be better I think. I don't know whats included with MultiTOS, AFAIK it's
the new GEM AES (4.1?) with a Mint Kernal. I think it should be possible
to use the Freemint Kernal with the MultiTOS AES as well. Try renaming
your kernal in the autofolder to stop it running and placing a new
FreeMint kernal in there. I'm not a Mint expert though so don't take my
word for it :)
--
Lyndon Amsdon

4705. Re: Master Tracks Pro

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 14:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be29fee11c1290@madasafish.com>
Source record: 40662

Hi Crackers!

>
>Does anyone have the schematics for the Master Tracks Pro B-Serial Port Midi
>Expander thingie?
>
>Also, how does this thing work on the serial port of an ST? Arn't the serial
>ports of the ST too slow to do MIDI?
>
>Anyways, schematics would be great if someone knows a website where they're
>posted.

I've heard serial port for midi isn't great. Anyway, I know there are
schematics on Vezzs site for a Midi expander but not that one you mention.
It may be useful, not sure.
--
Lyndon Amsdon

4706. Re: Problems with Mega ST Graphic Card

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 14:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be2a020dc8682@madasafish.com>
Source record: 40793

Hi ian!

>Ive been struggling to get a graphics card working with a
>Mega ST for some time now. The card is a Wittich Computer GMBH
>adapter - with a ET4000 (SVGA) card. I believe this was an
>early verison of the Crazy Dots adapter.
>
>Ive tried NVDI 5 with this unit, but the various utilities that
>build the .INF file required dont recognise the hardware at
>all and NVDI crashes on boot.
>
>Ive now got 3 x ET4000AX cards - and none of them work, although
>they work fine in a PC.

Maybe it doesn't work with NVDIs drivers for ET4000 graphics cards. Do you have any docs or disks that came with that Wittich adaptor? Perhaps there was drivers for TOS on a disk somewhere. I know there are drivers for the freeware ET4000 hardware hack, it may work with your card. I think all these adaptors are pretty much the same for ISA graphics cards.

--
Lyndon Amsdon

4707. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 15:52:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3a78269e4c1ff1@madasafish.com>
Source record: 40698

Hi Adam!

>In article <3be4f458_1@news.foxinternet.com>, Clayton Murray wrote:
>> On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
>>>Sorry, all ST only, currently there are no TT or Falcon
>>>emulators available for any platform.
>>
>> Does that mean that the highest version of TOS that any emulator
>> will run is... 2.06? I was hoping to get an emulator to run 4.04,
>> which is what my Falcon has. I tried using DISK_IMG.PRG to get
>> the image from my Falcon, but STEem doesn't recognize it. Dang!
>> Is Falcon emulation a problem because of hardware, TOS, or both?
>
>Falcon hardware is much more complex and therfore it is much harder to write
>Falcon emulator.

Yeah, try emulating a 68882 and DSP at a good speed on a PC :)
--
Lyndon Amsdon

4708. Re: Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 15:52:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3a78269e4c1ff4@madasafish.com>
Source record: 40699

Hi Kenneth!

>Don't know if this is old news (poor newsgroups feed) but anyway Okami
>3.0 is now available from Jos den Beckers homepage at:
>
>http://www.xs4all.nl/~josdb/okami.html
>
>The version jump from 2 to 3 indicates a major rewrite of the program...
>
>And yes, it is still an Atari program :-)
>
>Hm, Jos den Becker earlier said the Okami project would not be worked on
>any more. This looks like a kind of "inverted vapour ware" to me. Not too
>common in the Atari world :-)

Cool! Damn, thats it, I really have to put the registration at the top
of my list as I've been meaning too for a couple of months now.
--
Lyndon Amsdon

4709. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 18:12:50 UTC
From: osian@zetnet.co.uk
Message-ID: <3be2e222$0$29040@news.zetnet.co.uk>
Source record: 40778

On 2 Nov 2001 13:56:38 G, "Lyndon Amsdon" wrote:
>I ran it with the freemint kernal. I put that in auto folder as
>mintnp.prg and created a XaAES folder on my C drive. In there I put the
>XaAES stuff. I modifed the config files to work, works neato on my STE.

Thanks for the advice Lyndon.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4710. Re: CD-LAB ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 18:27:19 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3BE2E587.6060107@wanadoo.be>
Source record: 40779

Derryck Croker wrote:

>Hi Jo,
>
>>Has someone registered the french program CD-Lab ? Is it worth the price ?
>>Any answer welcome ....
>>
>
>It seems to be only for copying CDs- if that's what you want?
>
Yes .... under MagiC Mac this program is really great ..... registering
cost around 80 french francs ...
I have succeeded to contact the author Franï¿½ois Galea

>
>
>BTW did you get back in touch with Dennis?
>
Yes but strangely he cannot receive my mails on the gmx server ..... so
I write rather to Wanadoo ...
Thanks for all !

Jo

>

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

4711. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 19:02:55 UTC
From: ptonthat@club-internet.fr
Message-ID: <9ruqkv$e7$3@front2m.grolier.fr>
Source record: 40780

On 31 Oct 2001 20:04:04 , "Ireneusz Pe&#65533;ech" wrote:
>How I can redraw desktop after end my programme. In single tos everything is
>OK, but in MagiC or MiNT desktop is not refresh (screen still show screen of
>my programme).

Under GEM, use the FORM_DIAL functions (opcode 3 to force a redraw).

Bye

Pierre

4712. Re: MultiTOS/fVDI/PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 19:06:12 UTC
From: ptonthat@club-internet.fr
Message-ID: <9ruqr4$e7$4@front2m.grolier.fr>
Source record: 40781

Bonsoir :)

On 1 Nov 2001 18:16:00 G, Chris Simon wrote:
>Has anyone got the combination of MiltiTOS, fVDI, and PhotoTip to
>work? If so, can you post your FVDI.SYS?

Have you tried at eclipse.atari.org. You'll find some things about
compatibility with fVDI.
Take a look in the BBS: there's a new version of fVDI.

Bye

Pierre

4713. Re: MultiTOS/fVDI/PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 19:19:17 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <8mCE7.299$vc5.116005@newsfeed.slurp.net>
Source record: 40782

Hey Pierre,
What BBS is that? I've been waiting for someone to send me
the latest version of fVDI.

Joshua.

"Pierre TONTHAT" <ptonthat@club-internet.fr> wrote in message
news:9ruqr4$e7$4@front2m.grolier.fr...
> Bonsoir :)
>
> On 1 Nov 2001 18:16:00 G, Chris Simon wrote:
> >Has anyone got the combination of MiltiTOS, fVDI, and PhotoTip to
> >work? If so, can you post your FVDI.SYS?
>
> Have you tried at eclipse.atari.org. You'll find some things about
> compatibility with fVDI.
> Take a look in the BBS: there's a new version of fVDI.
>
> Bye
>
> Pierre

4714. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 19:48:54 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <8LCE7.444$5C4.25514045@news.incc.net>
Source record: 40783

OMG... I never realized the entire truth of it all. You sound very "in the know" about it (as it seems it would be rather difficult to make up that material *just* to shut me up), so I'll assume you're telling the truth.

I'm not here to try and yack about reviving a brandname just for the sake of the name. I honestly loved Atari and what it made. I just wanted to hopefully bring back what Atari was and should have been before the Tramiels killed it off.

I totally agree with you on how they handled things. The "improvements" they made to the ST and beyond were far too little too late. It was like they were purposely dragging their heels just to try and do things THEIR way.

There is no doubt in my or my brother's mind that Atari screwed up big. They could have been so much better and made products that were as revolutionary as the 520ST/1040ST when they were first released. But Atari wouldn't budge. Shit!

I remember the frustration, too.

Perhaps you're right. Atari IS where it belongs. Or, at least, the closest place to it.

And, if there is any justice in the computing world, they will revive the company that died from the inside... thanks to fools that thought they knew better than their customers.

I can only hope it won't be too long before we see some innovative computers out of Atari again...

Thanks for popping my "seriously over-inflated misconception ballon". I was operating on the enthusiasm that I had and others I knew had back then. Perhaps the distain I see from people in this newsgroup is the realization I never had... Europeans knew what to do and Atari, in the US, just refused to do it. I'm goping around, trying to promote the idea that the US Atari was such a friggin' wonderful company and deserved better than it got, when it was the US-based Atari that screwed it for all of us!

Hurts like a smack on the nose with a rolled up newspaper, but... it's a necessary lesson to realize how things really were and not how they were percieved to be from a few enthusiasts in the US, like me.

Kills the whole "revive Atari in the US" thing for me... but I wouldn't mind helping de-stain the brandname, if I ever got the chance to, here in the US.

I think I'll go now. The battle is over. I give up.

But if there's any way I can help Infogrames, concerning Atari, here in the US, consider me fit and ready to take on the job.

Jared

Dennis Vermeire wrote in message <1004698112-36383AEicMi@gmx.net>...
>From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
>Date: Thu, 1 Nov 2001 09:39:16 -0700
>
>Hi Jared,
>
>>The size of the community has only shrunk because the company they
>>followed after was stabbed in the back!
>
>The size of the community was already shrinking with large numbers back in
>1991 due to Atari turning a blind eye to what their customers wanted. You
>may not like the next bit that's coming but here we go anyway:
>
>IMO one of the reasons Atari didn't survive is because it was an US based
>enterprise, which sold products that were higly successfull in Europe but
>never really made an impact on the US market. The people in the Sunnyvale
>Atari HQ didn't have a clue about how different the European market was to
>their home market and time and time again they goofed. Anyone with common
>business sense would have transfered the *complete* computer divison over
>to Europe, preferably to Germany where truly amazing things were produced
>in an attempt to disguise the crap that Atari USA was trying to shove in
>our ***.
>Way back in 1988 the European Atari users wanted a more advanced ST, two
>years later Atari came up with the STE. Even the biggest lunatic could
>have told those "brilliant designers" in Sunnyvale that the STE would not
>be a good enough reason for the existing userbase to upgrade their trusty
>ST. Atari US released the STE only to have a viable option to compete with
>the higly succesfull Commodore Amiga 500 which outsold Atari especially in
>the States by big numbers. We all know what happened: the STE wasn't good
>enough to attract new users and the existing Atarians didn't know why on
>earth they would have to get rid of their ST and buy the STE. As a direct
>result of this Atari had to hire extra warehouses all over the world to
>stock the piles of unsold STE's... check out the Atari stockprice in 1990
>and wonder why it made such a big dip while stock of Commodore and Apple
>shoot through the roof...
>In 1991 we were treated to the TT, a truly powerfull computer but Atari
>forgot to price it in accordance with their slogan. The TT almost did
>everything one could possibly want, but the problem was that most of us
>couldn't afford it. While some of us kept waiting for the next generation
>ST's to appear a lot of people turned away and bought an Apple or even a
>PC. In the meanwhile Atari Germany noticed the flocks of people abandoning
>the platform and demanded a cut down affordable TT, and that's when the
>MegaSTE made it's appearance. Most of us were hoping for a computer with
>at least a 68020 inside and the ability to display VGA in 640*400, but no,
>we were treated to a computer which was twice as fast as the original ST,

>just imagine... it took them nearly seven years to release a computer that
>was twice as fast as the one released in 1985!!
>The MegaSTE was ment to attract the power users, but Atari overlooked that
>these people already were working with a computer based harddisk. So once
>again we kept our trusty ST and only a very small portion of the users
>actually upgraded. Personally I think that the MegaSTE was one of the best
>computers Atari ever build, but in 1992 it was not a viable option anymore
>to compete against the competition. It certainly didn't attract many new
>users either...
>As for the Falcon... I was present in D�sseldorf when it was shown for the
>very first time to the public. And everyone there agreed: it was the most
>powerfull and most innovative computer Atari ever build. But there was one
>tiny problem, well two actually. Problem one was that it took well over a
>year before most of us could actually buy one, problem two was the casing.
>The bright light in Sunnyvale that decided to house it in exactly the same
>casing as the nine years old ST is probably commited in the local asylum
>now, but he was partly responsible for the final stab.
>I can still see it gathering dust in the local computer warehouse, there
>it stood: the most innovative computer of them all in its flimsy plastic
>casing competing with the likes of the Mac Quadra, IBM 486 and Amiga 3000,
>*everyone* overlooked it, thinking it was an ST and thus only capable of
>things which in 1994 were already considered to be ancient.
>In 1995 when everyone including me was expecting a Falcon II the brilliant
>minds in Sunnyvale gave us the Jaguar.... We didn't ask for a bloody
>games machine, we wanted a computer with a 68040 and a more powerfull DSP
>inside that would blow away all the competition!!
>
>Atari wasn't stabbed in the back at all, nobody had to stab them, they did
>a pretty good job at committing suicide themselves. They've ignored their
>most valuable asset: the existing customers who demanded better and more
>advanced computers for years. All Atari came up with in those nine years
>were calculators, PC's, a handheld games machine, and weird incarnations
>of the ST in the form of a portable computer and a very flimsy build
>notebook. The only succesfull sideline Atari ever had was the Portfolio
>which they've also neglected to upgrade in time, and let us not even
>mention that the Portfolio wasn't developed by the Atari R&D people but
>has it's origins in Britain.
>
>You do know why Apple is still in business I presume? Apple listened to
>their customers and gave them what they demanded, and they still do it...
>Atari could have been bigger then Apple right now, if only the computer
>division would have been based in Europe with European bobo's in charge.
>Atari never succeeded to make even the slightest impact on their very own
>homemarket, call it whatever you like but the fact remains that the ST
>only was a minor hit in the States. Once Atari started loosing money and
>hardly generated any income they once again took a brilliant business
>decision: they closed down most of the European Atari branches. That *was*
>the final nail in the coffin....
>

>Well Jared, this was a different vision about that precious Atari you're
>so nostalgic about. There's nothing to revive unless you want to revive
>the same crap all over again ofcourse.
>Come to think of it: you would be the perfect person to revive it. Just
>like the old Atari buffoons you don't realise that the action takes place
>in Europe. You don't have a clue of what is happening here and you don't
>seem to give a damn about it either. All you are obsessed with is to give
>the Americans back a computer labeled Atari. Don't you realise that they
>don't want it? Ask any American what Atari stands for and he will most
>certainly not tell you its the ST. He'll probably have fond memories about
>the VCS and arcade machines, and if you're lucky you might find one that
>actually remembers that Atari ever build a 8bit computer. But that's it.
>The average American citizen doesn't have nostalgic feelings about the
>games you're so crazy about. Oh and for the record: those games were
>crappy. Atari never produced one single really succesfull game for the ST
>and except perhaps for 1stWord which came bundled with it, the serious
>software carrying the Atari label isn't worth the paper its printed on.
>Show me I'm wrong and give me a list of *all* those very good Atari games
>and serious software..... it'll be a very short list.
>
>And here's something else to chew on: Infogrames is a European firm, you
>may not like it, but Atari IMO finally is where it should have been all
>along... in Europe. I have no idea what plans Infogrames has with the
>Atari assets, but I do know that in the timespan of six months they've
>achieved more then Atari, JTS and Hasbro put together in the last five
>years. I see the fuji logo increasingly more back again. Hey, they are
>even on TV now... one of the major French soccer teams is sponsered by
>Infogrames, you want a trip to nostalgia.... go to Lyon, eleven guys
>running over the field carrying a *very* large Fuji logo :-)
>How's that for a trip down memory lane?
>
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

4715. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 19:50:38 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <JMCE7.445$NE4.25684113@news.incc.net>
Source record: 40784

I'm done. Read my last message to Dennis to see why.

Jared
Iggy Drougge wrote in message <9rt705$943$1@dos.canit.se>...

>Didn't I tell you only a few months back to leave us alone? Are you so
>thick?

4716. Need GOOD docs on the XIMG file format

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 20:11:41 UTC
From: g.goebertus@chello.nl
Message-ID: <3be2fc86.19600797@news.ams.chello.nl>
Source record: 40785

Hi all,

I spend a lot of time searching the internet for good docs on the ximg
format, but found only bits and pieces.
So, the compression method is still a mystery to me.
Can somebody help?

Thanks.

Guido

4717. Need Hard Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 20:23:27 UTC
From: progster@iname.com
Message-ID: <021120011223271908%progster@iname.com>
Source record: 40775

Hi. I'm recommissioning my old STacy for some music work, and I find that the hard drive has died.

I'd like to buy, new or used, a working hard drive that I can install in the STacy.

Advice as to what I could buy new, today, that would work is very welcome.

Offers to sell an old, working, hard drive are also welcome.

I note that the 50 pin ribbon cable in the STacy is configured with two "bumps". A couple of old drives that I had lying around had only one "notch", so I couldn't use them.

If you know the arcana of "bumps" and "notches", I appreciate a dollup of that knowledge. Thanks!

- Progster
progster@iname.com

4718. Re: MultiTOS/fVDI/PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 20:25:54 UTC
From: osian@zetnet.co.uk
Message-ID: <3be30152$0$29038@news.zetnet.co.uk>
Source record: 40786

On 2 Nov 2001 14:19:17 -, "Joshua Kaijankoski" wrote:
>Hey Pierre,
> What BBS is that? I've been waiting for someone to send me
>the latest version of fVDI.

It's part of the http://eclipse.atari.org site.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4719. Re: MultiTOS/fVDI/PhotoTip

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 20:27:16 UTC
From: osian@zetnet.co.uk
Message-ID: <3be301a4$0$29038@news.zetnet.co.uk>
Source record: 40787

On 2 Nov 2001 19:06:12 G, Pierre TONTHAT wrote:
>Bonsoir :)

Noswaith dda!

>Have you tried at eclipse.atari.org. You'll find some things about
>compatibility with fVDI.
>Take a look in the BBS: there's a new version of fVDI.

Thanks for the info - but I've already been there! I've been in
contact with Johan about it too.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4720. Atari Times Update 11-2-2001

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 21:33:15 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3BE31186.2CB79571@ataritimes.com>
Source record: 40788
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

Updates this week at The Atari Times:

* Dear Fruitman, I Need A Girlfriend!
* History of Atari Horror
* Visit the other Atari Times!
* Upcoming Games From Songbird
* Featured Review: Remnant
* Revamped Adopt-a-Page
* Visit The Jaguar page

Here's a sample of History of Horror:

"Early horror games for the Atari 2600 were mostly comical due to the
low resolution graphics. Some games, like Alien, made horror promises
that were not kept. You may have expected a game
battling aliens, instead you got a sub-par Pac-Man clone. Other horror
sounding titles such as Crypts of Chaos, Nightmare, or Room of Doom
would fool gamers into think they were getting a
horror game. Alas, these games are far from being scary."

Visit The Atari Times! http://www.ataritimes.com/

--
Greg

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=-=-=-
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4721. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 21:35:37 UTC
From: Lonny Pursell <syntax.error@line.22>
Message-ID: <Pine.MNT.4.31.0111021629570.97-100000@Hades060>
Source record: 40774
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 1 Nov 2001, gokmase wrote:

> Steve Sweet wrote:
>
> > > I'll second that. Downloading the whole newgroup is your choice.
>
> I should not have to do that, should I?

At the rate he's generating off topic posts he'll go broke soon...
then perhaps it will stop. Not the best solution perhaps, but
a solution none the less. It's his choice.

--

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4722. Problems with Mega ST Graphic Card

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 21:47:35 UTC
From: ian <ian@dotqr.com>
Message-ID: <1004737597.5034.0.nnrp-14.9e98e6ee@news.demon.co.uk>
Source record: 40789

Ive been struggling to get a graphics card working with a
Mega ST for some time now. The card is a Wittich Computer GMBH
adapter - with a ET4000 (SVGA) card. I believe this was an
early verison of the Crazy Dots adapter.

Ive tried NVDI 5 with this unit, but the various utilities that
build the .INF file required dont recognise the hardware at
all and NVDI crashes on boot.

Ive now got 3 x ET4000AX cards - and none of them work, although
they work fine in a PC.

Any ideas?

Ian.

4723. Master Tracks Pro

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 22:58:49 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <XxFE7.33064$6h5.2873105@news20.bellglobal.com>
Source record: 40790

Does anyone have the schematics for the Master Tracks Pro B-Serial Port Midi Expander thingie?

Also, how does this thing work on the serial port of an ST? Arn't the serial ports of the ST too slow to do MIDI?

Anyways, schematics would be great if someone knows a website where they're posted.

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

4724. Re: Audio question - mixer to Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 23:08:06 UTC
From: nurmix@spam-free.com
Message-ID: <3be3258f.663339@news-server.socal.rr.com>
Source record: 40791

On Sat, 8 Sep 2001 22:48:02 -0500, Ken Kosut <kjcat@execpc.com> wrote:

Sorry for taking so long to get back to you - I've been away from the newsgroup for a bit...

>Hello,
>I browsed soundpools website today.
>Do you mean an SPDIF Interface? I didn't see FDI.
>Only SPDIF, Adat and one other (8 outputs)

Yes, the SPDIF.

>I couldn't see the jacks to clearly on the picture. (SPDIF Interface)
>Does it have to be a DAT machine?
> Would a Tascam cassette deck work?

The SPDIF (FDI) has digital INS and OUTS (coaxial and optical connections). The DAT is used for _it's_ A/D and D/A converters (Analog to Digital and Digital to Analog converters respectively). It basically bypasses the built in converters in the Falcon.

The SPDIF is simply an interface box between the Falcon and the DAT. This way, the recorded [analog] signal is run through the DAT recorder, which converts it to a digital signal that is sent to the SPDIF interface box, which in turn sends it through the Falcon's DSP input, and to the hard disk. During playback the reverse is true, with the final recorded signal being output by the DAT.

A DAT is probably the easiest way to do it, though it can also be done with an outboard A/D converter box. However, unless you have a cassette recorder with digital INs/OUTs (and it's own analog to digital converters), the cassette deck is not an option.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

4725. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 23:11:51 UTC
From: nurmix@spam-free.com
Message-ID: <3be327d5.1245072@news-server.socal.rr.com>
Source record: 40792

On Sat, 08 Sep 2001 17:03:51 GMT, somewhereinworld@runfaster.com
(Thierry A.C) wrote:

>Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
>�crit:
>
>>Hi All,
>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>>with Magic 6 & NVDI 5. So I was wondering if anything can be done

>
>fastload bit must be set also on printers and filters drivers.

This may sound strange, but set the fastload bit "ON" for all of your
FONTs as well (especially if you have a lot of them - which I do). I
did this in the past, in addition to setting it "ON" for everything
else, and the load time decreased by about 85%.

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

4726. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 23:58:54 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BE3335A.FFD2482A@chello.nl>
Source record: 40794

Hi Chris

Chris Simon wrote:
>
> > Download XaAES, and try that. Or buy Magic, NVDI or something.
>
> PS. I've found XaAES v0.931 on http://xaaes.atari.org - I assume that's the
> latest one? Also, it says that it's for FreeMINT - do I have to get that
> from somewhere too? Or will MultiTOS do?
>

XaAES needs at least kernel 1.15.0
I think the one from multitos is too old.

You can download the latest kernel from http://www.freemint.de

Installing the newest kernel is always good. If you want to go back to multitos
you dont need to change the kernel. You only change the GEM line in mint.cnf.

If Phototip doesnt run with XaAES, please let me know.
It might be something I am working on already. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4727. Re: atari monitor sm 124 vga or video

Newsgroup: comp.sys.atari.st
Date: 2001-11-02 23:59:16 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rvc0k$rh2$1@dos.canit.se>
Source record: 40646

"Hans Hï¿½uï¿½ler" <h.haeussler@web.de> skrev:
: anyone know a way to allow sm 124 monitor to display vga or video output
: thank you

Video output? Not a chance.
VGA? First, make a cable with a D15HD in one end (connect to VGA output) and a DIN13 in the other (connect to SM124). Then you'll have to tweak your VGA computer to output 35 KHz, 70 Hz video. There are probably presets for that in most OSes. Plain, 1987 PS/2 VGa is 31 KHz, 60 Hz, so you probably won't be able to see BIOS screens and such things with a simple cable. For those purposes, you'll probably have to do some tweaking inside. It could possibly just be a matter of adjusting the right potentiometer, but it might be more difficult, too.
But it'd be a lovely sight. =)

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

4728. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 00:00:45 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <frGE7.451$SJ4.26008667@news.incc.net>
Source record: 40795

Are you telling me the "monster" you say is so thoroughly expanded upon with... 128Mb of RAM?!? Som-be! (S.O.B., just pronounced a tad different)

This can't possibly be a TT030, can it? I more expect it to be a Medusa or Milan machine.

Here's a question. Is the "Atari" market outside of the US still thriving or is it truely dying as well and what would you say is the main cause of it?

As I've already revealed, I have been living in an overinflated misconception bubble for awhile...

If the Medusa/Milan were to have a continued upgrade path (say a PowerPC model with emulation or such), do you think people would buy it in the US or elsewhere. As well, do you think there would be a way to stimulate new software development (assuming it needs any) or is anything to do with "Atari", clone or otherwise just drying up too fast to stop?

Jared

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message news:1004698108-35423AEicMi@gmx.net...
> From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
> Date: Wed, 31 Oct 2001 14:42:34 -0700
>
> Hi Jared,
>
> >Does the Atari system you own have a future? Will it ever be expanded
> >with today's technology? Will more software be written for it or
> >upgraded/improved as technologies or needs advance?
> > Um... I think... *NOT!*
>
> You left this platform some odd years ago and obviously didn't bother about
> it anymore, assuming we didn't move on in the meanwhile is a common mistake
> made by many ex-Atarians. If you think that we're some kind of dinosaurs
> sticking to their antique computers and completely out of touch with what
> is happening in the real world then you make a capital mistake.
> Yesterday you questioned our Atari loyalty, today you're questioning the
> reason why we're still working with outdated technology, I'm really curious
> to see what you'll come up with tomorrow.
>
> >The Internet is 99% of my computer usage today. I play games every now

> >and then. Any Atari unit wouldn't suffice for this need. I run in 16-bit
> >color as an absolute requirement and prefer 24 or 32-bit. I have nothing
> >but a DSL line out to my workshop in the backyard (it used to be a phone
> >line, but after DSL, I'll *never* go back to a modem!), so I need an
> >ethernet port.
>
> Connected to my monster is a Sony 19" monitor displaying a marvellous
> desktop which you never heard of at 1280*1024 in 16bit. To the left of the
> monitor there's an Epson 1240SU scanner, at the right side I've got some
> room for the Epson 850 colour printer. On top of the monster are three
SCSI
> cases containing a CD-R, CD Writer and a CDRW writer. Inside the monster
> there's a 9Gig SCSI drive and somewhere hidden between various bits and
> pieces there's also a 4.5Gig SCSI drive doing it's thing. I connect by
> means of a phoneline, but I've got a ethernet card here gathering dust,
all
> it takes to use DSL or a cable connection is someone releasing a driver
> that can address dynamic DCHP and I'm in business. If I would have lived
in
> a different country then I probably wouldn't have had this problem anyway.
> The whole lot is powered by a multitasking OS called MagiC, this is purely
> based on personal taste, it would run equally well under freeMiNT (that's
> another little jewel which you seem to be unaware of). Inside the moster
> there's 128MB RAM which enables me to run anything I care to throw at it.
> So it seems to me that our setup doesn't differ that much from mine,
except
> ofcourse when we boot..... everytime I boot, the first thing I get to see
> is that Fuji logo you're so crazy about.
> I don't have a shop nor do I run a museum, all that recent technology is
> actually connected to that piece of antique, and is used on a daily base.
> If you think that I'm some sort of exception, then think again, you would
> be surprised how we moved on while you were dreaming. Some of the people
> here have a setup which is even more powerfull then mine, you would be
> surprised to find out what we achieve every single day with our outdated
> technology.
> We do not need a PC to access internet, burn CD's, produce outstanding DTP
> layouts, music or even movies. I'm afraid that my gaming days are over but
> if I really feel the need to play some cool games, then there's always the
> Lynx II, another brilliant piece of outdated technology :-)
>
> >The reason Atari clones are dying is because the founding company that
> >made the originals (from which the clones sprang), is dead. And software
> >manufacturers realize this, so they stop making Atari software.
>
> At the moment someone who upgrades to a clone pays a lot of money only to
> find out that all he can do with it is running his existing software base
> faster. There is no software that addresses the power of these computers.
> It's the catch 22 situation. There's no software support because of the
> small numbers sold, and the potential customers don't buy the clones for
> the very same reason. Atari being dead has nothing to do with this.

>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

4729. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 02:08:41 UTC
From: swampfax@atlantic.net
Message-ID: <JkIE7.228$oQ4.147956@news1.atlantic.net>
Source record: 40647

On 2 Nov 2001 23:11:51 G, Paul Nurminen wrote:
>On Sat, 08 Sep 2001 17:03:51 GMT, somewhereinworld@runfaster.com
>(Thierry A.C) wrote:
>
>>Le Thu, 06 Sep 2001 07:00:31 GMT, swampfax@atlantic.net (John Garone)
>>wrote:
>>
>>>Hi All,
>>> Pagestream 2.2 SE takes forever to load into my Falcon MKI (14meg)
>>>with Magic 6 & NVDI 5. So I was wondering if anything can be done
>
>>
>>fastload bit must be set also on printers and filters drivers.
>
>
>This may sound strange, but set the fastload bit "ON" for all of your
>FONTs as well (especially if you have a lot of them - which I do). I
>did this in the past, in addition to setting it "ON" for everything
>else, and the load time decreased by about 85%.
>
>
>
>
>Paul Nurminen - California (USA)
>

Hi Paul,
So wich program sets the fast bit in the program, drivers and fonts?
I have two programs that work on other programs but not drivers and fonts!
John G.

4730. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 03:52:57 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B808B858.1A64D%nameerf@flash.net>
Source record: 40648

> I tend to think I did not made my point clear in earlier posts. Read some
> of my more recent posts to get a better picture of what I am *really* after.
> And it's not JUST the name I'm after (that's *all* Infogrames it pitching
> today on boxes of game titles, isn't it?)... it's the business *behind* the
> name... and new Atari computers can not be made if Atari doesn't make them!
> The clone effort is dying because the well has run dry. People have become
> convinced that Atari and all it's kin are dead and so nothing anyone does to
> extend it's lifespan has any lasting effect. But, if you bring the company
> back... aye, there's the rub!

Clarify this even further for me: Do you actually want to get all the old
employees back and have the same people doing the work, or do you just want
to get a company going with the name "Atari" making ST-compatibles?

If it's the first one, how much luck do you think you will have with this.
And do you really want the same people who ran Atari into the ground and
pissed off a number of users and distributors back?

If it's the second, then it *is* just the name you're after because it won't
be the same exact company, and it won't be much different than what we
already have by the way of Atari-clone makers already, except with the Atari
label.

>> The brandname Atari is not relevant at all in this story.
>
> The brandname, alone, no. That's all Infogrames is pitching these days.
> There's no company behind the name. It's just a familiar word being slapped
> on game boxes to sell them. Sad, really. Atari used to mean so much more.

Here's the real rub... We already have the company(s), just not the name.
They're called Medusa and Milan instead of Atari. So if it's the company
you're after, not the name, look no further! You have your solution right
here! Yea!!!!!!

>> Have you ever seen a Milan or Hades? or better yet have you ever worked
>> with
>> one? I think not because otherwise you would not be writing nonsense like
>> this.
>
>
> I think I've seen a picture of them... doesn't look anything like an Atari
> to me. And, from what I detect, they're dying off pretty fast too.

What the heck? You judge a computer on it's exterior look and what label it
has on the outside, but not what it can do? I hated the ST case. Many did.
It was clumbsy, cables hung out every direction, you couldn't easily move it

around, it took up tons of desk space, it had a horrible-feeling keyboard, need I go on? It's the innards that made the machine great, not it's box.

Also, these clones aren't doing as well as they could because the whole force of the c.s.a.s. group combined couldn't make a dent in the market force that PC's hold. Any attempt like what you're suggesting would need a massive coordinated effort, a ton of money, a *very* unique and tempting advantage over any other machine that most people, if not everyone in the world would find too hard to resist that PC's cannot in any way offer, and a strong, long-term business plan with huge profit potential. I just don't see any of that with what we have here, let alone from you.

>> You were still sucking your thumb and playing with tin soldiers when I
>> bought my first Atari.
>
> Please tell me... how old are you? Are you 33 yrs. old yet? Well, I am! I
> was born in the '68, man! The first Atari computers (ooh, that classy
> 400!), I believe came out in the late 70's, if not later. The 2600VCS came
> out in '77, I think. I played that system when it was first released. You
> know... the one that had *SIX* switches on the front with the woodgrain
> trim?

Age doesn't matter. I'm younger than you (28) and I remember exactly when the 400 and 800 came out (in 1978). I had a 2600, a 1200XL, a 1040ST, a C-Lab Falcon and an Atari Falcon (which I recased). I'm extremely familiar with the history of Atari. I grew up with them and still use and love them. But I see no merit in your crusade here.

>> Please don't come here telling me how I should feel
>> and behave. I find this to be rather insulting. Especially since it's
>> coming
>> from someone who has shown time and time again that he hasn't got a clue
>> about the Atari platform anno 2001.

[snipped stuff]

> I can quote you every game system they made (2600VCS, 5200, 7800, Lynx
> (handheld), and Jaguar (64-bit game system)

You missed Pong, 2600 Jr., and Lynx II.

> , every ST computer they made
> (520ST, 1040ST, MegaST2, MegaST4, 1040STe, MegaSTe, TT030, and Falcon030),

You missed the 260ST (I think that was the number), MegaST1, and I think a 2040STe or something like that was in there, too.

> and a bunch of other stuff (like the peripherals for 'em). Oh, and let's
> not forget the ST Book and STacy either.

Yeah, I was gonna say...

>> An Atari computer is just a collection of chips thrown together... open up
>> the darn box and take a peep.

>
>
> And WHO threw those chips together in just the right order to make such cool
> game systems and computers? Um... Nintendo? No. Sega? Naw. Sony? Nope!
> Coleco? Never! Commodore? Not a chance! IT...WAS....*A T A R I* !!!

No one's saying they didn't make good stuff. They just did it with poor business sense. And other people are doing the same thing now with better chips. *A T A R I* has nothing to do with that. It's not the name that matters, it's not the company that matters, it's the machines that matter. The platform itself. I could care less who makes them, as long as they're made.

Don't forget, Atari also made the PC1, PC2, PC4, and Portfolio. All PC-compatibles. Do you praise these as well? They all had the Atari logo and look that you highly value above functionality. But inside, they weren't any different than any other DOS box.

> Not the name. The COMPANY!

As I said... not name, not company, but machine.

Also, you're not separating the company from the name. That's what we're talking about. You don't have any real concrete arguments about why the company can't be separate from the name. You just say it can't. Give us more credible proof of your position, and you may get more respect. Otherwise, we all see it as useless ranting.

[snipped more stuff]

> Did... you... just... say... THOUSANDS?!? Dang shit! I've got a better
> chance at this idea than I thought! Really!

No, not really. We're still way too out-numbered, and you're still without a concrete plan, and credibility enough for us to want to follow. Without that, you've got nothing.

>> But the biggest
>> majority in this newsgroup has moved on quite a bit.
>
> I've still got that "thousands" ringing in my ears. Um, what did you say?

He said, many have moved on (to Hades, Milan, MagicMac, emulators, etc). They still love Atari, otherwise they'd only have TOS-less PC's and Macs. But they've moved on to faster, more up-to-date versions of the platform we love to use.

>> Personally I don't give
>> a damn about the ST anymore, it's nearly 10 years since I used one.
>
> Me too... not about caring a (!!!) about the ST anymore... about the not
> having used one in nearly 10 years part.

The ST is obsolete. It has been ever since Atari itself made more advanced machines, and certainly is compared to today's technology. No one in their right mind would switch from the PC or Mac platform to Atari if the ST from 1986 was all you had to offer.

[snipped much more]

> Not a bad idea, actually. I was thinking along those lines. But something
> more along the lines of an "evolving" PDA type device for kids and teens...
> or adults with a tendancy for youthful devices.

Ok, turning the ST into a PDA. That's at least something. However, would it look like an Atari? Probably not. Would it be as fast and advanced as some of the newer PDA's coming out? Probably not, if it's based on the ST specs, especially since it will probably take years of R&D to get to a basic design. By that time, PDA's might run circles around circa 2001 desktops.

>> ...with the money generated from that
>> project you can then build your first ATARi ST2002.
>
> If the "thousands" you perported actually even gave just $100 to the cause,
> that would be a great sum to invest in actually building the first new
> computer!

Let's say there are 5,000 people here. $100 from each gives you $500,000. That's not even enough to purchase the name from Infogrames, let alone R&D and marketting.

But ok, I'll give you $100. But only on these conditions: You must have a large-scale business plan and vision statement that I can agree with, you must secure the Atari name (since you deem it of value) from whoever owns it at the time this all comes about, you must come up with a darned good marketting scheme, able to convert the *millions upon millions* of non-Atari users to this machine you must invent, you must come up with the extra funds necessary that $100 from every Atari user just won't support, you must be able to make a tangible argument for why I should invest, and you must convince me that I will get a reasonable return on my investment. Prove to me that all these will happen, and the money is yours. Otherwise, no deal.

> Please... spread the word. I want these thousands to help me realize this
> dream in a BIG way!

Dream? How about a plan? You haven't outlined anything other than, "Hey I'm going to get the Atari name and start a business someday." Show me the details first, otherwise you have no more credibility than a freshman music major claiming to someday become the next Beethoven. He must first show signs of absolute genious or people with actual music degrees will just scoff and tell him he's not worth their time.

As I've said before, I like your enthusiasm. I once thought it'd be great to have someone buy Atari and keep it going. But that was when Atari was first going out of business. I was hoping someone would pick up the torch before the fire went out. But alas it went and no one came. There's no reason to go back and get it now that it's soggy, out of fuel, and tampled into the

ground. Put your enthusiasm behind what's going on now, and I'll back you 100%!

Mike Freeman
nameerf@flash.net

4731. Clone advancement (was: Any attempt at an Atair Revial is IMPOSSIBLE!)

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 04:16:15 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B808BDF0.1A64E%nameerf@flash.net>
Source record: 40649

> As I've already revealed, I have been living in an overinflated
> misconception bubble for awhile...

I read your other post. Glad to see you've come around!

> If the Medusa/Milan were to have a continued upgrade path (say a PowerPC
> model with emulation or such), do you think people would buy it in the US or
> elsewhere. As well, do you think there would be a way to stimulate new
> software development (assuming it needs any) or is anything to do with
> "Atari", clone or otherwise just drying up too fast to stop?

I believe some of us in the U.S. would buy it if they actually sold it here. At least I would. I've heard too many horror stories of overseas purchasing to risk that much money to get one. And there needs to be a shift of some kind in our thinking. Either we commit whole-heartedly to the new features of the clones (and hope the ST users follow suit and buy the clones or otherwise risk losing some dedicated ST users), or make a clone so powerful, backward compatible, affordable, and available that ST users will not leave, but get in line to buy one (thus moving the software focus from the ST to the clones without losing the users). Unfortunately, the latter isn't as easy nor likely, and the former is too risky for us to make the attempt.

Another option: Get bold enough to make software modern enough to show off the clone's advanced features and speed, but small and backward compatible enough (or modular enough) to still be run on an ST. This is easier, but people seem slow in stepping up to the plate. There have also been claims that all the programmers of extraordinary calibur have left us (which I don't believe - I think others have come out and learned enough that they can do a good job of it, too). So we'll see what happens. If we can get a good basic set of software (in particular an Office Suite - with Internet and networking support, and presentation software like Powerpoint, and not just WP, Database, and Spreadsheet, and a browser capable of Java - whether it's usable on the current machines or not, Javascript, CSS/HTML 4.0, Flash/Shockwave, and any other new multimedia advancements that come out), then we can use these to produce interest in the new machines. We've got a decent start, actually. Good image/animation/video/audio editing (just not all in one), and a great OS. So we've got something to build on at least. But as said in a previous post, we don't have anything that'll produce much interest from the non-Atari using market.

Mike Freeman
nameerf@flash.net

4732. An interesting new product from... Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 05:13:35 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <y0LE7.457$WS4.26592385@news.incc.net>
Source record: 40650

It doesn't exist, but I think it could be a decent selling product.
Something to start the "new Atari" off with, if Atari (as a company) ever
came back.

I've got some drawings and ideas on paper. I have the shape of it sketched
out and what it does. It's got two incarnations. One for kids and teens.
And the other, for adults. Right now it has the same name for both
incarnations, but I think it would best be varied with Jr. (kids/teen
version) and Professional (adult version).

Kinda fun...

Jared

4733. [ebay] Atari T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 05:36:50 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BE38272.A65C306C@jps.net>
Source record: 40651

Offering an Atari T-shirt on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292877023

Thanks for looking.

John

4734. [ebay] SCSI HD

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 06:35:08 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BE3901C.7AD4B61A@jps.net>
Source record: 40652

Offering a SCSI Hard Drive for your Atari:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292886740

Thanks for looking.

John

4735. [ebay} Falcon HD

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 06:42:22 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BE391CE.1D524A41@jps.net>
Source record: 40653

Offering the OEM Connor HD for the Falcon:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292887582

Thanks for looking.

4736. [ebay] Mega KB/Mouse

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 06:45:08 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BE39274.A563885A@jps.net>
Source record: 40654

Offering the Mega ST Keyboard and mouse:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292885424

Thanks for looking.

4737. [ebay] Falcon 4MB Board

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 06:52:48 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BE39440.4D4887D7@jps.net>
Source record: 40655

Offering Falcon OEM RAM board:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292888765

Thanks for looking.

4738. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 09:30:28 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f2aiyf.fsurtd1wesi8aN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 40656

Timothy A. Seufert <tas@mindspring.com> wrote:

> > test for CPU speed... MP3 decoding (lot of muls with integers).
> > For example with DSP, under FALCON/CT2B 50 MHz (12 Mips) I obtain an
> > average CPU load of 580%, with the same file under an iMac 500MHz
> > (MagiCMac) I obtain 27%. Bogomips test said 233 mips, it's true
> > 580% / 27% <=> 233 Mips / 12 Mips. It's 20 times faster with a 10X
> > frequency and the macOS 68020 emulation !
>
> Assuming you're talking about the Linux BogoMIPS test, be aware that it
> should never be used as a benchmark. It's just determining how fast the
> processor can run a very tight loop (with no work done in the body of
> the loop). Linux does the BogoMIPS test only to calibrate the
> performance of the loop against the real-time clock; it needs

Yes I know, but it was the same code used for test, just a loop:

```
x: subq.l #1,D0
bne.s x
```

And my true test was MP3 decoding, Bogomips was just a comparison for
my MP3 results.

> > An x86 is a poor solution because it's the 8 bits generation like the
> > 6809, there are just some registers and GHz.
>
> The original 8086 was a 16-bit CPU with 20-bit addressing through use of
> segments. It does not belong in the same category as the 8-bit 6809.

Yes it's true if you look just the BUS, but look at the internal
registers:
8086:
AX,DX,CX,BX are in 8/16 bits
BP,SI,DI,SP are in 16 bits
6809:
D is in 16 bits <=> A,B in 8 bits something like the 8086.
X,Y,U,S,PC are in 16 bits
Excepted the MUL instruction who uses A * B => D, others instructions
works in 16 bits.

I'am sorry but for me it's the same generation, Motorola has broken this
structure when the 68000 was created, not Intel. Now about x86, it's
always prehistoric processors with now caches and GHz.

> The 8088 had the same CPU core as the 8086 but with an 8-bit external
> data bus for lower cost, much same as the Motorola 68008, which was a
> 68000 with an 8-bit bus.

Yes :-)

> > In this conditions the
> > emulator uses lot of stack, and the 2nd problem is the little endian
> > format.
>
> The fast emulators actually translate 68K code to x86 code, and keep a
> cache of recently used translated code. This can do a lot to combat
> both problems. A PowerPC is of course a better match for emulating 68K,
> even with a translating (or "dynamic recompilation") emulator, but
> PowerPCs are lagging x86 in overall performance, so in practice the x86
> may well be the fastest solution.

Humm I'am not sure, look the actual results, lot of emulators exists
under PC, if the remove displays tests (no good for CPU tests) for an
X86 clocked to 500 MHz the average speed is just 2X my 030 at 50MHz
(F030/CT2). The old 68020 emulator of Apple, and the same frequency
(a PPC at 500MHz) the average gain is 10 X like the frequency ratio
with my F030/CT2.
Some examples:
Mp3 decoding 20 X faster.
DivX decoding 10 X faster.
Compilation 6 X faster (hard disk decrease CPU tests).

For me if you want the same results than the 1st mac PPC (today 500MHz),
you need a minimum of a X86 to 2,5GHz and maybe 5GHz for mp3 decoding.
This computer not exists. For me emulation is _NOT_ the solution.
A 68060 overcloked can produce same results, for example under Falcon
the 68060 (CT60) must decode MPEG video stream and DSP 56K mp3 decoding
in the same time. With emulation you need a 10 GHz x86 CPU for this :-)

> (One exception, BTW: PPC doesn't do well at emulating 68K FP. Both 68K
> and x86 have 80-bit extended precision FP format, but PPC doesn't
> support it.)

Yes it's true, PowerFPU tests (the faster 68K FPU emulator under mac)
are not too good. But you cannot compare this to 68K FPU emulateurs
under X86 because it not exists. It's already very difficult to found an
68030 emulator :-)

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4739. Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 11:12:54 UTC
From: Phat Phlegm <phat_phlegm@fuckyou.co.uk>
Message-ID: <9s0jlo$p16$1@uranium.btinternet.com>
Source record: 40657

can anyone recommend a good Atari emulator for the PC. It needs to be able emulate ST / STE, TT and Falcon and run under windows or as a standalone OS for a PC.

I know its a little of topic but theres no Emulation NG for the Atari.

Tar PP

4740. [ANN] fVDI and its Configurator

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 11:52:11 UTC
From: ptonthat@club-internet.fr
Message-ID: <9s0lpbjqm2@front1m.grolier.fr>
Source record: 40660

Bonjour :)

With the lastest version of fVDI and rage.sys that you can
download at ftp://194.236.123.228 (or maybe find at the
eclipse.atari.org)...

fVDI Configurator is upgraded for some fVDI new options, such as
"scrninfo vdi" in the driver line (screen informations for VDI)
which corrects the color problems in TC16 for icons under MagiC,
or images in Papyrus...

Direct download at : http://rajah.atari.org/files/fvdiconf.zip (55Kb)
or at my homepage (just rajah.atari.org) or maybe at the EOSP.

Bye

Rajah Lone

4741. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 11:57:04 UTC
From: marndt@jll.heim7.tu-clausthal.de
Message-ID: <slrn9u7mta.1id.marndt@jll.heim7.tu-clausthal.de>
Source record: 40658

On Sat, 3 Nov 2001 11:12:54 -0000, Phat Phlegm wrote:
>can anyone recommend a good Atari emulator for the PC. It needs to be able
>emulate ST / STE, TT and Falcon and run under windows or as a standalone OS
>for a PC.

Try STEEM or Winston, STonX if running a Unix OS.
Sorry, all ST only, currently there are no TT or Falcon emulators available
for any platform.

http://steem.atari.org/
http://winston.atari.org/ (huh - don't remember exactly)
http://stonx.sourceforge.net/

Matthias

--
... from Matthias Arndt <matthiasarndt@gmx.net>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321 Homepage auf Anfrage

4742. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 12:32:02 UTC
From: sidcelery@cix.co.uk
Message-ID: <9s0o41$be5$1@thorium.cix.co.uk>
Source record: 40659

On 1 Nov 2001 20:30:04 -, "Steve Sweet" wrote:
> Harry baby!!!
>>>>> Now for everyone who would like to see Prospero's products
>>>>> released - they are still active:
>>>>> http://www.prosperosoftware.com/
>>>> HiSoft also used to sell HighSoft Pascal (but they didn't write
>>>> it) - they may have some copies left...
>>> I didn't think they existed anymore dude.
>> Am I that out of date? I thought they were still active at their
>> Hisoft website... they had some offers the last time I looked (a
>> while back...)
> I've not checked there website since I last saw it announce HiSofts
> demise, I'll pop another window <pit> open and look.

I've been cleaning out my hotlist and checked out the HiSoft site.
You're right - no mention of Atari at all B^<

rgds
H

4743. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 13:41:01 UTC
From: Ireneusz Pe&#65533;ech <irekp@cuprum.com.pl>
Message-ID: <9s0s62$3gf$1@news.tpi.pl>
Source record: 40661

```
Yes, but FORM_DIAL will not remember whole screen.
--
Regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl
```

Pokemona zlap za pompona ;)
U&#65533;ytkownik "Pierre TONTHAT" <ptonthat@club-internet.fr> napisa&#65533; w wiadomo&#65533;ci
news:9ruqkv$e7$3@front2m.grolier.fr...
> On 31 Oct 2001 20:04:04 , "Ireneusz Pe&#65533;ech" wrote:
> >How I can redraw desktop after end my programme. In single tos everything
is
> >OK, but in MagiC or MiNT desktop is not refresh (screen still show screen
of
> >my programme).
>
> Under GEM, use the FORM_DIAL functions (opcode 3 to force a redraw).
>
> Bye
>
> Pierre

4744. Re: Problems with Mega ST Graphic Card

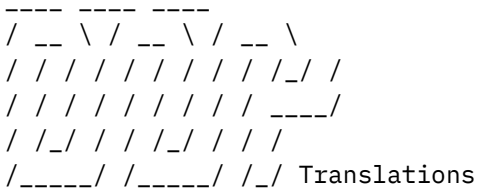
Newsgroup: comp.sys.atari.st
Date: 2001-11-03 13:46:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004802672-34763AEicMi@gmx.net>
Source record: 40669

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Fri, 02 Nov 2001 14:30:10 GMT (GMT)

>Maybe it doesn't work with NVDIs drivers for ET4000 graphics cards. Do
>you have any docs or disks that came with that Wittich adaptor? Perhaps
>there was drivers for TOS on a disk somewhere.

The Wittich graphic card is a very early incarnation of what later became
known as the NOVA card, it was marketed as the Imagine card, now we've got
that cleared up, it's only a matter of time before someone here using a
similar NOVA with ET4000 card helps you out...
I'm almost certain that you need an additional driver other then the ones
supplied with NVDI.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4745. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 14:07:09 UTC
From: Ireneusz Pelech <irekp@cuprum.com.pl>
Message-ID: <9s0tn3$dn5$1@news.tpi.pl>
Source record: 40663

Hi

It's not the game, but you have right it is fullscreen application. This is my first BIG programme for BIG Atari (in this moment only for Atari TT or Falcon 030).

Thank for help.

Everything is already OK.

--
Regards
Monsoft

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

Pokemona zlap za pompona ;)
Uzytkownik "SWE/YesCREW" <jvalant@m42.cx> napisal w wiadomosci news:Pine.MNT.3.96-MiNT.1011031202358.227A-100000@localhost...
On Wed, 31 Oct 2001, Ireneusz Pe&#65533;ech wrote:

> I have quastion,
>
> How I can redraw desktop after end my programme. In single tos everything is
> OK, but in MagiC or MiNT desktop is not refresh (screen still show screen of
> my programme).
>
> I write my programme in GFA BASIC.
>
> I hope that ALL understand my, because my English is still bad ;)

Hi

I guess u dont do GEM program, but some fullscreen app, maybe game? In that case u need to get and save physical and logical screen bases on begining of your program and move actual screen adress to another location untill u exit application.
If u dont do that, you will draw on same screen as system did before and u loose draw content (usualy u need to redraw screen manualy after u quit)

You can save actual physical and logical screen adresses like this:

old_physbase%=xbios(2)
old_log_base%=xbios(3)

Now, when you have that saved (for restoring later), you need to set new screen adressess:

~xbios(5,L:new_physbase%,L:new_logbase%,-1)

new_physbase% and new_logbase% are adresses where u want to move screen for your application. It is smart that u reserve those before. U can use DIM and VARPTR for that etc.. For quick test, new_physbase% and new_logbase% can be just old_physbase% and old_logbase% + 34000 (screen size on ST)
All text and drawing will be now done there. U can now do whatwer u do in your apps. When u quit your program, u must set screen to old adresses!! Again use xbios 5 (setscreen):

~xbios(5,L:old_physbase%,L:old_logbase,-1)

That shold do the trick.. Also that way u will prevent that apps "under" yours will pop out...

Janez

4746. Any Prospero users here?

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 14:20:22 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9s0ube$n5n$06$1@news.t-online.com>
Source record: 40665

Hi everyone.

I'm looking for owners of Prospero software products (e.g. Prospero C, Prospero Pascal etc.). I recently contacted Prospero and asked them if they would let me distribute their old ST programs on my website for free. Unfortunately I don't have any Prospero programs anymore. If you own a Prospero product please contact me.

Thanks,
Matthias

--
Atari Up-to-Date-List
http://www.atariuptodate.de
ST-Computer Archive
http://www.stcarchiv.de

4747. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 14:41:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be3fb9a192131@madasafish.com>
Source record: 40733

Hi Henk!

>> Yeah, try emulating a 68882 and DSP at a good speed on a PC :)
>>
>
>Apart from the DSP,
>isnt PC floating point IEEE754 (I dont know the exact number by head, I mean of
>course the same standard as the 68882)?
>In that case just executing the linef opcodes Intel native would make the
>emulator many, many times faster than a real 68882.

All I know is that there is a standard for Motorola.

>Well, that is what I expected when I bought Tos2Win. Big disappointment. :-(

I also know that all the emulators I've seen for PCs have dreadful FPU
times compared to, say a CT2 with FPU@50Mhz.

--
Lyndon Amsdon

4748. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 15:14:28 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011103151206.288A-100000@localhost>
Source record: 40664

On Sat, 3 Nov 2001, Ireneusz Pelech wrote:

> Hi
>
> It's not the game, but you have right it is fullscreen application. This is
> my first BIG programme for BIG Atari (in this moment only for Atari TT or
> Falcon 030).
>
> Thank for help.
>
> Everything is already OK.

OK, glad to hear that!

4749. PC Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 15:27:25 UTC
From: Matt Slaughter <SlaughterMS@hotmail.com>
Message-ID: <x1UE7.257995$Xz1.56759085@news1.rdc1.md.home.com>
Source record: 40667

Where can I find info on connecting a PC hard drive to my ST. (if it's possible)

Thanks adv.

Matt

4750. Re: Need GOOD docs on the XIMG file format

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 15:35:30 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0111030735.c100875@posting.google.com>
Source record: 40668

http://www.fortunecity.com/skyscraper/apple/308/html/appendc.htm

g.goebertus@chello.nl (DrAmbient) wrote in message
news:<3be2fc86.19600797@news.ams.chello.nl>...
> Hi all,
>
> I spend a lot of time searching the internet for good docs on the ximg
> format, but found only bits and pieces.
> So, the compression method is still a mystery to me.
> Can somebody help?
>
> Thanks.
>
> Guido

4751. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 16:48:54 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9s175m$24p$1@snipp.uninett.no>
Source record: 40670

Flowers 'n' Fliers <jaju@azob.quik.com> wrote:

> This can't possibly be a TT030, can it? I more expect it to be a Medusa or
> Milan machine.

I'm not sure about how much RAM a TT can handle, but it's atleast 256Mb.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

4752. Re: PC Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 17:08:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <kxVE7.5393$sD3.1787735@news2-win.server.ntlworld.com>
Source record: 40671

Hello.

"Matt Slaughter" <SlaughterMS@hotmail.com> wrote in message
news:x1UE7.257995$Xz1.56759085@news1.rdc1.md.home.com...
> Where can I find info on connecting a PC hard drive to my ST. (if it's
> possible)

Where are you?

SCSI is already possible, if you mean IDE I should have some IDEal
interfaces for the STE soon,

Barrie at Keychange.

barrie@keychange.co.uk

4753. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 18:39:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c0@madasafish.com>
Source record: 40603
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard!

>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.
>
>I'm hoping for something free, or at least cheap. Is anything like this
>available?
>
>A program which could be used to draw schematics would also be nice, but
>the most important thing is to be able to draw circuit boards.

I bought Scooter which is nice. I bought it from Peter West IIRC which
can converted to English with a nice fat English manual. It runs on any
Atari and clone and cost me around ï¿½50 or 150DEM. It is also available in
its native language, German. A demo can be got from chapelie AFAIK. It
works very nicely, I sometimes use it in black and white or 4 colours as I
can squeeze a higher resolution out of the Falcon this way. It also works
OK under multitasking.
--
Lyndon Amsdon

4754. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 20:12:51 UTC
From: tos4ever@pandora.be
Message-ID: <1f2beoy.5gql281bsbiroN%tos4ever@pandora.be>
Source record: 40672
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v2.zip (509.673 bytes)
(ST emulator for pc)

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2-1-i386.tar.gz (327.071 bytes)
(ST emulator for X)

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/vw68000.zip (399.541 bytes)
(multi-format viewer)

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka111.zip (843.858 bytes)
( Grapheur 2D,Modeleur 3D
2D Graph Describer, 3D Modeller)

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/diskindx_245.zip (941.089 bytes)
(superb prg to make indexes of floppies, harddisk, cd's, etc.. German only)

ftp://chapelie.rma.ac.be/atari/utilities/first_million_euro_4.7.0.zip (425.000 bytes)
(Book keeping prog. German only)

ftp://chapelie.rma.ac.be/atari/utilities/gene_203-all.zip (718.593 bytes)
(draw and print genealogics trees
(ascendances, descendances and biscendances))
```

4755. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 20:22:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004882959.89893.1@hebe.uk.clara.net>
Source record: 40681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Peter

> The TOS in the STE is hosted on two 28 pin PROMs. I have the newest v2.06
> TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
> But it does not work. The Operating System does not boot up, but bombs
> repeatedly one second into the process.
> What am I missing here?

There are some wire links that need transposing, they are near the chips,
did you do that?.

> > Also, can I use a 1.4 MB diskdrive straight away or do I need the Atari
AJAX
> chip with 16MHz clock upgrade?

Its not that simple, you also need some logic to switch clock rates and step
rates.

> I once had the program XOR (Caged Artist), presumably in a cracked version
> 1.53. Do anybody in this NG have this program?

Cracking isn't treated very lightly in here.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4756. Atari sponsor Lyon's football shirts...??

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 20:35:56 UTC
From: 100550.3170@compuserve.com
Message-ID: <3be430ea.4867760@news.freeuk.net>
Source record: 40673

I haven't been here for a long time, but still have a 4Mb STF... so
was curious to know which product/company using Atari name and logo as
sponsor to the French football club Lyon as seen in Champions League
this season??

Cheers if you know.

Mark
UK

4757. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 20:43:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004882962.89893.2@hebe.uk.clara.net>
Source record: 40682

Harry baby!!!!>

> >>>>> Now for everyone who would like to see Prospero's products
> >>>>> released - they are still active:
> >>>>> http://www.prosperosoftware.com/
> >>>> HiSoft also used to sell HighSoft Pascal (but they didn't write
> >>>> it) - they may have some copies left...
> >>> I didn't think they existed anymore dude.
> >> Am I that out of date? I thought they were still active at their
> >> Hisoft website... they had some offers the last time I looked (a
> >> while back...)
> > I've not checked there website since I last saw it announce HiSofts
> > demise, I'll pop another window <pit> open and look.
>
> I've been cleaning out my hotlist and checked out the HiSoft site.
> You're right - no mention of Atari at all B^<

I also checked, and what was there was not our old friend.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4758. Re: An interesting new product from... Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-11-03 20:49:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004882966.89893.3@hebe.uk.clara.net>
Source record: 40683

Hi Jared

> It doesn't exist, but I think it could be a decent selling product.
> Something to start the "new Atari" off with, if Atari (as a company) ever
> came back.

Have you skipped your medication again.

> I've got some drawings and ideas on paper.

Bank managers arent impressed by crayon drawings.

> I have the shape of it sketched out and what it does. It's got two
incarnations. One for kids and teens.
> And the other, for adults.

And which one reminds you of your childhood.

> Right now it has the same name for both incarnations, but I think it would
best be varied with Jr. (kids/teen
> version) and Professional (adult version).

Well, my latest toy is a 2 GigHZ P4 with 512Meg of memory and a 60Gig Hard
drive, so you'l have to beat that to sell one to me..

> Kinda fun...

You should try masturbation!!.

--

Steve. S.

4759. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 00:02:49 UTC
From: ptonthat@club-internet.fr
Message-ID: <9s20j9$1rh$1@front2m.grolier.fr>
Source record: 40674

On 3 Nov 2001 14:41:01 +, "Ireneusz Pe&#65533;ech" wrote:
>Yes, but FORM_DIAL will not remember whole screen.

You mean the menu bar? I think with the correct
x, y, width and height in FORM_DIAL, you'll have
the whole screen.

One of the GEM "rules" for clean apps is not to write
in the menu bar.

Bye

Pierre

4760. Re: Gfa Basic problem

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 01:21:50 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BE49848.61CB00D@chello.nl>
Source record: 40675

"Ireneusz Pei¿½ech" wrote:
>
> Yes, but FORM_DIAL will not remember whole screen.
>

That is true.

form_dial(3, 0,0,0,0, 0,0,screenwidth,screenheight)

will send redraw messages to every GEM app that has windows open
(including GEM itself).

The effect will be the same as remembering the whole screen.
That is, if you were the only untidy application present. ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4761. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 02:20:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9s28lj$327$1@thorium.cix.co.uk>
Source record: 40676
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>, syntax.error@line.22 said:

>On Tue, 30 Oct 2001, Steve Sweet wrote:
>
>> Do you pay by the second for your IP use Lonny?.
>
>No. Also I do not want to get into the same stupid arguement again.
>So do not single me out. I only have one comment further and I'll
>ignore this thread. If your news program cannot surf headers and you
>are forced to read every msg, I suggest you upgrade you program or
>move to a new platform with a better news reader. I surf headers
>on my old Atari, I'm baffled why someone who pays by the second
>does not...

I can tell you why: Because generally it costs more that way *and*
wastes considerable time! I used to download headers only, but
found that a) it took ages to look through and select them, b) I
probably wanted to download most of them anyway as the headings
weren't clear enough to make a decision on and c) it then needed a
separate blink to get the posts - so at least another phonecall or
wait until the next blink, which may not be till a day or so
later. So I decided that a full download was preferable.

On the matter that started all this, strictly speaking Steve is
right as commercial ads are banned in private newsgroups by the
RFCs, I think. Personally I don't mind seeing Ben's adds now and
then, but not every week (at one time he used to post it twice!)
and not at such length. I think it would be better if he posted
either a summary, or just a link to a web page with perhaps a few
highlights of what's new. Just my 2 cents worth!

Regards, /Peter/

4762. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 02:42:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1004874202-50931AEicMi@gmx.net>
Source record: 40678

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Fri, 2 Nov 2001 17:00:45 -0700

Hi Jared,

>Are you telling me the "monster" you say is so thoroughly expanded upon
>with... 128Mb of RAM?!? Som-be! (S.O.B., just pronounced a tad different)
>
>This can't possibly be a TT030, can it?

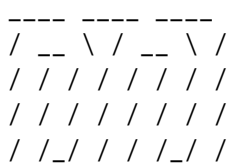
Why can't it possibly be a TT030?
All that's needed is a Magnum TT memory board (plug and play) and a couple of EDO SIMM's. The Magnum board can be expanded up to 256Mb.
And that's only the start: To add a graphic card all one needs to do is shove it in the VME port. You want ethernet? shove a Riebl card in the VME port and you're in business. Hard disks, CD-R, CD writers, CD-RW writers, tapestreamer, removables, card reader, scanner etc... are no problem at all as long as these have a SCSI connection and there is a suitable driver available... if you want to connect that lot and run out of usable SCSI ID's then there's still the DMA port which allow another seven units to be connected with a little help from the LINK '97.
And there's more to come... the 4 serial ports can be used to attach a modem, a serial mouse, graphic tablet and a serial printer. Assuming someone has also connected a Atari laser printer to the DMA port he's able to use three printers at once (there are several apps which can do this). I assume you know what can be attached to the MIDI ports and Romport?
I nearly forgot to mention the STarTrack audio card!! this card beats the crap out of a Falcon, and since it has a VME port can also be used in the MegaSTE and that dreadfull Hades <grin>.

I admit that the example is a little "over the top", but it really wouldn't surprise me one little bit to hear that somewhere out there a dedicated Atarian is working with a more or less similar setup. Remove a couple of the SCSI units and the same can be done on a MegaSTE, expanding the Falcon is a little more difficult since it has no VME port, but you should know by know that Atarians are inventive people :-)

I realise that the question if "the monster" could possibly be a TT030 isn't answered yet but I hope you realise now that it's not really important. You would truly be amazed to find out what kind of setups people are using here. Be it a MegaSTE, TT030, Falcon, Milan or Hades there's one thing we all got in common, when we boot the system, the very first thing we all see is the Fuji logo appearing on the screen, brightening up the day.

Cheers from Belgium
Dennis

--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4763. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 07:55:04 UTC
From: claytone@foxinternet.com
Message-ID: <3be4f458_1@news.foxinternet.com>
Source record: 40677

On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
>Sorry, all ST only, currently there are no TT or Falcon
>emulators available for any platform.

Does that mean that the highest version of TOS that any emulator will run is... 2.06? I was hoping to get an emulator to run 4.04, which is what my Falcon has. I tried using DISK_IMG.PRG to get the image from my Falcon, but STEem doesn't recognize it. Dang! Is Falcon emulation a problem because of hardware, TOS, or both?

Thanks,

Clayton Murray
Seattle, WA USA

4764. Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 11:51:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3be52ba0995f70@tripnet.se>
Source record: 40694

Don't know if this is old news (poor newsgroups feed) but anyway Okami
3.0 is now available from Jos den Beckers homepage at:

http://www.xs4all.nl/~josdb/okami.html

The version jump from 2 to 3 indicates a major rewrite of the program...

And yes, it is still an Atari program :-)

Hm, Jos den Becker earlier said the Okami project would not be worked on
any more. This looks like a kind of "inverted vapour ware" to me. Not too
common in the Atari world :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4765. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 13:41:09 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrn9uahb5.jd._Adam_@core.preferuje.luzik.pl>
Source record: 40679

In article <3be4f458_1@news.foxinternet.com>, Clayton Murray wrote:
> On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
>>Sorry, all ST only, currently there are no TT or Falcon
>>emulators available for any platform.
>
> Does that mean that the highest version of TOS that any emulator
> will run is... 2.06? I was hoping to get an emulator to run 4.04,
> which is what my Falcon has. I tried using DISK_IMG.PRG to get
> the image from my Falcon, but STEem doesn't recognize it. Dang!
> Is Falcon emulation a problem because of hardware, TOS, or both?

Falcon hardware is much more complex and therfore it is much harder to write
Falcon emulator.

Adam Klobukowski
atari@gabo.pl

4766. Re: Upgrade SCSI HD advice please.

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 14:04:05 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <3be54a10.1326692@news.zetnet.co.uk>
Source record: 40680

Since it is to go in an existing external drive box, replacing a
Quantum Maverick, I dont think there is room for an extra connector
Regards
Norm

On Fri, 2 Nov 2001 00:50:59 +0000 (UTC), sidcelery@cix.co.uk (Harry
Sideras) wrote:

>On 31 Oct 2001 20:13:51 , downthehatch@zetnet.co.uk wrote:
>> Thanks for all feedback, inc suggestion of buying thro' ebay.
>>
>> Never been to ebay until now, and there were several new Quantum 9Gb
>> SCSI drives (SCA ?) which are probably from the same seller at
>> around ?45.
>> Obvious queries, ebay OK? SCA?
>
>I don't think SCA is good. Make sure you check out any links to the
>manufacturers site for the spec, and ensure you get a 50-pin SCSI2
>drive.
>
>rgds
>H

Norm

(Please do not reply by email)

4767. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 14:15:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004883380.90770.1@hebe.uk.clara.net>
Source record: 40684
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Peter

<xlator@cix.compulink.co.uk> wrote in message
news:9s28lj$327$1@thorium.cix.co.uk...
> In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>,
syntax.error@line.22 said:
>
> >On Tue, 30 Oct 2001, Steve Sweet wrote:
> >
> >> Do you pay by the second for your IP use Lonny?.
> >
> >No. Also I do not want to get into the same stupid arguement again.
> >So do not single me out. I only have one comment further and I'll
> >ignore this thread. If your news program cannot surf headers and you
> >are forced to read every msg, I suggest you upgrade you program or
> >move to a new platform with a better news reader. I surf headers
> >on my old Atari, I'm baffled why someone who pays by the second
> >does not...
>
> I can tell you why: Because generally it costs more that way *and*
> wastes considerable time! I used to download headers only, but
> found that a) it took ages to look through and select them, b) I
> probably wanted to download most of them anyway as the headings
> weren't clear enough to make a decision on and c) it then needed a
> separate blink to get the posts - so at least another phonecall or
> wait until the next blink, which may not be till a day or so
> later. So I decided that a full download was preferable.
>
> On the matter that started all this, strictly speaking Steve is
> right as commercial ads are banned in private newsgroups by the
> RFCs, I think. Personally I don't mind seeing Ben's adds now and
> then, but not every week (at one time he used to post it twice!)
> and not at such length. I think it would be better if he posted
> either a summary, or just a link to a web page with perhaps a few
> highlights of what's new. Just my 2 cents worth!

That would do me fine Pete.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4768. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 14:43:09 UTC
From: ebaiz@skyenet.net
Message-ID: <1ucF7.43$V86.81705@newsfeed.slurp.net>
Source record: 40685

On 3 Nov 2001 11:12:54 -, "Phat Phlegm" wrote:
>can anyone recommend a good Atari emulator for the PC. It needs to be able
>emulate ST / STE, TT and Falcon and run under windows or as a standalone OS
>for a PC.
>
>I know its a little of topic but theres no Emulation NG for the Atari.

Pacifist is probably the best in my opinion...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4769. Re: PC Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 14:43:11 UTC
From: ebaiz@skyenet.net
Message-ID: <3ucF7.44$V86.81757@newsfeed.slurp.net>
Source record: 40686

On 3 Nov 2001 15:27:25 G, "Matt Slaughter" wrote:
>Where can I find info on connecting a PC hard drive to my ST. (if it's
>possible)
>
>Thanks adv.
>
>Matt

Is this a SCSI drive or an IDE drive? A SCSI drive is what most ST's
use and then you need a host adapter like the Link II to connect it.
That is what I use on my STe. Great product...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4770. Re: PC Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 14:50:05 UTC
From: Matt Slaughter <SlaughterMS@hotmail.com>
Message-ID: <xAcF7.260041$Xz1.57912346@news1.rdc1.md.home.com>
Source record: 40687

Thanks Barrie,

I'm in the U.S. I didn't know that(the ST having an SCSI interface). I have an old 1.2 gig IDE drive and was hoping to be able to connect it to my old atari 1040 ST.

Matt

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message news:kxVE7.5393$sD3.1787735@news2-win.server.ntlworld.com...
> Hello.
>
>
> "Matt Slaughter" <SlaughterMS@hotmail.com> wrote in message
> news:x1UE7.257995$Xz1.56759085@news1.rdc1.md.home.com...
> > Where can I find info on connecting a PC hard drive to my ST. (if it's
> > possible)
>
> Where are you?
>
> SCSI is already possible, if you mean IDE I should have some IDEal
> interfaces for the STE soon,
>
> Barrie at Keychange.
>
> barrie@keychange.co.uk
>
>
>

4771. Re: Need GOOD docs on the XIMG file format

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 15:09:05 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3BE55A11.5E0C7172@atari.pl>
Source record: 40688

DrAmbient napisaďż˝:
>
> Hi all,
>
> I spend a lot of time searching the internet for good docs on the ximg
> format, but found only bits and pieces.
> So, the compression method is still a mystery to me.
> Can somebody help?
>
> Thanks.
>
> Guido

http://sylvana.net/imgtools/uncompressed/READ.txt
http://sylvana.net/imgtools/uncompressed/
http://sylvana.net/imgtools/

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

F030: FPU/40, DSP/50, 16MB STRAM, CAC,
SCSI: HD 1GB, CDROM x6, IDE: HD 3GB - SVGA/SM124
1040STe: 4MB, 1040 STfm 1MB, 520 STm 4MB - TV/SM124
2x 65XE: XC12 - TV
Ibanez 595, handmade fretless bass,
oldschool acoustic bass, Hartke 1415

4772. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 15:15:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c3@madasafish.com>
Source record: 40604
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Marc-Antï¿½n!

>> Unfortunately there is nothing on the Atari that will convert a
>> schematic to a layout
>And what about CircuIT and RouteIT?
>AFAIR you can draw schematics and let them automatically convert to a
>layout.
>It were under the distribution of Maxon, I think.

Hmm, never heard of that one, but I know that Maxon made a lot of Atari
hardware stuff so it's comes to no surprise :)
--
Lyndon Amsdon

4773. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 15:23:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c5@madasafish.com>
Source record: 40605
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard!

>I looked up CADsoft on the web and did indeed find out that they had a
>program called Eagle, but (not unexpected) only for PCs.
>I then mailed them asking about the Atari ST version -if it's freeware,
>abandonware, shareware, commercial or whatever as their website said
>nothing about it.
>The reply I got was that there never was an Atari ST version (!!?!?!).

Eagle is a PC program, and IIRC R.Czuba uses it for the CT60 design.
--
Lyndon Amsdon

4774. Re: Problems with Mega ST Graphic Card

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 16:24:35 UTC
From: ian <ian@dotqr.com>
Message-ID: <1004891217.7921.0.nnrp-08.9e98e6ee@news.demon.co.uk>
Source record: 40690

Thanks - for the info. Ive been trying 'Crazy Dots' style configurations
with NVDI, so I will try NOVA - you never know. If anyone does
have any drivers for this card (nothing came with it) let me know.

Cheers
Ian.

4775. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 16:24:43 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-44B751.11235804112001@news1.coastalnet.com>
Source record: 40689

In article <1004874202-50931AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:
> Why can't it possibly be a TT030?
> All that's needed is a Magnum TT memory board (plug and play) and a
> couple of EDO SIMM's. The Magnum board can be expanded up to 256Mb.
> And that's only the start: To add a graphic card all one needs to do is
> shoveit in the VME port. You want ethernet? shove a Riebl card in the VME port
> and you're in business.

This has been an interesting discussion, but hope of any Atari
production revival is fantasy. There is some possibility that existing
Atari hardware may become collectable and increase in value. Better get
it while you can.

I still use my TT, It's a great computer, but why upgrade it when there
is so little new software. All the software I have works just fine in
6mb of memory.

How much money is a Magnum card? A graphics card? A Riebl card? Where
do you find this stuff? Not in the USA. The dealers are GONE from here.

You can buy a complete 1ghz PC for less than the current price of all
this upgrade stuff for a TT. For internet use, you can buy an old Mac or
PC for less than the price of a Magnum card alone for the TT. Since
Atari programs are small, any Atari software found on the internet can
be downloaded to a Mac or PC and transferred to the Atari via a floppy.

A 1040 ST, along with a color monitor can be found for less than $50,
and works for most of the great Atari games still not available on any
other platform. Many Atari games won't run on a TT, and those that will
usually won't run on the TTM monitor. I had a Falcon, and a lot of ST
programs wouldn't run on it either. If you want to run ALL Atari
programs, you're going to need three Atari computers.

I have not found any Atari emulator for my G3 Mac that works as well as
a real Atari. On NoSTalgia, the mouse acts like it is connected to the
cursor with a rubber band. What's the deal with that? Is Atari
emulation any better on a PC? I kinda doubt it.

Bill Freeman

4776. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 16:56:57 UTC
From: osian@zetnet.co.uk
Message-ID: <3be57359$0$29040@news.zetnet.co.uk>
Source record: 40691

On 2 Nov 2001 23:58:54 G, Henk Robbers wrote:
>Installing the newest kernel is always good. If you want to go back to multitos
>you dont need to change the kernel. You only change the GEM line in mint.cnf.

Out of interest, what would the GEM line be for MultiTOS? I must
admit I'm a bit confused. I thought MINTNP.PRG *was* MultiTOS, now
I've replaced it with MINTNP.PRG from FreeMint, so how can I keep
FreeMint *And* run MultiTOS?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4777. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 17:06:10 UTC
From: osian@zetnet.co.uk
Message-ID: <3be57582$0$29041@news.zetnet.co.uk>
Source record: 40692

At first glance, PhotoTip is not happy with XaAES - it says "Please
install Auto folder program WDIALOG", but I assure you it is there!

May be something to do with the Auto folder order, but I've spent all
day configuring XaAES, Mint, rebooting, disabling things, rebooting,
renabling things, rebooting etc! So I've had enough for tonight...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4778. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 17:09:43 UTC
From: Ctirad Fertr <phanatic@volny.cz>
Message-ID: <9s3t34$2bui$1@news.vol.cz>
Source record: 40693

> Humm I'am not sure, look the actual results, lot of emulators exists
> under PC, if the remove displays tests (no good for CPU tests) for an
> X86 clocked to 500 MHz the average speed is just 2X my 030 at 50MHz
> (F030/CT2). The old 68020 emulator of Apple, and the same frequency
> (a PPC at 500MHz) the average gain is 10 X like the frequency ratio
> with my F030/CT2.

Apple's 68k emulation uses dynamic recompilation, also called JIT, which is usually 5x or even 10x faster than conventional emulators. There is not any PC emulator which uses DR/JIT, so please stop to compare uncomparable things.

> For me if you want the same results than the 1st mac PPC (today 500MHz),
> you need a minimum of a X86 to 2,5GHz and maybe 5GHz for mp3 decoding.

Not true. I made some speed tests of Aranym (http://aranym.atari.org) on my machine (Athlon 750@915Mhz with plain SDRAM) and it seems to be fast enough for mp3 decoding (just watched at % numbers, sound is not implemetnet yet). Aranym uses modified 68040+FPU core from BasiliskII, JIT is not implemented yet. Since it is totally unoptimized alpha version written fully in "C", the speed results are very impresive. I tested mp3 encoding (Aniplayer+Lame_060.slb under Mint) and it takes 189 secs for encode of 27 secs of music. I don't know how fast is it related to real 68060 based machine, but I think it's probably same fast or even faster. Anyway, It's 30 times faster than my Falcon with FPU.

> For me emulation is _NOT_ the solution.

Well, the 68k family of processors is dead. The fastest one, the 68060, is still slow for many tasks. Thinking about DVD, DivX or at least VCD ? Dream on. If you want a faster CPU, then you must move to another line of CPUs and it means emulation.

Of course the 68k emulation is not the goal, but only the first step. Then we can use native power of the new CPU. We can start with native compiled .SLB libraries for MPEG1/2, DivX, Lame enc, etc. and finish with fully native TOS compatible OS which has built-in 68k emulation and is capable to run old apps from orignal Atari simultaneously with newly compiled native ones.

regards,

Ctirad

P.S. Sorry to all native english people, my grammar is probably very bad. I hope you uderstand ;)

4779. Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 18:43:24 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be58c48$0$57585$edfadb0f@dspool01.news.tele.dk>
Source record: 40695

Hi

I do not understand the following
I have an Atari STe with a SCSI link running a 2GB Seagate ST32430N Hardisk
using Uwe Seimets HDdriver v7.7.

No matter what I do the HDdriver utility will only format the Harddisk up to
one gigabyte. Am I missing something here?

--
Adios
Peter Feddersen

4780. 1040 with NO Mouse !!!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 19:02:35 UTC
From: Dehli <bd+NoSpam@tvspil.dk>
Message-ID: <3be59030$0$265$edfadb0f@dspool01.news.tele.dk>
Source record: 40696

I got a Atari 1040 STf but no mouse. Can I use any other mouse than Atari's original ???

Thanks
Brian Dehli
www.tvspil.dk/videogames

4781. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 19:14:00 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1004910130-985575AEicMi@xs4all.nl>
Source record: 40703

Does anyone know what "fatal error in gemdos" means? I
get the message when I try to load an certain
adjustment in Xenormorph (render program)....

I hope that someone has a answer to this.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

4782. Re: Need GOOD docs on the XIMG file format

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 19:47:42 UTC
From: g.goebertus@chello.nl
Message-ID: <3be594da.27415296@news.ams.chello.nl>
Source record: 40697

On 3 Nov 2001 07:35:30 -0800, maraka@atari.net (D Galvez) wrote:

>http://www.fortunecity.com/skyscraper/apple/308/html/appendc.htm
>
Yes I know. Lots of info, but not very clear (imo).

Example: this is part of an .img file I like to decode and show on the
screen. According to the header compressed image data starts here
(image= 639 * 399, 8 planes and saved with graftool):

```
ff 04 52 52 52 52 52 52
52 50 52 52 52 52 52 50
80 02 0f ff a0 80 04 ff
f8 7f ff a8 80 02 ff e0
50 00 00 ff 04 52 52 52
52 52 50 80 02 08 00 20
80 04 00 08 40 00 28 80
02 00 20 50 80 08 00 02
```

etc...(btw. saved with vision it looks different)

I simply have no clue what happens here.
The actual images starts with 4 black scan lines.
Can someone please explain what happens here?

Guido

4783. Re: Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 20:09:36 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3be5a48a6ff0560@free.fr>
Source record: 40700

Hello,

in article <3be52ba0995f70@tripnet.se> (comp.sys.atari.st)
Kenneth Medin wrote on Sun 04-11-2001 11:51 (GMT):

> Don't know if this is old news (poor newsgroups feed) but anyway Okami
> 3.0 is now available from Jos den Beckers homepage at:

Great news, isn't it ? :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

4784. Re: Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 21:18:41 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrn9ubc50.19v._Adam_@core.preferuje.luzik.pl>
Source record: 40702

```
In article <3be5a48a6ff0560@free.fr>, Pascal Ricard wrote:
> Hello,
>
> in article <3be52ba0995f70@tripnet.se> (comp.sys.atari.st)
> Kenneth Medin wrote on Sun 04-11-2001 11:51 (GMT):
>
>> Don't know if this is old news (poor newsgroups feed) but anyway Okami
>> 3.0 is now available from Jos den Beckers homepage at:
>
> Great news, isn't it ? :-)
>
> Bye,
> /Pascal/
>

I would like to use Okami 3.0 with nntp server, how can I do it?
(I mean, how should I configure it)

Adam Klobukowski
atari@gabo.pl
```

4785. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 22:40:51 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BE5C40C.F46C5387@chello.nl>
Source record: 40704

Hi

Lyndon Amsdon wrote:
>
> Yeah, try emulating a 68882 and DSP at a good speed on a PC :)
>

Apart from the DSP,
isnt PC floating point IEEE754 (I dont know the exact number by head, I mean of course the same standard as the 68882)?
In that case just executing the linef opcodes Intel native would make the emulator many, many times faster than a real 68882.

Well, that is what I expected when I bought Tos2Win. Big disappointment. :-(

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4786. Re: Any attempt at an Atari Revival is

Newsgroup: comp.sys.atari.st
Date: 2001-11-04 22:50:47 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3be5c647$0$29039@news.zetnet.co.uk>
Source record: 40705

On 2 Nov 2001 07:41:46 +, Dennis Vermeire wrote:
>From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
>Date: Thu, 1 Nov 2001 09:39:16 -0700
>
>Hi Jared,
>
>>The size of the community has only shrunk because the company they
>>followed after was stabbed in the back!
>
>The size of the community was already shrinking with large numbers back in
>1991 due to Atari turning a blind eye to what their customers wanted. You
>may not like the next bit that's coming but here we go anyway:
>
>IMO one of the reasons Atari didn't survive is because it was an US based
>enterprise, which sold products that were higly successfull in Europe but

My memory of Atari's (lack of) progress agrees with Dennis's hard summary.
More's the pity.

Charles.

4787. Re: Atari sponsor Lyon's football shirts...

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 01:13:33 UTC
From: swampfax@atlantic.net
Message-ID: <1JlF7.22$9O6.28088@news1.atlantic.net>
Source record: 40708

On 3 Nov 2001 20:35:56 G, MG wrote:
>I haven't been here for a long time, but still have a 4Mb STF... so
>was curious to know which product/company using Atari name and logo as
>sponsor to the French football club Lyon as seen in Champions League
>this season??
>
>Cheers if you know.
>
>Mark
>UK
>.

Hi Mark,
I hear that it is Infogrammes who has the Atari name to sell their
own products (a boost for sales!).
John G.

4788. Re: Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 01:25:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9s4ppo$7kt$1@thorium.cix.co.uk>
Source record: 40706

In message <3be58c48$0$57585$edfadb0f@dspool01.news.tele.dk>, fedder@hotmail.com said:

>I do not understand the following
>I have an Atari STe with a SCSI link running a 2GB Seagate ST32430N Hardisk
>using Uwe Seimets HDdriver v7.7.
>
>No matter what I do the HDdriver utility will only format the Harddisk up to
>one gigabyte. Am I missing something here?

First off you should not need to format the drive at all, but only
partition it. I suspect that you haven't partitioned it, and/or
are using a normal filesystem. TOS can't access partitions larger
than 1 GB. MagiC or MiNT with FAT32 partitions have almost no limit.

Regards, /Peter/

4789. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:06:58 UTC
From: Mod
Message-ID: <1004926021.19673.1@demeter.clara.net>
Source record: 40707
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004883380.90770.1@hebe.uk.clara.net...
> Hi Peter
>
> <xlator@cix.compulink.co.uk> wrote in message
> news:9s28lj$327$1@thorium.cix.co.uk...
> > In message <Pine.MNT.4.31.0110310437170.118-100000@Hades060>,
> syntax.error@line.22 said:
> >
> > >On Tue, 30 Oct 2001, Steve Sweet wrote:
> > >
> > >> Do you pay by the second for your IP use Lonny?.
> > >
> > >No. Also I do not want to get into the same stupid arguement again.
> > >So do not single me out. I only have one comment further and I'll
> > >ignore this thread. If your news program cannot surf headers and you
> > >are forced to read every msg, I suggest you upgrade you program or
> > >move to a new platform with a better news reader. I surf headers
> > >on my old Atari, I'm baffled why someone who pays by the second
> > >does not...
> >
> > I can tell you why: Because generally it costs more that way *and*
> > wastes considerable time! I used to download headers only, but
> > found that a) it took ages to look through and select them, b) I
> > probably wanted to download most of them anyway as the headings
> > weren't clear enough to make a decision on and c) it then needed a
> > separate blink to get the posts - so at least another phonecall or
> > wait until the next blink, which may not be till a day or so
> > later. So I decided that a full download was preferable.
> >
> > On the matter that started all this, strictly speaking Steve is
> > right as commercial ads are banned in private newsgroups by the
> > RFCs, I think. Personally I don't mind seeing Ben's adds now and
> > then, but not every week (at one time he used to post it twice!)
> > and not at such length. I think it would be better if he posted
> > either a summary, or just a link to a web page with perhaps a few
> > highlights of what's new. Just my 2 cents worth!
>
> That would do me fine Pete.

Now i can add arse licker to tight fisted git.

Who says that commercial ads are banned ?

Get a life you sad muppet.

Anyone that supports the platform should be welcomed as a valued contributor.

4790. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:13:52 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <ABmF7.5287$a64.1180124176@newssvr30.news.prodigy.com>
Source record: 40709
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mod <@> wrote in message

>Get a life you sad muppet.
>
>Anyone that supports the platform should be welcomed as a valued
>contributor.

Hey leave the Muppets out of this! I happen to love them!
Mo

4791. Looking for the name of an Atari ST game

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:16:01 UTC
From: "Gavin S. Black" <gav@hometel.com>
Message-ID: <cgiF7.34550$DT1.1800413@sjcpnn01.usenetserver.com>
Source record: 40701

I used to own an Atari ST with a handful of games for it. One in particular that I didn't beat has been bugging me. In the game you were a ninja going around collecting potions and had to fight other ninjas to get them. I have no clue as to the name of this game, and if anyone has a clue as to the title it would be much appreciated.

Thanks,

Gavin S. Black(gav@hometel.com)

4792. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:35:44 UTC
From: Mod
Message-ID: <1004927740.12238.1@eos.uk.clara.net>
Source record: 40710

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1004446724-144820AEicMi@gmx.net...
> From: "ccc---" <NOSPAMccc@dieterkoenig.at>
> Date: Sun, 28 Oct 2001 10:20:28 +0100
>
> Hi Dieter,
>
> >Ever thought in the other direction?
> >Maybe some people in here benefit from his offers, maybe they find XL/XE
or ST
> >stuff they couldn't find anywhere else or for much higher prices on
ebay!?
>
> Ofcourse there are people here that benefit from his offers, but finding
his
> website or stuff he's offering isn't very difficult at all. I haven't seen
one
> search engine yet which fails doing this, a potential customer can be
informed
> whenever Bravo Sierra has new bargains by subscribing to their
mailinglist. And
> the argument that the Sierra Bravo prices are reasonable is not a very
strong
> one considering that only a very small portion of the weekly two postings
are
> devoted to products and pricing.
>
> >So let him post here.
>
> You do realise that this means opening the Pandora box?

Is that your new pet name for Steve ?

> You can't allow one dealer to spam here and flame another one for doing
exactly
> the same thing.

Ah. The upholder of everything almighty.

> From a dealers viewpoint a newsgroup is an ideal target, there's
> no better way to reach potential customers. He can reach us without any
efforts
> and compared to the traditional methods it's even free. Luckily most of
the
> dealers have the common sense and decency not to spam here, can you

imagine the
> traffic here if all the dealers and so called dealers started spamming
here on
> a regular base?

You sad muppet. How many dealers are left? How many of the dealers can
afford
to waste money on main stream advertising that at the end of the day the
cost is
passed onto the customer. What's your next argument ? Toooooo expensive?

If the platform represented cutting edge technology and commanded a hugh
audience then
what you say would be valid. However this is not the case and the remaining
users should
welcome anyone willing to participate in the group.

> Do you really want a filter list that's a mile long? :-/

Get a life muppet. A mile long?
Just how popular do you think the platform is. What year do you live in?

>
> There are many Atari webpages that have links to dealers, and if a dealer
has
> something to sell that really is rare or interesting he can always report
it to
> forums like ATOS, MyAtari, MagiCOnline etc. If it really is interesting
I'm sure
> they will announce it and even devote an article about it. If Sierra Bravo
would
> follow that route instead of treating us to the weekly two spam postings
here,
> there wouldn't be any reason for Steve to get upset in the first place.
For what
> it's worth I fully agree with Steve. Sierra Bravo has been spamming here
for
> years now, if there's one certainty in life, it's those two postings
appearing
> here every week like clockwork.

Just because you are obviously in 'love with Steve you don't have to agree
with
everything he posts. Why you deem it necessary to suddenly pick on someone
who has been posting here for years only you know (PMS?).

> Following yours and other posters in this thread
> their reasoning we soon will be treated to an avalanche of spam..

I am sorry to say but you really are full of it. What avalanche of SPAM?

> IMO instead of defending this behaviour we should all stand up against it.
>

We already know that your opinion wouldn't even be printed on toilet paper.

> I noticed that your emailadress contains a spam blocker, so you object to
spam
> in your mailbox, but it's OK in your favourite newsgroup? that's a very
weird
> attitude if you ask me :-/
>
> Cheers from Belgium
> Dennis

Excuse me but i am now going to throw up. Belgium ! Hugh!
So that's explains where your attitude comes
from.....

4793. Re: SV: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:39:09 UTC
From: Mod
Message-ID: <1004927957.20519.1@demeter.clara.net>
Source record: 40711

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004552366.30341.2@demeter.clara.net...
> Hi Dennis Vermeire
>
> > I noticed that your emailadress contains a spam blocker, so you object
to
> spam
> > in your mailbox, but it's OK in your favourite newsgroup? that's a very
> weird
> > attitude if you ask me :-/
>
> It seems he's suffering from hole-in-foot syndrome.
>
>
> --
>
>
> Steve. S.
>
>

It makes a change from Sweet in Dennis then.....

4794. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:41:15 UTC
From: Mod
Message-ID: <1004928073.8694.1@eurus.uk.clara.net>
Source record: 40712
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mo" <mygranny@swbell.net> wrote in message
news:ABmF7.5287$a64.1180124176@newssvr30.news.prodigy.com...
>
> Mod <@> wrote in message
>
> >Get a life you sad muppet.
> >
> >Anyone that supports the platform should be welcomed as a valued
> >contributor.
>
>
> Hey leave the Muppets out of this! I happen to love them!
> Mo
>
>
>

Hey Kermit..... Is that YOU ?????????

4795. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:50:57 UTC
From: Mod
Message-ID: <1004928699.30155.1@hebe.uk.clara.net>
Source record: 40713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How Much 1p ?

Does it run IE 6 ?

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

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"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004882959.89893.1@hebe.uk.clara.net...
> Hi Peter
>
> > The TOS in the STE is hosted on two 28 pin PROMs. I have the newest
v2.06
> > TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
> > But it does not work. The Operating System does not boot up, but bombs
> > repeatedly one second into the process.
> > What am I missing here?
>
> There are some wire links that need transposing, they are near the chips,
> did you do that?.
>
> > > Also, can I use a 1.4 MB diskdrive straight away or do I need the
Atari
> AJAX
> > chip with 16MHz clock upgrade?
>
> Its not that simple, you also need some logic to switch clock rates and
step
> rates.
>
> > I once had the program XOR (Caged Artist), presumably in a cracked
version
> > 1.53. Do anybody in this NG have this program?
>
>
> Cracking isn't treated very lightly in here.
>
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

4796. Re: [ANN] Alice Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:51:15 UTC
From: Mod
Message-ID: <1004928702.30155.2@hebe.uk.clara.net>
Source record: 40714

How Much 1p ?

Does it run IE 6 ?

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"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004882962.89893.2@hebe.uk.clara.net...
> Harry baby!!!!>
>
> > >>>>> Now for everyone who would like to see Prospero's products
> > >>>>> released - they are still active:
> > >>>>> http://www.prosperosoftware.com/
> > >>>> HiSoft also used to sell HighSoft Pascal (but they didn't write
> > >>>> it) - they may have some copies left...
> > >>> I didn't think they existed anymore dude.
> > >> Am I that out of date? I thought they were still active at their
> > >> Hisoft website... they had some offers the last time I looked (a
> > >> while back...)
> > > I've not checked there website since I last saw it announce HiSofts
> > > demise, I'll pop another window <pit> open and look.
> >
> > I've been cleaning out my hotlist and checked out the HiSoft site.
> > You're right - no mention of Atari at all B^<
>
> I also checked, and what was there was not our old friend.
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
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>

4797. Re: An interesting new product from... Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 02:51:35 UTC
From: Mod
Message-ID: <1004928705.30155.3@hebe.uk.clara.net>
Source record: 40715

How Much 1p ?

Does it run IE 6 ?

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"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004882966.89893.3@hebe.uk.clara.net...
> Hi Jared
>
> > It doesn't exist, but I think it could be a decent selling product.
> > Something to start the "new Atari" off with, if Atari (as a company)
ever
> > came back.
>
> Have you skipped your medication again.
>
> > I've got some drawings and ideas on paper.
>
> Bank managers arent impressed by crayon drawings.
>
> > I have the shape of it sketched out and what it does. It's got two
> incarnations. One for kids and teens.
> > And the other, for adults.
>
> And which one reminds you of your childhood.
>
> > Right now it has the same name for both incarnations, but I think it
would
> best be varied with Jr. (kids/teen
> > version) and Professional (adult version).
>
> Well, my latest toy is a 2 GigHZ P4 with 512Meg of memory and a 60Gig Hard
> drive, so you'l have to beat that to sell one to me..
>
> > Kinda fun...
>
> You should try masturbation!!.
>
>
> --
>
>
> Steve. S.
>
>

4798. Re: An interesting new product from... Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 04:55:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <jXoF7.504$yt7.32063513@news.incc.net>
Source record: 40716

If your IQ was actually larger than the number of letters in your name, I might actually have reason to counteract your reply, but I see it's pointless. You just don't "get it" (as a bunch of other also don't). Let me spell it out for you...

Atari = tree
developers = water
Atarians = branches

The tree has been cut down. Therefore, watering it is useless and the branches wither and die. A few "suckers" (new sapling growth from the base of the tree) have tried to grow from what is left of the stump, but without water, they die too.

If we plant a new tree, there is reason to water it and we should see new growth as well as possibly be able to graft some old branches to it. Success in this effort is primarily dependant upon how much help we get to plant the new tree in the first place and if the groundskeeper will let us do it.

If they don't, there is nothing we can do. But I'm willing to try... are you?

Jared

Steve Sweet wrote in message <1004882966.89893.3@hebe.uk.clara.net>...
>Hi Jared
>
>> It doesn't exist, but I think it could be a decent selling product.
>> Something to start the "new Atari" off with, if Atari (as a company) ever
>> came back.
>
>Have you skipped your medication again.
>
>> I've got some drawings and ideas on paper.
>
>Bank managers arent impressed by crayon drawings.
>
>> I have the shape of it sketched out and what it does. It's got two
>incarnations. One for kids and teens.
>> And the other, for adults.
>
>And which one reminds you of your childhood.
>
>> Right now it has the same name for both incarnations, but I think it
would

>best be varied with Jr. (kids/teen
>> version) and Professional (adult version).
>
>Well, my latest toy is a 2 GigHZ P4 with 512Meg of memory and a 60Gig Hard
>drive, so you'l have to beat that to sell one to me..
>
>> Kinda fun...
>
>You should try masturbation!!.
>
>
>--
>
>
>Steve. S.
>
>

4799. FA: USA: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 05:20:00 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9s57i0$7tl$0@206.230.189.22>
Source record: 40717

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293790255

a.. 14MB ram
a.. 2.1 GB 2.5" IBM Internal IDE hard drive
a.. External 4 or 8 speed Apple CD Drive
a.. 1.44mb floppy drive
a.. hard drive is loaded with MiNT OS
a.. TOS 4.04
a.. FPU
a.. Atari Mouse
a.. Newer Atari compatible mouse
a.. VGA Adapter

4800. Re: E-Book History of Atari for PDA

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 06:20:32 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111042220.23c07a32@posting.google.com>
Source record: 40718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8-bit,comp.sys.atari.advocacy

Daniel Dreibelbis <dreibel@sympatico.ca> wrote in message
news:<dreibel-2DF365.07141801112001@news.bellglobal.com>...
> In article <cf62e1fb.0110311459.7abb8e5b@posting.google.com>,
> psinclair@mac.com (Peter Sinclair) wrote:
>
> > > millions in the technology field know how to spell. Unlike you.
> > >
> > Millions don't including your friends...
>
> at least I have friends, TiFKAS. And bragging about not being able to
> spell shows how stupid you are

Who is bragging? This is usenet....Yoy still condemned many of your
fellow supporters..

> > > BTW, it's spelled "ridicule" . Come back when you've graduated
> > > remedial kindergarten....
> > >
> > I seriously doubt if there is a such a thing for remedial
> > kindergarten. Must be a 'Simpsons' fan..Just a wanna be Bart...
>
> ah, once again TiFKAS, having nothing to say, attacks the Simpsons.
> well, TiFKAS, seeing as Homer is now officially recognized in the
> dictionary, I think it shows well that they're respected in the culture.
> When will you be in the dictionary - when your picture appears next to
> "idiot"? :)

Should lighten up on trivial matters. Simpson's going strong at 10+
years...Will the show ever age?

> > > hmmm, not only can't TiFKAS spell, he also can't put together a
> > > coherent sentence! Having fun with your old friend Johnny Walker again?
> > >
> > >
> > I am not into whisky...Would explain your behaviour..
>
> not into alcohol, PERIOD. You, on the other hand, has spoken about
> drinking, hanging around in bars, and said that you specialized in
> college in "Pub 101".......

That was many solar systems ago. You do out grow it don't you.
Sctrictly a Sam A....

>> >
> > You never proved otherwise if the older software would not break.

> > PointCast was the lichpin of technology for the internet that could
> > not run on the ST hardware. Nice idea at the time. You failed to see
> > the point.
>
> hmmm, no, that's up to YOU to prove your claims, not me. Many Milan
> owners found quite the opposite.

Please name these many Milan users...Suspect nore more than the number
of fingers...
>
> You fail to see the point about PointCast - you brayed loud and long
> about how the technology would force Atari users from the net. Instead,
> Pointcast crashed and burned, and we're still here.

The technology was the beginning what you could do. Now there is
flash, java and more..Next...

>
> ah, once again TiFKAS attempts to attack the labourer as being
> unworthy. Remember, labourers and salespeople make a great part of an
> economy and their money buys computers - which means they pay you wages,
> pinhead.

You stated it not me. True, that these market segments power the
economy. To bad, that a greater precentge of their income goes to
taxes than the higher incomes who pay less. So who gets screwed? And
why nothing has changed?

Speaking of...Any up northers want a bat ball franchise that could be
extinct by next week? Imagine, the Up Norther Twins...

4801. Re: Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 07:19:45 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BE63D91.343326F6@seimet.de>
Source record: 40719

The Ox That Rocks schrieb:

> No matter what I do the HDdriver utility will only format the Harddisk up to
> one gigabyte. Am I missing something here?

I guess you are confusing formatting and partitioning. Formatting can
never be incomplete with SCSI drives because it is an atomic operation.
Note that the maximum partition sizes for TOS are limited. You should
consult the HDDRIVER manual and online help for more information on
these limitations, which are not imposed by HDDRIVER but by TOS.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4802. Re: Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 08:18:41 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be64b5c$0$25389$edfadb0f@dspool01.news.tele.dk>
Source record: 40720

Thanks for the answers!

Peter

"The Ox That Rocks" <fedder@hotmail.com> wrote in message
news:3be58c48$0$57585$edfadb0f@dspool01.news.tele.dk...
> Hi
>
> I do not understand the following
> I have an Atari STe with a SCSI link running a 2GB Seagate ST32430N
Hardisk
> using Uwe Seimets HDdriver v7.7.
>
> No matter what I do the HDdriver utility will only format the Harddisk up
to
> one gigabyte. Am I missing something here?
>
>
> --
> Adios
> Peter Feddersen
>
>

4803. Re: Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 09:06:25 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be65656$0$25400$edfadb0f@dspool01.news.tele.dk>
Source record: 40721

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BE63D91.343326F6@seimet.de...
> The Ox That Rocks schrieb:
>
> > No matter what I do the HDdriver utility will only format the Harddisk
up to
> > one gigabyte. Am I missing something here?
>
> I guess you are confusing formatting and partitioning. Formatting can
> never be incomplete with SCSI drives because it is an atomic operation.
> Note that the maximum partition sizes for TOS are limited. You should
> consult the HDDRIVER manual and online help for more information on
> these limitations, which are not imposed by HDDRIVER but by TOS.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

Hi Uwe
My manual is in german - and that is not my favourite language to read!
Thank you anyway!

Peter Feddersen

4804. Re: Need Hard Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 09:46:35 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0111051135570.19739-100000@hal.pp.fishpool.fi>
Source record: 40722

On Fri, 2 Nov 2001 progster@iname.com wrote:

> Hi. I'm recommissioning my old STacy for some music work, and I find
> that the hard drive has died. I'd like to buy, new or used, a working
> hard drive that I can install in the STacy. Advice as to what I could
> buy new, today, that would work is very welcome.

Any SCSI drive should work, but given the TOS version present in the Stacy (TOS 1.04), partition size can only be 256mb per partition (AFAIK).

Anyhow, using today's huge drives, this tends to mean either more than 4 partitions (which a lot of older software doesn't like) and part of the drives that exceeds the maximum size accessible by that old TOS version.

SOLUTIONS

1) Find a small SCSI hard-drive. About 1GB should be more than plenty.

2) Upgrade to TOS 2.06 - this one has a caveat, in that some music software behave stangely using this TOS version. For instance, Notator refuses to start on its ows, it must be started by Softlink.

CAVEAT

Disassembling the Stacy (and even worse, re-assembling it) is a real pain in the ass and quite honnestly best left to professional repairmen. Too many parts are interconnected in cumbersome ways, the LCD's wiring harness has WAY too short wires that hamper the assembly/disassembly procedure and they are so tiny that they can too easily be broken and certain parts sit WAY too close to the shield which adds to the risks of shorting components by accident. Definitely NOT for the faint hearted!

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

4805. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 10:45:03 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f2eat8.1ralxfifbybsoN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 40723

Ctirad Fertr <phanatic@volny.cz> wrote:

> Not true. I made some speed tests of Aranym (http://aranym.atari.org) on my

A 68040 emulator, great.

> machine (Athlon 750@915Mhz with plain SDRAM) and it seems to be fast enough
> for mp3 decoding (just watched at % numbers, sound is not implemetnet yet).
> Aranym uses modified 68040+FPU core from BasiliskII, JIT is not implemented
> yet. Since it is totally unoptimized alpha version written fully in "C", the
> speed results are very impresive. I tested mp3 encoding
> (Aniplayer+Lame_060.slb under Mint) and it takes 189 secs for encode of 27

With a short WAV 44,1KHz stereo of 8,5 seconds, on my Falcon/CT2B I need
5 mn for encode this file with the default settings in the MP3 box.
An Hades user reports 27,5 seconds for encode the same file (8,5 s).
So the hades seems 11X faster than my Falcon/CT2B and seems 2X faster
than your example, but maybe it's not true because it's not the same
file, and I haven't an Hades for verify myself.

> secs of music. I donï¿½t know how fast is it related to real 68060 based
> machine, but I think itï¿½s probably same fast or even faster. Anyway, Itï¿½s
> 30 times faster than my Falcon with FPU.

I have just encode the same wav unde my Falcon in normal mode in 896 x
608 x 16 colors, I must way 40 mn for encode the same file.
In 640 x 400 x 2 colors, I must wait 33 mn.
The library used was 68881 version.
In this conditions Hades seems a minimum 70 times faster than my Falcon
in normal mode, for just a 60/30MHz clock ;-) I must obtain better
results under the future CT60 with a 68060 overclocked at 80 MHz and the
SDRAM at the same frequency.

> > For me emulation is _NOT_ the solution.
>
> Well, the 68k family of processors is dead. The fastest one, the 68060, is

Not totally, there are the coldfire but it's another story.

> still slow for many tasks. Thinking about DVD, DivX or at least VCD ? Dream
> on. If you want a faster CPU, then you must move to another line of CPUs
> and it means emulation.

Please wait the CT60 results, today there are no 68060 card with SDRAM.
There are limits with a 68060 overclocked, but for me inside the Falcon
there are some interrestings features like decoding littles divx by the
68060 and play mp3 track by the DSP 56001 in the same time. The 1st

limitation is the Videl, not he 68060. And the videl is just used for
video, not mp3 encoding.

> Of course the 68k emulation is not the goal, but only the first step. Then
> we can use native power of the new CPU. We can start with native compiled
> .SLB libraries for MPEG1/2, DivX, Lame enc, etc. and finish with fully
> native TOS compatible OS which has built-in 68k emulation and is capable to
> run old apps from orignal Atari simultaneously with newly compiled native
> ones.

Humm, yes like the Coldfire project, maybe some programs.

> P.S. Sorry to all native english people, my grammar is probably very bad. I
> hope you uderstand ;)

Me yes ;-) because I have the same problems, this NG I don't know ;-)

Please continue your great project, I see it's not just for PC computers
;-)

Regards,

Didier.

--
☐Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

4806. Re: An interesting new product from... Atari!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 11:04:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004954806-616999AEicMi@ntlworld.com>
Source record: 40724

>From: "Mod" <@>
>Date: Mon, 5 Nov 2001 02:51:35 -0000

And your real name is? I could hazard a guess...

--
Regards,

Derryck Croker

4807. Re: Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 11:39:58 UTC
From: Jos den Bekker <josdb@xs4all.nl>
Message-ID: <3be674d48f08e4@xs4all.nl>
Source record: 40725

on Sun 04-11-2001 11:51 Kenneth Medin wrote:

>Don't know if this is old news (poor newsgroups feed) but anyway Okami
>3.0 is now available from Jos den Beckers homepage at:

Sorry you have to make this announcement here, Kenneth.
comp.sys.atari.announce sucks. I sent a message announcing the new
version almost a week ago, but it never appeared. I'll ignore that
newsgroup from now on.

>Hm, Jos den Becker earlier said the Okami project would not be worked on
>any more. This looks like a kind of "inverted vapour ware" to me. Not too
>common in the Atari world :-)

I'm not sure I know that "inverted vapour ware" means, but if I
remember correctly I said I don't have much time to work on Okami
anymore. As it happened, I had some unsuspected extra time to devote
to my "crazy projects", and here are the results. Hope you enjoy the
new features. But be prepared for a truckload full of bugs. Today I
uploaded version 3.0B-4. :)

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx

4808. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:35:08 UTC
From: Ctirad Fertr <phanatic@volny.cz>
Message-ID: <9s64n7$2nr$1@news.vol.cz>
Source record: 40726

> With a short WAV 44,1KHz stereo of 8,5 seconds, on my Falcon/CT2B I need
> 5 mn for encode this file with the default settings in the MP3 box.
> An Hades user reports 27,5 seconds for encode the same file (8,5 s).
> So the hades seems 11X faster than my Falcon/CT2B and seems 2X faster
> than your example, but maybe it's not true because it's not the same
> file, and I haven't an Hades for verify myself.

Well, the real 68060 has a very fast FPU unit. Aranym FPU is also fast, but as said, it's still unoptimised and it uses no MMX, SSE or 3Dnow!, only plain i386 code.

> In 640 x 400 x 2 colors, I must wait 33 mn.

I also tested in mono (Falcon) with longer WAV file, but got exactly the same result (ratio about 230:1).

> > Well, the 68k family of processors is dead. The fastest one, the 68060,
is
>
> Not totally, there are the coldfire but it's another story.

Coldfire are nice, but not fully 68k compatible.

> Please wait the CT60 results, today there are no 68060 card with SDRAM.

True, but you shouldn't expect too much from it. It probably will be much faster than Hades 060, but it will be still slow for smooth VCD (mpeg1 + Layer2 soundtrack) replay. I expect 8, maybe 10fps with current Aniplayer implemenatation and DSP for sound.

> There are limits with a 68060 overclocked, but for me inside the Falcon
> there are some interrestings features like decoding littles divx by the
> 68060 and play mp3 track by the DSP 56001 in the same time. The 1st

But people want to replay all DivX files, not only little ones.

> limitation is the Videl, not he 68060. And the videl is just used for
> video, not mp3 encoding.

Yes, that is another point. I think 68040/68060 based Atari without graphic card is nonsense.

regards,

Ctirad

4809. Re: PC Hard Drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:25 UTC
From: ebaiz@skyenet.net
Message-ID: <lSwF7.99$fB6.56165@newsfeed.slurp.net>
Source record: 40727

On 4 Nov 2001 14:50:05 G, "Matt Slaughter" wrote:
>Thanks Barrie,
>
>I'm in the U.S. I didn't know that(the ST having an SCSI interface). I have
>an old 1.2 gig IDE drive and was hoping to be able to connect it to my old
>atari 1040 ST.
>
>Matt

That should be already possible with an interface that Mario Becroft
built. Try his homepage at:

http://gem.win.co.nz

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4810. Re: Digital cameras

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:28 UTC
From: ebaiz@skyenet.net
Message-ID: <oSwF7.100$fB6.56112@newsfeed.slurp.net>
Source record: 40728

On 4 Nov 2001 17:06:10 G, Chris Simon wrote:
>At first glance, PhotoTip is not happy with XaAES - it says "Please
>install Auto folder program WDIALOG", but I assure you it is there!
>
>May be something to do with the Auto folder order, but I've spent all
>day configuring XaAES, Mint, rebooting, disabling things, rebooting,
>renabling things, rebooting etc! So I've had enough for tonight...
>

PhotoTIP worksgreat with N.AES and Mint....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4811. Re: Okami 3.0 available!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:30 UTC
From: ebaiz@skyenet.net
Message-ID: <qSwF7.101$fB6.56149@newsfeed.slurp.net>
Source record: 40729

On 4 Nov 2001 11:51:26 G, "Kenneth Medin" wrote:
>Don't know if this is old news (poor newsgroups feed) but anyway Okami
>3.0 is now available from Jos den Beckers homepage at:
>
>http://www.xs4all.nl/~josdb/okami.html
>
>The version jump from 2 to 3 indicates a major rewrite of the program...
>
>And yes, it is still an Atari program :-)

That is good news, thanks. I will download it and give it a try.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4812. Re: Problem with Uwe Seimets HD Driver v7.7

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:51 UTC
From: ebaiz@skyenet.net
Message-ID: <LSwF7.103$fB6.56065@newsfeed.slurp.net>
Source record: 40730

On 4 Nov 2001 19:43:24 +, "The Ox That Rocks" wrote:
>Hi
>
>I do not understand the following
>I have an Atari STe with a SCSI link running a 2GB Seagate ST32430N Hardisk
>using Uwe Seimets HDdriver v7.7.
>
>No matter what I do the HDdriver utility will only format the Harddisk up to
>one gigabyte. Am I missing something here?

I am sure Uwe will see this thread and give you a better answer, but
the only thing I can think of is that the 1gig limit may be a resulting
limit of regular TOS. If you are trying it under BigDos, Mint or Magic,
then I am not sure what the problem could be. I know I have formatted a
2 gig drive with HDDriver while under Magic (on my Hades060)....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4813. Re: 1040 with NO Mouse !!!

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:53 UTC
From: ebaiz@skyenet.net
Message-ID: <NSwF7.104$fB6.56077@newsfeed.slurp.net>
Source record: 40731

On 4 Nov 2001 20:02:35 +, "Dehli" wrote:
>I got a Atari 1040 STf but no mouse. Can I use any other mouse than Atari's
>original ???

Yes, you can use a serial mouse if you have Mario Becroft's adapter.
There is also some software that does the same thing, but I am not sure
how good it works. An Atari mouse is very cheap and is sold at most
places that sell Atari products...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4814. Re: Looking for the name of an Atari ST gam

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 13:54:55 UTC
From: ebaiz@skyenet.net
Message-ID: <PSwF7.105$fB6.56223@newsfeed.slurp.net>
Source record: 40732

On 4 Nov 2001 18:16:01 -, "Gavin S. Black" wrote:
>I used to own an Atari ST with a handful of games for it. One in particular
>that I didn't beat has been bugging me. In the game you were a ninja going
>around collecting potions and had to fight other ninjas to get them. I have
>no clue as to the name of this game, and if anyone has a clue as to the
>title it would be much appreciated.
>
>Thanks,
>
>Gavin S. Black(gav@hometel.com)

I believe the game you are describing is Ninja Mission. You pick up
potions, knives and throwing stars... Nice game, simple, but nice...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4815. Re: Problem with Uwe Seimets HD Driver v7.7 for TOS

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 19:30:41 UTC
From: kevin <kdermott@zetnet.co.uk>
Message-ID: <3be6e90d$0$29041@news.zetnet.co.uk>
Source record: 40734

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BE63D91.343326F6@seimet.de...
> The Ox That Rocks schrieb:
>
> > No matter what I do the HDdriver utility will only format the Harddisk
up to
> > one gigabyte. Am I missing something here?
>
> I guess you are confusing formatting and partitioning. Formatting can
> never be incomplete with SCSI drives because it is an atomic operation.

BLIMEY !!!!

4816. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 20:34:56 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.3af69f52.b8b816c2.ovanoni@icor.fr>
Source record: 40735
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello.
I use Platon for about 6 years. It can help you drawing PBC up to
6 layers, has a good library of chips (54xx series) and export
the schemes to industrial file format. You can of course print to
a standard printer. I forget some other things.
I bought it from APAK in Paris. I don't know if it is still
available. This soft runs only in ST monochrome high resolution.
Don't hesitate to mail me if you have some other questions.

Regards.

Dans le message <1f2edjw.gsr0ayyovxc0N%northstar2010@_____yahoo.no>
Hallvard Tangeraas a ï¿½crit:
>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.

>I'm hoping for something free, or at least cheap. Is anything like this
>available?

>A program which could be used to draw schematics would also be nice, but
>the most important thing is to be able to draw circuit boards.

>Hallvard
>--
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.notator.org>

--

--

Olivier VANONI
Mailto:ovanoni@PASDEPUB.icor.fr

Magic Hades 6.10 - Jinnee - WS 3.30c
Le tout Compatible ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

4817. Re: Pagestream Loading

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 21:32:19 UTC
From: nurmix@spam-free.com
Message-ID: <3be703f7.3023738@news-server.socal.rr.com>
Source record: 40736

On Sat, 03 Nov 2001 02:08:41 GMT, swampfax@atlantic.net (John Garone)
wrote:

> So wich program sets the fast bit in the program, drivers and fonts?
>I have two programs that work on other programs but not drivers and fonts!

I've always used an old (but in my opinion, invaluable) utility from
The CodeHeads called MAXIFILE III. For those that aren't familiar
with it, it's a file copying utility somewhat similar to Kobold, but
it came out quite a bit before Kobold. It also offers numerous other
useful functions - such as setting the FASTLOAD bit.

I don't know if it's still available anywhere, but I do know that
CodeHead Software shut down back in the early '90s. Maybe you can
find it on an FTP site somewhere. Send me an e-mail and maybe we can
work something out - I think you have my address?

nurmix [at] yahoo [dot] com

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

4818. We at TAMW need interrupt driven midi out routines

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 22:45:44 UTC
From: g.goebertus@chello.nl
Message-ID: <3be71183.6889022@news.ams.chello.nl>
Source record: 40737

Hi all,

Tim's Atari Midi world at yahoo.groups is the place to be for Atarians
using Midi software. Perhaps you have heard of it.
However, some of us there still like to develope some new midi
software of our own. So far, so good.
There is one major problem however.
There are (x)bios routines for midi out like bconout() and midiws()
but they are pretty useless, because they wait until the character is
send before returning.
What we need is a interrupt routine that takes care of that.
It should be some kind of buffer where the main application can write
to, while midi out is taken care of in the interrupt routine.

There are some talented programmers on this list.
Anybody volunteering?
Would be sooo cool!

4819. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:01:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb653201268000@madasafish.com>
Source record: 40527

Hi E.P!

>> >I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
>> >
>> >On some games, like Stardust and Pinball Dreams, the sound on one of the
>> >speakers is crackling, in tune with the beat.
>> >What's wrong, and is there a way to fix this?
>> OK, turn off the Nemesis and see what happens. If the crackling is still
>> there it could be a slighty dodgy clock patch or even something wrong with
>> the sound system, although unlikey.
>
>Actually, the sound is there, even with the Nemesis turned off (ie. when I
>boot "clean", without running NEM_LO.PRG.

OK, one thing that has to be beared in mind is that those 3.5mm jack
sockets aren't very good. I've seen these sockets were out and to make
the sound better you have to turn the plug in the socket. Can you not
locate the problem, have you tried some headphones right in the socket.

--
Lyndon Amsdon

4820. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:01:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb652ca13ff7a0@madasafish.com>
Source record: 40528

Hi Edward,

>I was wondering if it was possible to chain SCSI devices on an Atari
>computer. I tried it on my Hades and it almost worked. I bought an
>external 3 gig SCSI hard drive to load in Mint/Mintnet. It was fine
>this way, but I also have a SCSI MicroTek E3 scanner. I would like to
>have access to both of them together at the same time. The hard drive
>has two 50 pin Centronics ports on the back. One is a pass-through port
>and the other is the regular SCSI port. The scanner has one SCSI 50-pin
>centronics port and some other ports. When I chain the two devices
>(yes, I also have a terminator device hooked up to the scanner since it
>is the last device in the chain), the hard drive is read fine, but the
>scanner is only partially read. When I do a device check using
>HDDriver's utility, the scanner shows up, but the brand name of the
>scanner is all garbled up eventhough the device is read as a scanner.
>ScanX will not work here. Are there any other options or do Ijust
>forget the whole thing for now?

Dude, you should be OK doing this :) SCSI is designed to be daisy chained
and it seems like you're following the rules. I have Zip and Scanner and
it's OK. I would say you should keep lead length down, you may be unlucky
with a bad lead.
--
Lyndon Amsdon

4821. Re: Looking for Saebar(?) - MagiC utility

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:01:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb652ca13ff7a1@madasafish.com>
Source record: 40529

Hi Grzegorz,

>I am looking for a program called Saebar (or something like
>that, Seabear, Saebear...) for MagiC. It was a simple but
>nice utility, that created statistics of how long the computer
>was used, how many times it crashed etc. and displayed that
>in nice graphs. It was shareware or freeware, it was available
>on the Internet, but I cannot find it now ;-(((((((((
>In info window there was a picture of a bear, so maybe it
>is somewhat connected with the name. It was a German program.
>If anyone knows where I can download it from, please tell me.

Seabaer I think it was called, i used to run it but my system clock is
messed up so it made it a bit pointless :)
--
Lyndon Amsdon

4822. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:26:53 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3BE7203D.D3C6D6D2@club-internet.fr>
Source record: 40738

Clayton Murray a ï¿½crit:
>
> On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
> >Sorry, all ST only, currently there are no TT or Falcon
> >emulators available for any platform.
>
> Does that mean that the highest version of TOS that any emulator
> will run is... 2.06? I was hoping to get an emulator to run 4.04,
> which is what my Falcon has.

see the new http://aranym.sophics.cz/ for a virtual falcon040.
They claim to boot 4.04.

Laurent.

4823. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:28:49 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3BE720B1.32E3F82C@club-internet.fr>
Source record: 40739

Clayton Murray a ï¿½crit:
>
> On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
> >Sorry, all ST only, currently there are no TT or Falcon
> >emulators available for any platform.
>
> Does that mean that the highest version of TOS that any emulator
> will run is... 2.06? I was hoping to get an emulator to run 4.04,
> which is what my Falcon has.

see the new http://aranym.sophics.cz/ for a virtual falcon040.
They claim to boot 4.04.

Laurent.

4824. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-05 23:31:47 UTC
From: swampfax@atlantic.net
Message-ID: <DjFF7.58$9O6.60572@news1.atlantic.net>
Source record: 40740

On 4 Nov 2001 21:55:30 -, "Jared Falvo" wrote:
>If your IQ was actually larger than the number of letters in your name, I
>might actually have reason to counteract your reply, but I see it's
>pointless. You just don't "get it" (as a bunch of other also don't). Let
>me spell it out for you...
>
>Atari = tree
>developers = water
>Atarians = branches
>
>The tree has been cut down. Therefore, watering it is useless and the
>branches wither and die. A few "suckers" (new sapling growth from the base
>of the tree) have tried to grow from what is left of the stump, but without
>water, they die too.
>
>If we plant a new tree, there is reason to water it and we should see new
>growth as well as possibly be able to graft some old branches to it.
>Success in this effort is primarily dependant upon how much help we get to
>plant the new tree in the first place and if the groundskeeper will let us
>do it.
>
>If they don't, there is nothing we can do. But I'm willing to try... are
>you?
>
>Jared
>-----------

Again you fill this NG with dribble! It is up to YOU to supply the
water but you have only vagueness and insults to offer! Where is that
so called letter to Infogrammes you promised to send me so that I may
support your efforts? You neither sent it to me nor posted it so others
might get on the "Jared Falvo Bandwagon" !
John G.
P.S. If your intent is to break up the remaining Atari enthusiasts in this
group then you have failed at that also!
We have'nt failed, YOU have :))

4825. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 00:21:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9s7ae1eul1@thorium.cix.co.uk>
Source record: 40741
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <1f2edjw.gsr0ayyovxc0N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.
>
>I'm hoping for something free, or at least cheap. Is anything like this
>available?

Hi Hallvard!

After complaining about Ben's 'commercials' I am a little loath to
post this :-)

Not free, but Scooter-PCB that I distributed in the English
version would do that very well. Price was ?55, but I have no more
copies or manuals left. Try the author to see if he has any left
in German (or English). Email him on:
hkahlert@hk-datentechnik.de

>A program which could be used to draw schematics would also be nice

That Scooter won't do. But there are several German PD programs
that will, such as E-plan, Schaltplan and Transistor. Can't recall
if they have drivers for anything but pin printers, though. In
fact, I think you have to make a hard-copy off the screen for some
(Atari's only works for 9-pin printers, but Imagecopy is OK).

Unfortunately there is nothing on the Atari that will convert a
schematic to a layout - for that you need (rather expensive) PC
programs :-(

Regards, /Peter/

4826. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 02:57:16 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005226480-123007AEicMi@gmx.net>
Source record: 40642

From: Bill Freeman <flipflap@coastalnet.com>
Date: Sun, 04 Nov 2001 16:24:43 GMT

Hi Bill,

>I still use my TT, It's a great computer, but why upgrade it when there
>is so little new software. All the software I have works just fine in
>6mb of memory.

If the software you use runs just fine in 6MB then no, by all means don't waste money on a useless expansion. But to get me back behind a unexpanded TT you'll have to put a gun against my head and even if you would pull the trigger there's no way you'll get me back behind an ST.

>You can buy a complete 1ghz PC for less than the current price of all
>this upgrade stuff for a TT. For internet use, you can buy an old Mac or
>PC for less than the price of a Magnum card alone for the TT. .

I agree... But you've missed the point. The point was that someone could achieve the *same* thing on a Atari MegaSTe, Falcon or TT. If this thread has shown one thing then it surely is that some of the people here are not willing to use anything else then a computer that carries the Fuji logo, whatever it takes and whatever it may cost. Price wasn't an issue in this thread (not until now that is).
And you forgot to mention the Milan, instead of spending all that money upgrading what is basically an old computer, one should consider upgrading to this clone. A basic Milan will cost you roughly $850, and will outrun the described power-TT in every respect. Following your logic the Milan isn't "spending" money but should be regarded as a "investment". In a couple of years these computers will be sought after, and since these are very rare and hard to come by...

>How much money is a Magnum card? A graphics card? A Riebl card? .

A bare Magnum card will cost you $85 and EDO SIMM's can be obtained from various sources at ridiculous prices. The Galaxy graphic card costs IIRC less then $200, that's the only card available. Depending from what source you obtain the Riebl card expect to pay from $80 all the way up to $200. A future update from the Galaxy card will be able to address networks, so the Riebl card isn't really necessary anymore.

>Where do you find this stuff? Not in the USA. The dealers are GONE from
>here

Yes I realise this, but if you think that all I have to do is pop outside and rush to my local Atari dealer... well that's a serious misconception. Here in Belgium there aren't any Atari dealers at all since many years,

whatever I buy, I have to order through mailorder so basically I'm taking the same risks as you would. If you order from a dealer which isn't really thrustworthy you'll be taken for a ride... always insist on paying with a credit card, if they refuse to accept this kind of payment then tell them were to stick their stuff and contact a dealer that accept them. Always insist they mail the goods by UPS and demand the shipping code (so you can track the shipment down on internet).

>Since Atari programs are small, any Atari software found on the internet
>can be downloaded to a Mac or PC and transferred to the Atari via a
>floppy

Perhaps the software you use can be transfered that way, but I would love to see how you would transfer Calamus, Papyrus etc via a floppy. Just go and download the demos and you'll see what I mean... and remember these are only cutdown versions of the real thing ;-)
OK, I know that you ment something different... but from where I'm sitting it's a ridiculous suggestion. Any Atari is capable of accessing internet just fine, so there's no need to start messing about with floppies.

>A 1040 ST, along with a color monitor can be found for less than $50,
>and works for most of the great Atari games still not available on any
>other platform.

Yes :-)

>Many Atari games won't run on a TT, and those that will usually won't run
>on the TTM monitor. I had a Falcon, and a lot of ST programs wouldn't run
>on it either. If you want to run ALL Atari programs, you're going to need
>three Atari computers.

Yes, but... there are games and serious apps available that can run on any Atari, which only goes to show that it's not impossible. The reason why certain software doesn't run on certain models beyond any doubt is the programmer which either didn't follow the Atari guide rules or was rather shortsighted.
Furthermore the TT and ST are complete different computers. Considering the move from 16bit to 32bit, the number of titles not running was rather small. The TT was Atari their flagship, it was marketed as a professional computer for profesional users, the last thing Atari wanted was people starting to play games on it. I suspect they did everything they could to make sure that the "mountain" of games wouldn't work. Have you ever seen one single advertisement from Atari marketing the TT as a games or even a computer for general use? I certainly didn't.
When the Falcon was lounched Atari stopped producing the STE and some six months later officially announced that the ST/STE was history. From that day on we shouldn't really discuss ST compatibility anymore.

>I have not found any Atari emulator for my G3 Mac that works as well as
>a real Atari.

Are you referring to Nostalgia? Ever heard of MagiCMac? This emulator will transform your G3 into more or less a power-Atari like the one described in

this thread. And you're in luck... the North American devison of ESNA will
be delighted to sell you a copy. Get in touch with Bengy Collins.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4827. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 03:51:00 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005226488-124748AEicMi@gmx.net>
Source record: 40644

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Fri, 2 Nov 2001 17:00:45 -0700

Hi Jared,

>Here's a question. Is the "Atari" market outside of the US still thriving
>or is it truely dying as well and what would you say is the main cause of
>it?

Well, it's not really exactly thriving. But to presume it's truly dying is
a rather biased opinion. Let's say that the patient is in very bad shape,
but that his condition has been more or less stabilized....

>If the Medusa/Milan were to have a continued upgrade path (say a PowerPC
>model with emulation or such), do you think people would buy it in the US
>or elsewhere.

No.
The only potential buyers are existing Atari users, to pull them over the
line the hardware itself is not enough. Without software that adresses the
power of these computers the majority will stick to what they've got. So
the first thing we need is software that is written for these computers.
Forget about compatibility with the ST, Falcon and TT since that's the
limiting factor. Don't ask me what kind of software, the answer is simple:
all kinds. But it should be able to compete with what's available for the
PC and Mac platforms. Anything less simply won't do.

But now I'm daydreaming as well.... one dreamer in this group is about all
we can take, so I'll put a sock in it ;-)

Cheers from Belgium
Dennis

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4828. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 11:53:24 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee.fr>
Message-ID: <3be7cd77$0$15106$626a54ce@news.free.fr>
Source record: 40742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Olivier VANONI <ovanoni@icor.fr> a �crit dans le message :
WS3.3af69f52.b8b816c2.ovanoni@icor.fr...
> Hello.
> I use Platon for about 6 years. It can help you drawing PBC up to
> 6 layers, has a good library of chips (54xx series) and export
> the schemes to industrial file format. You can of course print to
> a standard printer. I forget some other things.
> I bought it from APAK in Paris. I don't know if it is still
> available. This soft runs only in ST monochrome high resolution.

The version I own runs fine in 800x600 16 colors.

--

Jerome

4829. Re: Atari sponsor Lyon's football shirts...??

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 12:19:36 UTC
From: antiSPAMtext.david.ducassou@free.fr
Message-ID: <3be7c56a.10731270@news.free.fr>
Source record: 40743

The company is www.infogrames.com

--
Ma "maison page": http://www.multimania.com/dadu/

4830. Re: We at TAMW need interrupt driven midi out routines

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 12:26:31 UTC
From: parris_k@yahoo.com
Message-ID: <aa5c37da.0111060426.156fc189@posting.google.com>
Source record: 40744

g.goebertus@chello.nl (DrAmbient) wrote in message
news:<3be71183.6889022@news.ams.chello.nl>...
> Hi all,
> There is one major problem however.
> There are (x)bios routines for midi out like bconout() and midiws()
> but they are pretty useless, because they wait until the character is
> send before returning.
> What we need is a interrupt routine that takes care of that.
> It should be some kind of buffer where the main application can write
> to, while midi out is taken care of in the interrupt routine.

Can't you "hook" the interrupts using Mfpint()? I am trying to write a
utility which transfers files between STs using the MIDI ports, and I
did stumble across this (and Bconmap()) the other night (haven't
tried to implement anything with it though)

4831. What the heck was that?

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 14:22:24 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9s8rn0$1sb$1@news.panix.com>
Source record: 40745

My TT030 was doing some strange things, mostly minor, but when it refused to run a multitasking AES, although called by a running MiNT 1.15.1, and refused to copy things into drive U (this did work before), for lack of anything else to try, I decided to back up the drive to ZIP disks (because Gemar reported a read error on a good tape) and re-format. Along the way, I found that ZIP disks do die.

Before reformatting and repartitioning, I copied down the partitions found by HDDriver 8. The drive, a 2-gig, had been formatted with ICD Pro. After that lengthy operation, I typed those partitions into the proper place on HDDriver 8, and was advised that I had called for use of 0.2 meg more than the capacity of that disk.

Have not finished reloading programs, or finding copies of those on the dead ZIP disk. Anybody know where that notice that I had my hard drive formatted for more disk space than it had came from?

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

4832. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 14:47:40 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BE7F80C.A191920E@ndh.net>
Source record: 40596
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Peter,

> Unfortunately there is nothing on the Atari that will convert a
> schematic to a layout
And what about CircuIT and RouteIT?
AFAIR you can draw schematics and let them automatically convert to a
layout.
It were under the distribution of Maxon, I think.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

4833. TOS Clone reviews?

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 15:26:47 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <JiTF7.2341$2f.84989@newsfeed.slurp.net>
Source record: 40597

I'm looking for reviews of TOS clones on Atari magazines. Does anyone know of any? Preferably english like Atari Computing. If someone happens to have an issue with a review, would there be any way for you to scan or copy and send it to me or heck, sell me the mag along with others? Thanks.

Joshua.

4834. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 15:33:22 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <unTF7.535$8n.35072119@news.incc.net>
Source record: 40598

Wait a sec... wasn't it a letter to Hasbro? If you have a copy of the post I made, that would verify if I sent it to Hasbro or Infogrames. It's been awhile and I've been busy tending to duties of home and family, so it's been kinda forgotten.

I deleted all my backed up "Save Atari" materials shortly after, when it I saw it seemed pointless to change peoples minds and I got no reply of any kind from Hasbro/Infogrames.

I'm not trying to break up the remaining Atari users. What I'm TRYING to do is make my point that if we *band together* to a common goal, just as the people over at:

http://www.beunited.com

have done (in their efforts), we can at least say we tried our best. But if being where you're at is sufficient for you, there's no changing you mind, I guess.

The bottom line is, if they don't want to move, we can not move them.

Jared

"John Garone" <swampfax@atlantic.net> wrote in message
news:DjFF7.58$9O6.60572@news1.atlantic.net...
> On 4 Nov 2001 21:55:30 -, "Jared Falvo" wrote:
> >If your IQ was actually larger than the number of letters in your name, I
> >might actually have reason to counteract your reply, but I see it's
> >pointless. You just don't "get it" (as a bunch of other also don't).
Let
> >me spell it out for you...
> >
> >Atari = tree
> >developers = water
> >Atarians = branches
> >
> >The tree has been cut down. Therefore, watering it is useless and the
> >branches wither and die. A few "suckers" (new sapling growth from the
base
> >of the tree) have tried to grow from what is left of the stump, but
without
> >water, they die too.
> >
> >If we plant a new tree, there is reason to water it and we should see new
> >growth as well as possibly be able to graft some old branches to it.
> >Success in this effort is primarily dependant upon how much help we get

to
> >plant the new tree in the first place and if the groundskeeper will let
us
> >do it.
> >
> >If they don't, there is nothing we can do. But I'm willing to try... are
> >you?
> >
> >Jared
> >-----------
>
> Again you fill this NG with dribble! It is up to YOU to supply the
> water but you have only vagueness and insults to offer! Where is that
> so called letter to Infogrammes you promised to send me so that I may
> support your efforts? You neither sent it to me nor posted it so others
> might get on the "Jared Falvo Bandwagon" !
> John G.
> P.S. If your intent is to break up the remaining Atari enthusiasts in this
> group then you have failed at that also!
> We have'nt failed, YOU have :))

4835. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 16:56:33 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee.fr>
Message-ID: <3be81483$0$32059$626a54ce@news.free.fr>
Source record: 40599
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hallvard Tangeraas <northstar2010@_____yahoo.no> a �crit dans le message :
1f2gjtv.56figda2n302N%northstar2010@_____yahoo.no...
> J�r�me Ginestet <jerome.ginestet@freesbee.fr> wrote:
>
> Someone mentioned a program called "Eagle" -anyone heard about it?
> Apparently by a company called CADsoft.
>
> I looked up CADsoft on the web and did indeed find out that they had a
> program called Eagle, but (not unexpected) only for PCs.
> I then mailed them asking about the Atari ST version -if it's freeware,
> abandonware, shareware, commercial or whatever as their website said
> nothing about it.
> The reply I got was that there never was an Atari ST version (!!?!?!).

```
I think it is true. I've never heard of one.

--
```

J�r�me

4836. Merlancia and TOS?

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 18:55:58 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3BE8323E.601C7C13@ti.com>
Source record: 40600

All,

Does anyone know if Merlancia (http://www.merlancia.com) ever looked at
or was successful in running TOS on their new PPC machines?

--Chris

4837. Re: Need Hard Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 20:27:24 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <tugquq4f9nq27d@corp.supernews.com>
Source record: 40608

"Martin-Éric Racine" <q-funk@funkyware.atari.org> wrote in message
news:Pine.LNX.4.21.0111051135570.19739-100000@hal.pp.fishpool.fi...
> On Fri, 2 Nov 2001 progster@iname.com wrote:
>
> > Hi. I'm recommissioning my old STacy for some music work, and I find
> > that the hard drive has died. I'd like to buy, new or used, a working
> > hard drive that I can install in the STacy. Advice as to what I could
> > buy new, today, that would work is very welcome.
>
> Any SCSI drive should work,

many brands will not work with the internal host adaptor

> SOLUTIONS
>
> 1) Find a small SCSI hard-drive. About 1GB should be more than plenty.

1Gig is maximum for the internal host

> Disassembling the Stacy (and even worse, re-assembling it) is a real pain
> in the ass and quite honnestly best left to professional repairmen. Too
> many parts are interconnected in cumbersome ways, the LCD's wiring harness
> has WAY too short wires that hamper the assembly/disassembly procedure and
> they are so tiny that they can too easily be broken and certain parts sit
> WAY too close to the shield which adds to the risks of shorting components
> by accident. Definitely NOT for the faint hearted!

True ! 5 out of ten STacys have met their end on the operating table. but he
has said it is already dismantled

4838. Re: File handling problems...

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 20:50:08 UTC
From: g.goebertus@chello.nl
Message-ID: <3be84430.44698544@news.ams.chello.nl>
Source record: 40601

On 30 Oct 2001 06:25:25 -0800, parris_k@yahoo.com (Tom) wrote:

>I had a quick go at writing a file transfer utility to squirt the
>files down the MIDI interface instead (and store them in a RAM disk on
>the HD-less ST)
>
>The basic algorithm I am using is:
>
>fopen(FP,file_to_copy, 'r')
>
>while (!feof(fp))
>{
> Bconout(MIDI_PORT,fgetc(fp),
>}
>
>I realised there was some work to be done on ensuring that all
>charaters were being sent (as I was ending up with some garbled files)

Perhaps the problem is at the other (receiving) end. I suppose you
used bconin() for that?
I have not yet used bconin() myself, so the following may very well be
incorrect:

I have been told that bconin() makes use of the iorec() buffer to
store incoming data temporarely, but the buffer is very small. (80
characters IIRC). The size of the buffer can be changed with iorec().

That would explain why (smaller) text files are ok while larger AVR
files are corrupt: buffer underrun.

Just quessing:-)

Guido

4839. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 21:23:21 UTC
From: claytone@foxinternet.com
Message-ID: <3be854c9_1@news.foxinternet.com>
Source record: 40602

On 6 Nov 2001 00:26:53 +, Laurent Vogel wrote:
>Clayton Murray a €crit:
>>
>> Does that mean that the highest version of TOS that any emulator
>> will run is... 2.06? I was hoping to get an emulator to run 4.04,
>> which is what my Falcon has.
>
>see the new http://aranym.sophics.cz/ for a virtual falcon040.
>They claim to boot 4.04.

```
Hi Laurent-

I went to that web page. The ARanYM project is still being
developed, but looks very promising. I'll keep checking back with
them. Thanks for the info.

-Clayton Murray
Seattle, WA USA
```

4840. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 21:37:01 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9s9l5tmjc1@dos.canit.se>
Source record: 40606

Flowers 'n' Fliers <jaju@azob.quik.com> skrev:

: http://www.beunited.com

: have done (in their efforts), we can at least say we tried our best. But if
: being where you're at is sufficient for you, there's no changing you mind, I
: guess.

The BeUnited project is admirable, and has got a chance, since the Be
corpse is still warm. But really, the Atari users don't need any Atari
assets. Most parts of TOS have been reimplemented, often several times
over, and what the Atari assets have got to offer is nothing but a logo
and a very old OS.

--
Vi mi¿½ste vara ri¿½dda om varandra
- det i¿½r det enda reciproka pronomen vi har.

4841. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-06 22:46:26 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BE86842.C5ABD5C5@ndh.net>
Source record: 40607
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard,

> Wow! That's impressive, and of course very practical.
Yes, and although the program is old, it runs very well under GEM.

> ...and only available in German?
Yes, I think so.

> How much do these packages cost?
Doni¿½t know if you can buy a new one, I had bought a second hand version
at Peter Denk Fachmarkt

http://www.atari-fachmarkt.de/

perhaps he can help you to get one.
I paid about 80 DM for it.

Ciao

Marc-Anti¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

4842. Re: Merlancia and TOS?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 02:22:21 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B80DE8EC.47DC%bengy@mac.com>
Source record: 40609

On 11/6/01 11:55 AM, in article 3BE8323E.601C7C13@ti.com, "Chris Martin" <cmartin@ti.com> wrote:

> All,
>
> Does anyone know if Merlancia (http://www.merlancia.com) ever looked at
> or was successful in running TOS on their new PPC machines?

Yes, they have, and they are still looking into the possibility.

Bengy

(For much more information, track down a back issue of st-computer)

4843. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 02:24:37 UTC
From: swampfax@atlantic.net
Message-ID: <FX0G7.98$9O6.102717@news1.atlantic.net>
Source record: 40610

Falvo, Flowers, or whoever the heck you are:

On 6 Nov 2001 08:33:22 -, "Flowers 'n' Fliers" wrote:
>Wait a sec... wasn't it a letter to Hasbro? If you have a copy of the post
>I made, that would verify if I sent it to Hasbro or Infogrames. It's been
>awhile and I've been busy tending to duties of home and family, so it's been
>kinda forgotten.
>

kinda duh...!!!

>I deleted all my backed up "Save Atari" materials shortly after, when it I
>saw it seemed pointless to change peoples minds and I got no reply of any
>kind from Hasbro/Infogrames.

You want ME to come up with a copy of YOUR post that YOU have no copy of?
I reiterate....duh...!!! For all I know, you could have insulted
Hasbro/Infogrammes with your familier "pointless to change peoples minds"
attitude!
Did you tell them they'd better revive Atari computers or else....?
You are the one who is "pointless"! I remember you calling people here
"quitters" and you can't even keep a file on the issue saved?
Who is the quitter?

>
>I'm not trying to break up the remaining Atari users.

Good too hear! You can't anyway :)

>What I'm TRYING to do
>is make my point that if we *band together* to a common goal, just as the
>people over at:
>
>http://www.beunited.com
>
>have done (in their efforts), we can at least say we tried our best. But if
>being where you're at is sufficient for you, there's no changing you mind, I
>guess.
>

Being where I am at? You have'nt the slightest clue where that is!
Offer something instead of dribble and see if I get involved or not!!!
Again, I asked you for your letter so I can see what your were trying to
do but....what letter? Was there one or were (are) you just bored and
need some attention?

>The bottom line is, if they don't want to move, we can not move them.
>

There you go! The well know Falvo! You insult us by saying it is OUR fault that YOUR non-plan is'nt supported! If you were just a little serious then you should be telling us to go to YOUR website to view YOUR battle plan!

John G.
P.S. You already have something alive here! Support our current programmers with $ so there may be more to run on my 1040, Mega4, 2 Falcons and other's Hades, Milan.....!!!

4844. Re: What the heck was that?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 04:52:47 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <053G7.553$jI.36428921@news.incc.net>
Source record: 40611

Sounds like your ZIP disks/drive may be suffering from "the click of death".
If you had (or have) Windows, you could use a Zip drive/disk testing program
called "Trouble in Paradise" (TIP), which would let you know when your
disk/drive is suffering from this fatal problem.

Jared

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:9s8rn0$1sb$1@news.panix.com...
> My TT030 was doing some strange things, mostly minor, but when it refused
> to run a multitasking AES, although called by a running MiNT 1.15.1, and
> refused to copy things into drive U (this did work before), for lack of
> anything else to try, I decided to back up the drive to ZIP disks (because
> Gemar reported a read error on a good tape) and re-format. Along the way,
> I found that ZIP disks do die.
>
> Before reformatting and repartitioning, I copied down the partitions found
> by HDDriver 8. The drive, a 2-gig, had been formatted with ICD Pro. After
> that lengthy operation, I typed those partitions into the proper place on
> HDDriver 8, and was advised that I had called for use of 0.2 meg more than
> the capacity of that disk.
>
> Have not finished reloading programs, or finding copies of those on the
> dead ZIP disk. Anybody know where that notice that I had my hard drive
> formatted for more disk space than it had came from?
>
> Jim
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

4845. Re: Keyboard help (electronics)

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 05:31:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b664c201af0a0@madasafish.com>
Source record: 40630

Hi Greg!

>FamilyNet Newsgate
>
> I was curious how the Atari 800 keyboard differs from a Atari ST (1040STE
>for example) keyboard.
>
> I was wondering what it would take to get a ST to recognize a Atari 800
>keyboard for it's own use.

From my experience with commodores they didn't transmit the data serially
as in the ST range but just provided a matrix of keys which are scanned.
I don't know how the 800 works but if it was just a matrix it could be a
tiresome job. You'd need to get information on the IKBD protocol and scan
your 800 keyboard. Actually a PIC chip should handle this OK, one with
the serial I/O functions.

> Open to fun theories on this. You are even welcome to ask why I would try
>something like this for sanity's sake. :)

Please do :)
--
Lyndon Amsdon

4846. Re: Need Hard Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 08:33:28 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0111071031370.8754-100000@hal.pp.fishpool.fi>
Source record: 40612

On Mon, 5 Nov 2001, Martin-ï¿½ric Racine wrote:

> Any SCSI drive should work, but given the TOS version present in the Stacy
> (TOS 1.04), partition size can only be 256mb per partition (AFAIK).

I forgot, 1mb is actually the maximum drive size supported by the internal
controller.

Also, be sure to choose a low-power drive. I accidentally blew-off the
12v supply on my Stacy by putting a drive that was not low-power...

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

4847. Keyboard help (electronics)

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 13:01:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d6374@fmlynet.org>
Source record: 40625

FamilyNet Newsgate

I was curious how the Atari 800 keyboard differs from a Atari ST (1040STE for example) keyboard.

I was wondering what it would take to get a ST to recognize a Atari 800 keyboard for it's own use.

Open to fun theories on this. You are even welcome to ask why I would try something like this for sanity's sake. :)

Thanks,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4848. Re: TOS Clone reviews?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 13:03:57 UTC
From: ebaiz@skyenet.net
Message-ID: <1jaG7.1636$MP.55931@newsfeed.slurp.net>
Source record: 40613

On 6 Nov 2001 10:26:47 -, "Joshua Kaijankoski" wrote:
>I'm looking for reviews of TOS clones on Atari magazines. Does anyone know
>of any? Preferably english like Atari Computing. If someone happens to have
>an issue with a review, would there be any way for you to scan or copy and
>send it to me or heck, sell me the mag along with others? Thanks.
>
>Joshua.

Which clones are you interested in? I have a Hades060 and love it. The
other choice would be a Milan which is another good machine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4849. Re: What the heck was that?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 14:00:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158825.29805.4@demeter.clara.net>
Source record: 40622

Hi Jim

> Before reformatting and repartitioning, I copied down the partitions found
> by HDDriver 8. The drive, a 2-gig, had been formatted with ICD Pro. After
> that lengthy operation, I typed those partitions into the proper place on
> HDDriver 8, and was advised that I had called for use of 0.2 meg more than
> the capacity of that disk.

It probably down to the interpretation of the size of a Kbyte for the
software author, in these cases i'd delete the size info for the last
partition and then click on divide, the remaining space is then calculated
and allocated to the last available partition.

> Have not finished reloading programs, or finding copies of those on the
> dead ZIP disk. Anybody know where that notice that I had my hard drive
> formatted for more disk space than it had came from?

It might be dirty or worn drive heads, try a ZIP drive cleaner, but whatever
you do don't format or dispose of those ZIP disks until you've tried them on
another ZIP drive. I have 3 ZIP drives and if your local post wise would be
happy to test them in my drives for you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4850. Re: We at TAMW need interrupt driven midi out routines

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 14:02:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158828.29805.5@demeter.clara.net>
Source record: 40623

Hi there DrAmbient

> Tim's Atari Midi world at yahoo.groups is the place to be for Atarians
> using Midi software. Perhaps you have heard of it.
> However, some of us there still like to develope some new midi
> software of our own. So far, so good.

> There is one major problem however.
> There are (x)bios routines for midi out like bconout() and midiws()
> but they are pretty useless, because they wait until the character is
> send before returning.
> What we need is a interrupt routine that takes care of that.
> It should be some kind of buffer where the main application can write
> to, while midi out is taken care of in the interrupt routine.
>
> There are some talented programmers on this list.

I'm no programmer, but I suggest that HSMODEM might take care of this
Interrupt/Buffering problem for you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4851. Re: TOS Clone reviews?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 14:06:15 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <8dbG7.1649$MP.66640@newsfeed.slurp.net>
Source record: 40614

Mainly the Milan and Hades but I'd also like to read about the Medusa and Eagle.

Joshua.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:1jaG7.1636$MP.55931@newsfeed.slurp.net...
> On 6 Nov 2001 10:26:47 -, "Joshua Kaijankoski" wrote:
> >I'm looking for reviews of TOS clones on Atari magazines. Does anyone know
> >of any? Preferably english like Atari Computing. If someone happens to have
> >an issue with a review, would there be any way for you to scan or copy and
> >send it to me or heck, sell me the mag along with others? Thanks.
> >
> >Joshua.
>
> Which clones are you interested in? I have a Hades060 and love it. The
> other choice would be a Milan which is another good machine.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

4852. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 14:18:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158831.29805.6@demeter.clara.net>
Source record: 40624
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard Tangeraas

> I have several circuits I want to finalize by drawing the actual
> circuit-board layouts, but don't have any proper software for this.
> What I have are either demos, shareware which is crippled (i.e. no save)
> but long since abandoned by the programmer or free stuff that doesn't
> really do the job or work properly.
>
> I'm hoping for something free, or at least cheap. Is anything like this
> available?
>
> A program which could be used to draw schematics would also be nice, but
> the most important thing is to be able to draw circuit boards.

Here's a clip from the Readme of an APP called CLA, I have no idea as to its current evolution but suggest this may be all you need anyway if used in conjunction with Scooter as mentioned by Peter West.

---------- Clip Start ----------

CLA v3
========

This is the sixth beta release of the CLA3 electronic CAD system,
and the first general release. This release is just the schematic
and simulation sections (as far as I've got).

Anyone who has seen CLAv2 may be a little shocked by v3, as it is a
total re-write from scratch. Some features of v2 haven't made it into
v3, but the editor is a vast improvement over v2 (well, it should be,
I've spent a year or so on it). The simulator lacks some of the v2
features (interactive mode is the big one), but tries to make up for it
by being easier to use, and providing larger stimulus (the window now
scrolls).

If you've not seen v2 (and I hope everyone forgets about v1), you
should be in for a treat - CLAv3 aims to be a 'real' EDA system,
so it provides hierarchical designs, libraries, multiple windows, GDOS
printing, simulation, auto-routing, and lot's more, all wrapped up in
a DULIB GEM interface (windowed dialogs, AES4.1 support, colour icons,
etc).

---------- Clip end ----------

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4853. Re: TOS Clone reviews?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 15:12:43 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9sbith$u0r$02$1@news.t-online.com>
Source record: 40615

> Mainly the Milan and Hades but I'd also like to read about the Medusa and
> Eagle.
>
The Eagle: http://www.stcarchiv.de/stc1994/12_eagle.php3

The machine was never really "reviewed" because it was never finished.

Greetings,
Matthias

4854. Re: Any Prospero users here?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 15:17:48 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9sbjgq$j4l$06$1@news.t-online.com>
Source record: 40616

> so you wanted to distribute them on your web site, even though you dont
have
> any ??
>
I have them now - what's wrong about asking before?

Matthias

4855. Re: USA: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 15:35:48 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9sbkck$3j4$0@206.230.189.51>
Source record: 40617

SOLD! Thanks!

"jonk" <atari@NOwcoilSPAM.com> wrote in message
news:9s57i0$7tl$0@206.230.189.22...
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1293790255
>
> a.. 14MB ram
> a.. 2.1 GB 2.5" IBM Internal IDE hard drive
> a.. External 4 or 8 speed Apple CD Drive
> a.. 1.44mb floppy drive
> a.. hard drive is loaded with MiNT OS
> a.. TOS 4.04
> a.. FPU
> a.. Atari Mouse
> a.. Newer Atari compatible mouse
> a.. VGA Adapter
>
>
>

4856. FA: Apple iBook 300/288mb/3.2/CD/OS9 & OSX

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 15:41:43 UTC
From: jonk <atari@NOwcoilSPAM.com>
Message-ID: <9sbknn$46e$0@206.230.189.51>
Source record: 40618
Cross-posted to: comp.forsale.computers.mac,comp.sys.atari.st,comp.sys.mac.forsale,misc.forsale.computers.mac-specific.portables,misc.forsale.computers.mac-specific.systems

Good price.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1292110541

4857. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 16:31:11 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <HjdG7.559$YX.37240962@news.incc.net>
Source record: 40619

The thing is, I was wondering...

1) If we actually did restart Atari (hypothetically speaking), do you suppose a "Super ST" (basically a 1040ST with a 16MHz (or faster) 68000, 16Mb of RAM, better video/audio (, etc., but with "transulators" (translating emulators, via FPGAs or whatnot)) in place, so that old software thinks it's talking to the old hardware, but it's calls are being "translated" to the new hardware) would be a worthwhile item to sell? TOS would be patched to "sense" the old software calls and engage the transulators, but new software would access the new hardware straight out.

2) What about a PDA device (similar (in function) to what Palm, HP, and Handspring sell)? I thought that a "kid/teen" version, sporting the Atari fuji symbol as the shape/look of it's case, would be awesome!

3) What about taking MultiTOS and "amping it up" for today's technology? I always thought that it would be neat to improve GEM in so many ways that it could be renamed "GEMillenium".

4) And then, applying it to a PowerPC-based computer, with all the trimmings, like 128Mb of RAM, nForce video/audio chipset (maybe even ATI's Radeon chipset and Creative's SoundBlaster chipset), USB, TOS/GEM in EEPROM (never change a great thing, but make it user-upgradable), etc.

Let's just pretend that any of this actually *could* happen and let me know what you think about it. Afterall, if we do what BeUnited is doing (and has done), we could just make it happen!

... provided you actually WANT to try and reverse the death and decay of a great company run in to the ground by bad management. :-)

Jared

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9s9l5tmjc1@dos.canit.se...
> Flowers 'n' Fliers <jaju@azob.quik.com> skrev:
>
> The BeUnited project is admirable, and has got a chance, since the Be
> corpse is still warm. But really, the Atari users don't need any Atari
> assets. Most parts of TOS have been reimplemented, often several times
> over, and what the Atari assets have got to offer is nothing but a logo
> and a very old OS.
>
> --
> Vi m�ste vara r�dda om varandra
> - det �r det enda reciproka pronomen vi har.

4858. C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 16:43:58 UTC
From: garthrr@aol.com
Message-ID: <20011107114358.01376.00001112@mb-bh.aol.com>
Source record: 40620

I have an old 1040ST on which I run the C LAB midi sequencing program "Creator". I'm wondering what it would take to speed up the computer's performance enough to avoid lag between mouse clicks and command execution. Besides the lag time there are a fair number of times when the mouse click gets no response whatsoever. I dont _think_ the mouse is at fault as this seems to happen with several different mice I have.

If someone knows how to get some more performance out of this computer I would love to hear from them. I dont mind spending a few hundred to make the thing work smoothly. I would also like to know what other models of Atari will run Creator. I am told the Falcon will not.

Thanks,
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4859. Re: qed

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 17:20:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200111071820.a52918@b.maus.de>
Source record: 40554

```
MT>I heard that a newer version can be bought from the author that
MT>supports longer filenames?

qed 4.53, 10.09.1999

http://www.tu-harburg.de/~alumnifc/
Gerhard
```

4860. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 17:34:04 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9sbrac$lv0$1@draco.stochastik.rwth-aachen.de>
Source record: 40621
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1f2gypr.1oeotapc853kaN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>> AFAIR you can draw schematics and let them automatically convert to a
>> layout.
>
>Wow! That's impressive, and of course very practical.

Not really.

In that price range, you are better off not using the auto-router. Even in the 10k+ price range, I have yet to see an auto-router that really gets in the vicinity of a manual layout.

cu
Michael

4861. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 20:19:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be9c65e2be620@madasafish.com>
Source record: 40575

Hi Garthrr!

>I got the bright (maybe not) idea that I could take the cover off the monitor
>and find the controls inside that control the size of the picture. I was
>successful and made the image much larger than it had been. Great! A few weeks
>later the screen went black. Did I over-tax the electronics by doing this? Is
>there some reason why the standard settings only use about 3/4 of the apparent
>screen area?

I have heard that doing this can cause them to fail but it is a simple
component to replace and while you replace it you put a better rated
component in to stop it blowing. Loads of people had modified the
monitors so someone will pop up here with the right part to replace.

--
Lyndon Amsdon

4862. SPIN error ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 21:19:33 UTC
From: nospam@zonnet.nl
Message-ID: <FzhG7.10767$Op.50082@zonnet-reader-1>
Source record: 40626

I'm trying to install SPIN on my Falcon. I've used it before in the past, and everything worked fine then. But now I'm getting a FATAL error while MiNT is booting and loading the SPIN filesystem, it looks something like this:

```
SPIN! CD filesystem 0.34
MetaDOS XBIOS device Y on M:
pid 0 (MiNT): assert (`page') failed at line 1536 of --/kmemory.c
FATAL ERROR. You must reboot the system
```

With METADOS.PRG instead of METAXBS.PRG in my autofolder this error doesn't appear. What's happening here?

Martin Tarenskeen
Falcon030, HDDRIVER 7.8, MiNT 1.15.12, SPIN 0.34, etcetera.

4863. FS: Atari computers, monitors, parts, etc

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 21:36:41 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0111071336.fceb882@posting.google.com>
Source record: 40627

Atari 1040Stf, 4 meg memory, good machine, standard atari mouse, $100

Atari SM124 monochrome monitor (the one you need for cubase, music, etc), excellent condition, in original box, $50

Atari SM124 monochrome monitor, excellent condition, $50

Cubase v 2.01 with dongle, and "Complete Guide to Cubase" book. VERY RARE, not a crack, a legit copy of cubase. my copy of 3.0 sold for $150. this one goes for the first $75.

ICD SCSI adapter for Atari, with book, cable and disk $40.

email for more info. cash only, no trades, sorry.

4864. Re: Keyboard help (electronics)

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 21:49:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003d7dc8@fmlynet.org>
Source record: 40635

FamilyNet Newsgate

> From: "Lyndon Amsdon" <bindon@madasafish.com>

>> Open to fun theories on this. You are even welcome to ask why I would try
>> something like this for sanity's sake. :)
> Please do :)
> --
> Lyndon Amsdon

Well, I am a Atari 800 enthusiast. I like having another Atari product, a 1040 STE, used and repackaged as the fictional "890 ST Interface" (based on the 1090 XL Interface idea) for use with the Atari 800. The "890 ST" handles 80 column interpretation, SIO2PC disk images (800XLDJ), and other functions.

I would like to have one keyboard. So if there was a way to switch the 800 keyboard for use with the 800 or ST functions, that would only further link the 8-bit and ST worlds.

Just having fun over here. But yes, probably need to map it out. I remember when my dad converted a XL keyboard for a Atari 400 it required rewriting the keyboard protocals, burning a new eprom, jumping wires. As I look back on it, simply amazing. :)

Anyway, just seeing what I'm getting myself into.

Doctor Clu

PS: In my questioning on this, I have heard back from someone trying to convert a ST keyboard for a Atari 8-bit. That too is interesting.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4865. FS: Atari STacy 4 Portable

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 22:54:44 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0111071454.29f9a795@posting.google.com>
Source record: 40628

Atari Stacy 4 in great condition. 40mb hard disk. Decent battery and external power supply. Screen looks about right for a STacy, but if someone has a scientific method of determining its luminance, let me know. Keyboard is puss, way better than a Falcon or TT. Does it have a kit installed? I don't know. Will do a "how long does the battery hold a charge test" tonight if a body is interested. Software? We'll discuss that by email. Shipping. Buyer is totally responsible for shipping. You tell me how you want it packed and shipped. Be specific. You will be paying for the service. My zip code is 93555. A STacy is hefty, and be sure to include packing weight. While your looking at the Atari museum to be sure this is what you want, look at the specs for actual weight. $450.00 USD. Prefer payment by PayPal, so get that credit card out. Otherwise, payment by cashiers check or money order due within three (3) days of saying you want it. That will likely mean sending payment Express mail or FEDEX. I won't hold the machine after that. However, if your payment arrives late, I will be kind enough to return it. The STacy will show up on EBAY in a few days to get a little more coverage, but thought of letting the die hards have a shot first. If sold here, I have a box that weights about 80lbs, full of Atari hardware. I don't remember what is in the box, external disk drives, monitors, some cartridge stuff and more. Don't ask me to look inside. I'll ship that box UPS ground, separate from the STacy. In the EBAY auction, the box of stuff will not be included. Any questions just email me. Lots of other Atari software and hardware, but will only discuss inclusions to this deal, no separate sales, so please don't ask, I won't reply.
Thanks,

Mike

So where is my CT060? My soldering iron is still hot.

4866. SPIN works again.

Newsgroup: comp.sys.atari.st
Date: 2001-11-07 23:09:19 UTC
From: nospam@zonnet.nl
Message-ID: <zajG7.10856$Op.51077@zonnet-reader-1>
Source record: 40629

My SPIN is working again. Some time ago my QED editor went crazy: edited files were mysteriously deleted when I tried to save them, scrolling in a window made texts unreadable, strange characters appeared on screen, and I had lots of crashes. Just deleting and re-installing the QED.APP file solved the problem. But in the mean time I had edited some text files and saved them with my crazy QED. One of them was the config.sys file that is used by both METADOS and METAXBS/SPIN. I now found that this may have caused my problem. At first sight it looked OK, but when I looked in QED's file/info menu I saw "Apple" in stead of "Atari" as new line method. Changed this and resaved the file and now everything works as usual again.

I heard that a newer version can be bought from the author that supports longer filenames? Anyone here who uses that version?

Martin

4867. Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 00:16:31 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111071616.6dd3eb19@posting.google.com>
Source record: 40631

Hi All

I might be getting some software released soon that has documentation originally done in Calamus.

I have Calamus (although I do not use it much:-)But I was wondering if there is a way to EXPORT the Calamus document into a more "universal" format such as RTF , or PDF. Are there such "modules" for Calamus?

Thanks in advance

Tim Conrardy
Tims Atari Midi World
http: tamw.atari-users.net

4868. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 00:21:11 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111071621.3b6b83a4@posting.google.com>
Source record: 40632

> I have an old 1040ST on which I run the C LAB midi sequencing program
> "Creator". I'm wondering what it would take to speed up the computer's
> performance enough to avoid lag between mouse clicks and command execution.
> Besides the lag time there are a fair number of times when the mouse click gets
> no response whatsoever. I dont _think_ the mouse is at fault as this seems to
> happen with several different mice I have.
>
> If someone knows how to get some more performance out of this computer I would
> love to hear from them. I dont mind spending a few hundred to make the thing
> work smoothly. I would also like to know what other models of Atari will run
> Creator. I am told the Falcon will not.
>
> Thanks,
> Garth

Hi Gareth

I would say you need more memory. If you go to the Atari Quick Faq
page (just google.com it)there is an excellent section on how to
upgrade.
Also I would point you to Hallvards excellent forum for Creator/
Notator users.

http://www.notator.org

There is also my own Atari-MIDI forum. Check out my site for details.

Tim Conrardy
Tims Atari Midi World
http://tamw.atari-users.net

4869. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 00:36:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be9c65e2be624@madasafish.com>
Source record: 40576

Hi E.P!

>Hi.
>
>I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
>
>On some games, like Stardust and Pinball Dreams, the sound on one of the
>speakers is crackling, in tune with the beat.
>What's wrong, and is there a way to fix this?

OK, turn off the Nemesis and see what happens. If the crackling is still
there it could be a slighty dodgy clock patch or even something wrong with
the sound system, although unlikey.
--
Lyndon Amsdon

4870. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 00:40:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be9c65e2be625@madasafish.com>
Source record: 40577
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Gerry!

>** Stuff deleted about CLA **
>
>CLA is really a logic simulator, a good one, as I used the beta years ago to
>design an ST CPU speed switcher. I think it's unsupported now, as the
>programmer went on to bigger & better things.
>
>AFAIR, it did not have any layout facilities, it did not have the full range
>of electronic symbols, so it's not great for drawing schematics either.
>
>Still, it is a great package, very useful if you want to model simple logic
>circuits & see the effect of changing the inputs.

I wanted one of these and actually found this software, it was from the
guy who wrote XaAES before Henk took the project over. I tried it on my
Falcon but all the icons were messed up and colours were wrong. Perhaps I
should try it my the STE. Hmm, it sure looked promising for me. I know
it ain't going to be able to kill some of the logic simulators on the PC
but for simple stuff it'll be nice. IIRC it had source code available for
Lattice C but I doubt I could do anything useful too it.
--
Lyndon Amsdon

4871. Change keyboard layout

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 00:55:27 UTC
From: Jsw Bits <j_domingog@yahoo.com>
Message-ID: <49124534c1e20a77cf709ff311373582.40455@mygate.mailgate.org>
Source record: 40633

Hi all!

I recently picked up an ATARI 520 STFM with no manuals or info. This model has an English keyboard layout, and I want to write with it using spanish characters. How can I do it? Is possible to remap the keyboard using any piece of software?

Thanks.

--
Posted from 213-99-79-163.uc.nombres.ttd.es [213.99.79.163]
via Mailgate.ORG Server - http://www.Mailgate.ORG

4872. Re: Change keyboard layout

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 02:40:51 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9scrbj$h40$2@dos.canit.se>
Source record: 40634

Jsw Bits <j_domingog@yahoo.com> skrev:

: I recently picked up an ATARI 520 STFM with no manuals or info. This model has
: an English keyboard layout, and I want to write with it using spanish
: characters. How can I do it? Is possible to remap the keyboard using any piece
: of software?

In the early Atari days, before TOS was localised, there used to be a
language disk distributed with your computer if it had a foreign TOS.
Others might be able to supply you with a copy or suggest more
contemporary solutions.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

4873. Atari 8 bit game

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 05:19:13 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9sd59o$2add$1@news.comnet.co.nz>
Source record: 40636

Found the following post on another newsgroup - it may be of interest
to someone.

[quote]

"Charles Richmond" <richmond@ev1.net> wrote ...
> Charles Shannon Hendrix wrote:
> >
> > [snip...] [snip...] [snip...]
> >
> > Sadly, while a lot of wargames get the speed and ajility right,
they don't
> > count things like cannon details. Some tanks were better at
medium range than
> > close or long range too, other were only good at long range.
That's another
> > detail rarely modeled in games. I'm still waiting for a really
good computer
> > tank game. I actually thought Squad Leader and a couple of the
Allied vs Nazi
> > tank board games were OK, but the bookkeeping details are very
tedious on the
> > more accurate simulations.
> >
> > It's too bad that the mainstream isn't really interested in this
sort of thing
> > because the computer is an ideal way to remove most of the
complexity needed to
> > calculate accurate damage assessment and the rest of the numbers.
> >
> > Oh, and I want it to run on UNIX... :)
> >
> Atari computer game writer Chris Crawford wrote a game called
"Eastern Front".
> It was about the Nazi attack of Russia in WWII. It was somewhat
similar to
> the Avalon Hill board game "Stalingrad"...and it also used a hexagon
playing
> field. "Eastern Front" was written for the 8-bit Atari computers.
The source
> for "Eastern Front" is available on the 'net (in 6502 assembly
> language), so
> theoretically you could re-write it for Unix...

[end quote]

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"I've never been more insulted since the day I died"
(Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

4874. Rings of Zilfin (st version) on the Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 08:46:07 UTC
From: no.email@myaddress.com
Message-ID: <3bea4446.90025333@news-east.newscene.com>
Source record: 40637

Any old Rings of Zilfin players in this group? I went to play Rings of Zilfin on my STe (4meg) but for some reason it won't let me SAVE games. It acceps the save disk ok and the game seems to play ok but the save game option is missing. Anyone else have this problem with this game and know of a cure? I know, it's a very old game but I still like it.

srein

4875. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 08:48:01 UTC
From: garthrr@aol.com
Message-ID: <20011108034801.05136.00000348@nso-cp.aol.com>
Source record: 40638

In article <1f2jdl4.cv7l8ajlqao0N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no (Hallvard Tangeraas) writes:

>You need to get hold of "NVDI" which greatly accelerates the screen
>redraw if this is what you're referring to, but it more sounds like you
>have a combination of a lousy mouse with worn out contacts together with
>the sluggish screen redraw as STs have when used without NVDI.

Its almost as if the computer is still processing the last command while I'm asking it to do something else. For example, if I have a sequence playing and I hit stop, then hit play again quickly, there is frequently no response to the play command. In other words if it were the screen redraw then I assume I would hear the sequence begin even if the graphics didnt show the play button "moving". If I hit stop, then wait three seconds and then hit play it always works.

I will check out your group Hallvard, thanks.
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4876. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 09:16:01 UTC
From: garthrr@aol.com
Message-ID: <20011108041601.23971.00000027@nso-mg.aol.com>
Source record: 40639

>Hi Gareth
>
>I would say you need more memory. If you go to the Atari Quick Faq
>page (just google.com it)there is an excellent section on how to
>upgrade.
>Also I would point you to Hallvards excellent forum for Creator/
>Notator users.
>
>http://www.notator.org

Thanks Tim,
I followed your advice. Wasnt able to access the faq. Probably aol's fault. I joined your group too.
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4877. did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 10:13:23 UTC
From: garthrr@aol.com
Message-ID: <20011108051323.23971.00000028@nso-mg.aol.com>
Source record: 40640

I got the bright (maybe not) idea that I could take the cover off the monitor and find the controls inside that control the size of the picture. I was successful and made the image much larger than it had been. Great! A few weeks later the screen went black. Did I over-tax the electronics by doing this? Is there some reason why the standard settings only use about 3/4 of the apparent screen area?

Also, can these monitors be repaired anywhere in No CA? What should I expect to pay?

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4878. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 11:43:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005226486-124083AEicMi@gmx.net>
Source record: 40643

From: gokmase <fale@cybercrap.no>
Date: Thu, 01 Nov 2001 14:08:09 GMT

Hi Joakim,

>Just curious, if someone is posting news about a commercial/shareware
>program being updated in this forum, is that spam too? Where do you
>draw the line?

Personally I don't object to it since I consider this to be information,
even if that information is useless to me. I don't object to individuals
announcing a sale on eBay or trying to sell some of their soft/hardware
here either, I don't object to dealers replying to postings informing us
that the discussed items can be obtained from them, on condition ofcourse
they make it clear that they have a commercial interest and state a price
for the discussed item(s).

But I do make the distinction between announcing information and someone
running a business trying to persuade me bying stuff from him in a manner
like Bravo Sierra does. Well, that's where I draw the line...
It's not the messenger that annoys me but the message, these weekly two
postings I've been subjected to for years, contain no message other then
a couple of links. You realise we are talking about a dealer here which
asked us for well over a year where he could possibly obtain a MegaST?

>I don't agree scanning headers is a waste of time, but that is a matter
>of taste then.

It depends, scanning the headers of a group with an average traffic of 60
postings seems a bit pointless to me. But assuming that the traffic here
would be 500 postings a day and binary attachments were allowed then it
would be a necessity.

Cheers from Belgium
Dennis

4879. Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 12:48:19 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <navG7.1969$N77.19487@news.world-online.no>
Source record: 40641

Hi.

I have an Atari Falcon 030 with a Nemesis-accelerator fitted.

On some games, like Stardust and Pinball Dreams, the sound on one of the
speakers is crackling, in tune with the beat.
What's wrong, and is there a way to fix this?

--
E.P

4880. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 13:43:00 UTC
From: pls@no.spam
Message-ID: <9se228$5gp$1@bcarh8ab.ca.nortel.com>
Source record: 40546
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1005158831.29805.6@demeter.clara.net>, "Steve Sweet" <stevesweet@freeuk.com> wrote:

>Here's a clip from the Readme of an APP called CLA, I have no idea as to its
>current evolution but suggest this may be all you need anyway if used in
>conjunction with Scooter as mentioned by Peter West.
>

** Stuff deleted about CLA **

CLA is really a logic simulator, a good one, as I used the beta years ago to design an ST CPU speed switcher. I think it's unsupported now, as the programmer went on to bigger & better things.

AFAIR, it did not have any layout facilities, it did not have the full range of electronic symbols, so it's not great for drawing schematics either.

Still, it is a great package, very useful if you want to model simple logic circuits & see the effect of changing the inputs.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

4881. Re: Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 14:12:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005292570-119072AEicMi@ntlworld.com>
Source record: 40567

From: tconrardy@hotmail.com (Tim Conrardy)

>I have Calamus (although I do not use it much:-)But I was wondering if
>there is a way to EXPORT the Calamus document into a more "universal"
>format such as RTF , or PDF. Are there such "modules" for Calamus?

Yes indeed, there are RTF drivers - you can look on http://www.calamus.net/us/
for the full details. You can also export as plain text. Pics can be exported
in IMG format, so you shouldn't have much of a problem with those.

Cheers
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4882. Bravo Sierra want's Your Money! NEW 8 Bit Software!

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 15:03:57 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111080700030.13684-100000@shell.pacifier.com>
Source record: 40645
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Software, +NEW in BOX and I've added it to my 8 Bit Software Catalog. So goto my 8bt Link above or directly Link below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/stsales.htm ST Sales Page
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! My Specials, Sales & Discounts still apply! So check my HotLinks below, E-Mail me at atari@pacifier.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4883. Re: Change keyboard layout

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 15:47:43 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <cPxG7.14365$ko4.1339469@news2-win.server.ntlworld.com>
Source record: 40547

Hello.

"Jsw Bits" <j_domingog@yahoo.com> wrote in message
news:49124534c1e20a77cf709ff311373582.40455@mygate.mailgate.org...
> This model has an English keyboard layout, and I want to write with it
using spanish
> characters. How can I do it? Is possible to remap the keyboard using any
piece
> of software?

You need the Spanish roms, which someone in Spain will have, then you will
want one of my Spanish Mega STE keyboards to complete the job.

Barrie at Keychange.

www.keychange.co.uk

4884. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 16:12:05 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-10E790.11112808112001@news1.coastalnet.com>
Source record: 40548

In article <1005226480-123007AEicMi@gmx.net>, Dennis Vermeire
<dennis.vermeire@gmx.net> wrote:

> A bare Magnum card will cost you $85 and EDO SIMM's can be obtained from
> various sources at ridiculous prices.

What "reliable" dealer can I buy the Magnum card from?

>The Galaxy graphic card costs IIRC
> less then $200, that's the only card available.

I wasn't aware this card was actually finished and for sale. Are you
sure?

> Here in Belgium there aren't any Atari dealers at all since many years,
> whatever I buy, I have to order through mailorder so basically I'm taking
> the same risks as you would. If you order from a dealer which isn't
> really trustworthy you'll be taken for a ride

Yes, I've been there.

> Perhaps the software you use can be transfered that way, but I would love
> to see how you would transfer Calamus, Papyrus etc via a floppy. Just go
> and download the demos and you'll see what I mean... and remember these
> are only cutdown versions of the real thing ;-)

I didn't expect to find Calamus free on the internet.

> OK, I know that you ment something different... but from where I'm
> sitting it's a ridiculous suggestion. Any Atari is capable of accessing internet
> just fine, so there's no need to start messing about with floppies.

It's not ridiculous to me, because even my TT with CAB and Sting is
inadequate for accessing many, and maybe most present day internet
sites. So if I want to access a site using Java or Flash and other
similar stuff or have SSL so I can purchase something over the internet,
I need another computer anyway.

I think it's great that there are still those like you who use an Atari
exclusively. I wish I could, but I'm finding I can't get by even with
both Atari and Macintosh. I'm going to have to buy a PC because I'm an
engineer, and 90+ % of the companies I deal with use Autocad which is
only available for a PC. Even though I have Vectorworks for my Mac
which claims Autocad compatibility, it's not completely compatible. I
can futz around and manage to convert and read their Autocad drawings,
but I can't expect them to screw around trying to read my drawings on
their PC.

> Yes, but... there are games and serious apps available that can run on
> any Atari, which only goes to show that it's not impossible. The reason
> why certain software doesn't run on certain models beyond any doubt is
> the programmer which either didn't follow the Atari guide rules or was rather
> shortsighted.
> Furthermore the TT and ST are complete different computers. Considering
> the move from 16bit to 32bit, the number of titles not running was rather
> small. The TT was Atari their flagship, it was marketed as a professional
> computer for profesional users, the last thing Atari wanted was people
> starting to play games on it. I suspect they did everything they could to
> make sure that the "mountain" of games wouldn't work.

I doubt that Atari deliberately did this. A lot of games violate the
programming standards that Atari specified.

>Have you ever seen
> one single advertisement from Atari marketing the TT as a games or even a
> computer for general use? I certainly didn't.

I've only seen about two Atari advertisements for anything they ever
made, and neither of them was for a TT. The stupid fools basically
never advertised anything they had.

Whatever the reason, poor programming or new hardware, it's hard to make
a program compatible with a computer that will be built sometime in the
future. Plenty of ST business apps. won't work on my TT.

> Ever heard of MagiCMac? This emulator will transform your G3 into more
>or less a power-Atari like the one described in this thread. And you're
>in luck... the North American devison of ESNA
> will be delighted to sell you a copy. Get in touch with Bengy Collins.

Having owned an ST since 1985, I've pretty much heard of everything that
has anything to do with Atari since then. :-)

The Magic Mac demo instructions are only in German, and the demo is so
crippled that I can't tell for sure if it will do what I need it for.
I did contact Bengy. He only has MagicMac v 6.1,(not the latest
version) and it's in German. It's unclear if the version he sells comes
with NVDI. If I buy it directly from ASH, MagicMac will cost nearly as
much as I can sell my TT for. Nobody seems to sell a version with
english instructions, and I don't have time to learn German just so I
can spend $150 for a piece of software that may not be an adequate
substitute for my TT. ASH is a lot like Atari corp, they don't care if
anybody buys it or not.

4885. Codewarrior and Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 16:20:52 UTC
From: Ian <info@dotqr.com>
Message-ID: <1005236447.1882.0.nnrp-07.9e98e6ee@news.demon.co.uk>
Source record: 40549

Some time ago I heard a reference to a module
which could be used to cross-compile Atari apps
using Metrowerks Codewarrior on a Mac (ie. an
ST code generator). Ive been unable to find any
references to this - anybody any ideas?

Ian.

4886. Long File names under emulation (In particular GEMULATOR)

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 16:51:26 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <gLyG7.1411$RL6.38043@news.cpqcorp.net>
Source record: 40550

Folks,

I am busy trying to catalogue and back up to CD my collection of floppy disks and downloads, and as a result have been running Genulator 2000 on my PC, because whilst its probably the least compatible emulator, its seems the quickest on my PC.

Any way I am now very used to creating long file names on my hard drive, which are a complete pain when viewed under Gemulator. Is there a way to get long file name support in Gemulator or must I try and remember to keep the windows ones short....

Dave.

4887. Re: Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 17:55:33 UTC
From: tos4ever@pandora.be
Message-ID: <1f2kh79.1vvwjzr81k3ceN%tos4ever@pandora.be>
Source record: 40551

Tim Conrardy <tconrardy@hotmail.com> wrote:

> Hi All
>
> I might be getting some software released soon that has documentation
> originally done in Calamus.
>
> I have Calamus (although I do not use it much:-)But I was wondering if
> there is a way to EXPORT the Calamus document into a more "universal"
> format such as RTF , or PDF. Are there such "modules" for Calamus?

It all depends which Calamus version you use.
With Calamus SL 2000 and the bridge 5 module you can export Calamus docs to for instance PDF. Bridge 5 module can only be used with Calamus SL 2000 or newer. Older versions of the bridge module which works with SL 95 or SL 99 can't export to PDF but you can use PS or EPS.
Also there exist a rtf export driver. The latest version works only with SL2000 or newer. Older versions of that driver will work with SL 95 or maybe older.

4888. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 18:20:33 UTC
From: osian@zetnet.co.uk
Message-ID: <3beaccf1$0$8556@news.zetnet.co.uk>
Source record: 40552

On 8 Nov 2001 12:48:19 G, "E.P" wrote:
>Hi.
>
>I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
>
>On some games, like Stardust and Pinball Dreams, the sound on one of the
>speakers is crackling, in tune with the beat.
>What's wrong, and is there a way to fix this?

At first glance, it seems more like a speaker problem. I have the
same thing with mine - I have a pair of Sony amplified speakers and
one of them must have a faulty connection somewhere. At higher
volumes, and especially on bass beats, it crackles and sometimes the
sound goes altogether. I can affect the problem by fiddling around
with the cable that goes into the speaker.

But if it's only happening to you on *some* programs - I don't know.
Try turning the volume up when using other programs and see if the
problem occurs then.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4889. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 19:21:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005330183.32550.1@hebe.uk.clara.net>
Source record: 40579
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Gerry

"Gerry O'Rourke" <pls@no.spam> wrote in message
news:9se228$5gp$1@bcarh8ab.ca.nortel.com...
> In article <1005158831.29805.6@demeter.clara.net>, "Steve Sweet"
<stevesweet@freeuk.com> wrote:
>
> >Here's a clip from the Readme of an APP called CLA, I have no idea as to
its
> >current evolution but suggest this may be all you need anyway if used in
> >conjunction with Scooter as mentioned by Peter West.
> >
>
> ** Stuff deleted about CLA **
>
> CLA is really a logic simulator, a good one, as I used the beta years ago
to
> design an ST CPU speed switcher. I think it's unsupported now, as the
> programmer went on to bigger & better things.
>
> AFAIR, it did not have any layout facilities, it did not have the full
range
> of electronic symbols, so it's not great for drawing schematics either.
>
> Still, it is a great package, very useful if you want to model simple
logic
> circuits & see the effect of changing the inputs.

OK dude, it was a very old version I had and the readme did talk of
progress, I was wondering if any current version that existed might have
done what Hallvard required.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4890. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 19:28:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005330186.32550.2@hebe.uk.clara.net>
Source record: 40580

Hi Gareth

> "I think the fact that music can come up a wire is a miracle."
> Ed Cherney

Did you know that you can now send pictures down wires??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4891. Re: SPIN works again.

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 19:34:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005330189.32550.3@hebe.uk.clara.net>
Source record: 40578

Hi Martin

> My SPIN is working again. Some time ago my QED editor went crazy: edited files were
> mysteriously deleted when I tried to save them, scrolling in a window made texts
> unreadable, strange characters appeared on screen, and I had lots of crashes. Just
> deleting and re-installing the QED.APP file solved the problem. But in the mean time
> I had edited some text files and saved them with my crazy QED. One of them was the
> config.sys file that is used by both METADOS and METAXBS/SPIN. I now found that this
> may have caused my problem. At first sight it looked OK, but when I looked in QED's
> file/info menu I saw "Apple" in stead of "Atari" as new line method. Changed this
> and resaved the file and now everything works as usual again.

> I heard that a newer version can be bought from the author that supports longer filenames?
> Anyone here who uses that version?

I take it your refering to QED here, thae latest version i'm aware of is 4.53. Ive not checked the authors site for months, but there was no sign of movement for months before that.

Martin

4892. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 19:47:59 UTC
From: garthrr@aol.com
Message-ID: <20011108144759.04359.00000480@nso-fq.aol.com>
Source record: 40553

(Hallvard Tangeraas) writes:

>Have you tried issuing the same commands using the keyboard instead of
>the mouse?
>That should determine if the mouse is the problem or the program itself.

Yes and the same thing happens.

>Have you had this problem all the time or has it showed up recently?
>If the latter, have you added any new AUTO programs or ACCessories
>lately?

Its been this way for years at least, if not always. Some years ago a friend added a virus killer and mouse accelerator to my program disc and I seem to remember something changing at that point, perhaps. It was probably 10 years ago and I just dont remember clearly. Any chance that could have damaged the program? I considered it a good move at the time because a large number of my disks were infected with viruses.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4893. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 19:59:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beaec8c1267860@madasafish.com>
Source record: 40456

Hi Ken,

>I recently installed Magic 6.01
>
>I have a set that boots Magic and NVDI.
>When Magic boots, it goes through a reset, then comes back
>into XBoot. But at this point, I am unable to use the mouse in Xboot.
>I let it go (till the bar disappears) then it boots Magic and NVDI
>and I see the desktop with the icons I have assigned.
>Why does Magic go through a reset?
>
>I also cannot seem to assign a program to boot in Xboot.
>Seems like I have to wait for the desktop, then go to the program
>that I want to use manually.
>Is there a work around for this?

I ended up removing Xboot as MAgic has to reset to make itself resident as
it completely ignores TOS. Everytime I did a restart Xboot would pop up
which just annoyed me. There are some programs that will disable/enable
xboot but they don't check to see if Magic is active so they weren't that
good.

--
Lyndon Amsdon

4894. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 21:36:46 UTC
From: JI Logan <jlog@zetnot.co.uk>
Message-ID: <3beb0015$0$8557@news.zetnet.co.uk>
Source record: 40555

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1005226488-124748AEicMi@gmx.net...
| . . . .
| >If the Medusa/Milan were to have a continued upgrade path (say a
PowerPC
| >model with emulation or such), do you think people would buy it in
the US
| >or elsewhere.
|
| No.
| The only potential buyers are existing Atari users, to pull them
over the
| line the hardware itself is not enough. Without software that
adresses the
| power of these computers the majority will stick to what they've
got. So
| the first thing we need is software that is written for these
computers.
| Forget about compatibility with the ST, Falcon and TT since that's
the
| limiting factor. Don't ask me what kind of software, the answer is
simple:
| all kinds. But it should be able to compete with what's available
for the
| PC and Mac platforms. Anything less simply won't do.

After a lot of soulsearching, I bought a PC this summer. I wanted to use speech recognition software and there was nothing for the Atari. There had been talk of the Phenix team working with a ?Danish company to provide such a program but Phenix went down the tubes. If the program had been there I do not think I would have changed - not until my machines gave up, that is. (The one thing which allowed me to change was the availability of Papyrus on the PC. I would have found it very difficult to transfer all my files over to Word (even if I had wanted to).) I'm not totally out of the Atari scene - I still use a T36 Mega ST in work as a word processor.

--
JI Logan

4895. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 22:29:59 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-F3CA54.17294908112001@news1.coastalnet.com>
Source record: 40556

In article <20011108051323.23971.00000028@nso-mg.aol.com>,
garthrr@aol.com (Garthrr) wrote:

> I got the bright (maybe not) idea that I could take the cover off the
> monitor
> and find the controls inside that control the size of the picture. I was
> successful and made the image much larger than it had been. Great! A few
> weeks
> later the screen went black. Did I over-tax the electronics by doing
> this? Is
> there some reason why the standard settings only use about 3/4 of the
> apparent
> screen area?

Making the screen larger does put somewhat more load on the
"electronics". Usually an SM124 can be repaired quite easily. There
should be instructions for fixing it on some of the usual Atari FTP
sites. It's usually the 2.2 mfd electrolytic capacitor that blows.
There are also a couple of fuses in there that you could check. I have
replaced the 2.2 mfd with a tantalum, and never had any more trouble
with it.

Bill Freeman

4896. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-08 23:58:59 UTC
From: Mod
Message-ID: <1005263934.37202.1@eos.uk.clara.net>
Source record: 40557

Everyone bow down........

The belch from belgium has spoken.............

GAL

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1005226486-124083AEicMi@gmx.net...
> From: gokmase <fale@cybercrap.no>
> Date: Thu, 01 Nov 2001 14:08:09 GMT
>
> Hi Joakim,
>
> >Just curious, if someone is posting news about a commercial/shareware
> >program being updated in this forum, is that spam too? Where do you
> >draw the line?
>
> Personally I don't object to it since I consider this to be information,
> even if that information is useless to me. I don't object to individuals
> announcing a sale on eBay or trying to sell some of their soft/hardware
> here either, I don't object to dealers replying to postings informing us
> that the discussed items can be obtained from them, on condition ofcourse
> they make it clear that they have a commercial interest and state a price
> for the discussed item(s).
>
> But I do make the distinction between announcing information and someone
> running a business trying to persuade me bying stuff from him in a manner
> like Bravo Sierra does. Well, that's where I draw the line...
> It's not the messenger that annoys me but the message, these weekly two
> postings I've been subjected to for years, contain no message other then
> a couple of links. You realise we are talking about a dealer here which
> asked us for well over a year where he could possibly obtain a MegaST?
>
> >I don't agree scanning headers is a waste of time, but that is a matter
> >of taste then.
>
> It depends, scanning the headers of a group with an average traffic of 60
> postings seems a bit pointless to me. But assuming that the traffic here
> would be 500 postings a day and binary attachments were allowed then it
> would be a necessity.
>
> Cheers from Belgium
> Dennis
>

4897. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 00:13:33 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9sf73d$5va$1@dos.canit.se>
Source record: 40558

Garthrr <garthrr@aol.com> skrev:

: Also, can these monitors be repaired anywhere in No CA? What should I expect to
: pay?

I think you're better off salvaging the connecting lead in order to make a
VGA adaptor. Then you'll have a good selection of monitors as well as big
screen sizes and external controls.

--
/Iggy, the irregular regular

4898. FS Atari 2600 six switch woody

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 01:12:07 UTC
From: Russ <russ@mytholme.freeserve.co.uk>
Message-ID: <9sfahr$1li$1@news7.svr.pol.co.uk>
Source record: 40559

Click on the link below to view
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1293586652

--
Regards
Russ Green

4899. Re: can someone help me with my atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 01:40:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beb24a089bcc1@madasafish.com>
Source record: 40467

Hi Bluey,

>i want to get stik running but have no idea what to do, ive installed the
>program like the readme says and now im stuck

Try to be more specific, like what doesn't work about it?
--
Lyndon Amsdon

4900. Re: Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 02:29:16 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEB3F7C.30249829@greeleynet.com>
Source record: 40560

Tim Conrardy wrote:

> I might be getting some software released soon that has documentation
> originally done in Calamus.
>
> I have Calamus (although I do not use it much:-)But I was wondering if
> there is a way to EXPORT the Calamus document into a more "universal"
> format such as RTF , or PDF. Are there such "modules" for Calamus?

Calamus 2000 Lite will import older Calamus documents. There is also a
PDF printer driver for Calamus 2000. For just under $100 US you could
create PDF documents.

4901. Re: Mini ST talk

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 04:45:07 UTC
From: ag352@chebucto.ns.ca
Message-ID: <9sfn0jgtr1@News.Dal.Ca>
Source record: 40561

I'd get an Atari emulator running in a Windoze laptop in a moment if some smart hack could teach it to run Notator SL.

I STILL keep a Mega4 with TOS 1.02 just to run that one application. Calamus is nice on a 32mB TT, though.

JG

4902. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 05:01:57 UTC
From: jba4@po.cwru.edu
Message-ID: <3beb618a.225879377@news.cwru.edu>
Source record: 40572

On Thu, 08 Nov 2001 16:12:05 GMT, Bill Freeman
<flipflap@coastalnet.com> wrote:

>In article <1005226480-123007AEicMi@gmx.net>, Dennis Vermeire
><dennis.vermeire@gmx.net> wrote:
>
>> A bare Magnum card will cost you $85 and EDO SIMM's can be obtained from
>> various sources at ridiculous prices.
>
>What "reliable" dealer can I buy the Magnum card from?
>

I bought my Magnum card from Atari Workshop in England. Very
reliable, in fact. But I think I got the last one ;-).

>
>>The Galaxy graphic card costs IIRC
>> less then $200, that's the only card available.
>
>I wasn't aware this card was actually finished and for sale. Are you
>sure?

I'm using a Galaxy in my TT right now and it is sweet! It actually
cost $250, which isn't bad considering its speed and resolution/color
depth. It's actually a great deal faster than most 2D accelerated
cards I've seen on PC's (2D cards, a 3D ATI Raedeon would eat it for
lunch in 3D applications).

I like using my TT. Sure, it is a bit slow, but it's usable. I
wouldn't use it for general Internet work, though. I do use it for
word processing and some scientific graphing. And I do all my image
manipulation on it since I have yet to find a PC program that works as
well as Vision, PixArt, and Gemview.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

4903. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 05:13:41 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <yzJG7.586$7V1.40984645@news.incc.net>
Source record: 40562

If I recall correctly (it's been sooo long since I owned an Atari Falcon030), I think there was an issue with the Falcon030's audio output. I think it was a grounding problem. The audio out wasn't grounded properly or something like that. I think soldering a grounding wire to the outer part of the plug (internally) and the metal RF shielding (or another ground point) solved the problem.

Don't quote me on that, however... I just remember hearing/reading something about it back then... and I *think* that was the solution. But I could be wrong. Make sure you research the issue thoroughly before commiting to any physical modifications. I know I would.

Jared

Chris Simon wrote in message <3beaccf1$0$8556@news.zetnet.co.uk>...
>On 8 Nov 2001 12:48:19 G, "E.P" wrote:
>>Hi.
>>
>>I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
>>
>>On some games, like Stardust and Pinball Dreams, the sound on one of the
>>speakers is crackling, in tune with the beat.
>>What's wrong, and is there a way to fix this?
>
>At first glance, it seems more like a speaker problem. I have the
>same thing with mine - I have a pair of Sony amplified speakers and
>one of them must have a faulty connection somewhere. At higher
>volumes, and especially on bass beats, it crackles and sometimes the
>sound goes altogether. I can affect the problem by fiddling around
>with the cable that goes into the speaker.
>
>But if it's only happening to you on *some* programs - I don't know.
>Try turning the volume up when using other programs and see if the
>problem occurs then.
>
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !

4904. CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 08:06:48 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <9sg2qo$27d$1@news.hawaii.edu>
Source record: 40563

Greetings,

I'm trying to find a CAD modeller that works properly with the TT in Hi-res 1280x960 mode. I have tried Cyber Studio Cad 2, Cyber Sculpt, and Inshape. I have looked at Chronos and Phoenix which have no modeller.

Does anyone out there have DynaCadd? Please send me e-mail if you can help.

Aloha!

4905. ISO Sounddiver ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 08:08:01 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <9sg2t1$27d$2@news.hawaii.edu>
Source record: 40564

Greetings,

I am interested in purchasing Sounddiver ST if anyone out there has it
and is willing to sell.

Aloha!

4906. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 08:57:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9sg5nt$jb3$1@pegasus.csx.cam.ac.uk>
Source record: 40565

E.P wrote in message ...
>Hi.
>
>I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
>
>On some games, like Stardust and Pinball Dreams, the sound on one of the
>speakers is crackling, in tune with the beat.
>What's wrong, and is there a way to fix this?
>

If it's only happening on some games and not others I would suspect the speakers are the problem, the other two replies I have seen mention possible grounding and connection problems, however if either of these were the case I would expect the problems to show up all the time and not be limited to a specific program.

I think the problem is that these games are producing audio containing frequencies beyond the range of the speakers and the "crackling" may be the speakers best attempts at recreating those frequencies.
Speakers with two cones (Mid/Bass and Tweeter) will provided better sound than single cone units and remember that the accecpted full audio range is 20Hz to 22KHz, and while the Falcon should be able to produce these a lot of PC speakers only opperate in the 100Hz to 15KHz ranges.

There are several ways you could try to confirm that speaker responce in the problem...
1) If the audio output is in Mono and being sent to both speaker then they should both be crackling.

2) Try those games with a better pair of speakers, if you can't borrow any then you could use a good pair of headphones or try running the sound through the Falcons internal speaker. If the crackling disappears or becomes less noticable on your headphones, or persists with the Falcons internal speaker it's probably the speakers as I doubt the internal speaker has a better response than your external ones.

One more thing to consider is, is it a crackling you can hear or more like a rattle/buzzing if the latter it could be either a torn speaker cone or that your overdiving the speakers.

Stephen Moss

4907. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 09:00:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0111091058340.31859-100000@hal.pp.fishpool.fi>
Source record: 40566

On 9 Nov 2001, John Perez wrote:

> I'm trying to find a CAD modeller that works properly with the TT in
> Hi-res 1280x960 mode. Does anyone out there have DynaCadd? Please
> send me e-mail if you can help.

Actualy, I recall Dynacad showing up on the cover of several magazines when the TT came up, as one of the first software that was upgraded to support TT-specific features. Although I never tried it, I would guess that it support TT-high.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

4908. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 12:16:52 UTC
From: garthrr@aol.com
Message-ID: <20011109071652.27633.00000243@nso-cq.aol.com>
Source record: 40568

In article <9sf73d$5va$1@dos.canit.se>, Iggy Drougge <optimus@canit.se> writes:

>Garthrr <garthrr@aol.com> skrev:
>
>: Also, can these monitors be repaired anywhere in No CA? What should I
>expect to
>: pay?
>
>I think you're better off salvaging the connecting lead in order to make a
>VGA adaptor. Then you'll have a good selection of monitors as well as big
>screen sizes and external controls.

How do I do that exactly? You mean I can basically make an adaptor which will
give me access to PC monitors?
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4909. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 12:16:53 UTC
From: garthrr@aol.com
Message-ID: <20011109071653.27633.00000244@nso-cq.aol.com>
Source record: 40569

(Hallvard Tangeraas) writes:

>So you're using a floppy-only system?

Yes and only the internal floppy at that. I suppose I should get an additional floppy to use for the song data discs and leave the program disc in the other permanently.

I kind of like the idea of having a lot of floppies for the song data because if everything were to be on one harddisc and it went down I would be screwed. I have as many as 10 projects going simultaneously which might be using midi tracks.

>Have you downloaded the latest version of Creator (in case you don't already have it to begin with)?
>Download it from the Notator website and copy it over to a freshly
>formatted floppy to ensure that no viruses or anything else is causing problems.

Great! My version is very old. I'll be excited to try a newer version. Excuse my ignorance about all this. I only recently discovered that there is this thriving Atari community and availability of parts and programs. It great!

>Are other programs also behaving in the same way, or is it just Creator?

Well this computer gets used exclusively for Creator so I dont know. I've never really used it for another program believe it or not. I do everything else on my PC.

>Have you tried it on another machine?

No.
The sluggishness I'm talking about is not really eggregious, just annoying. It wouldnt suprise me if its just the way the program works. I have noticed that upon executing certain commands the cursor will flash off and on quickly to indicate that its working and during that time the program will apparently not accept another command. Were talking about a fraction of a second but over the course of a 6 hour session it can get annoying. All things considered I'm actually quite happy with the system and surprised that it has continued to serve me for 15 years.

Thanks,
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4910. Re: TOS Clone reviews?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 12:38:58 UTC
From: ebaiz@skyenet.net
Message-ID: <C7QG7.1554$Ye.50675@newsfeed.slurp.net>
Source record: 40570

On 7 Nov 2001 09:06:15 -, "Joshua Kaijankoski" wrote:
>Mainly the Milan and Hades but I'd also like to read about the Medusa and
>Eagle.
>
>Joshua.

I was interested in the Eagle once, but it never came to light and I
know only one Medusa 040 owner. I would first go to the websites of the
Milan and Hades for more information.

http://www.milan-computer.de/gb/index.html
Also, try the site below and go the Atari clone Directory. Here you
will get a list of people who own Atari clones and you can ask them all
the questions you need.

http://assemsoft.atari.org/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

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Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4911. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 13:10:54 UTC
From: garthrr@aol.com
Message-ID: <20011109081054.19069.00000476@nso-cj.aol.com>
Source record: 40571

(Hallvard Tangeraas) writes:

>Have you downloaded the latest version of Creator (in case you don't already have it to begin with)? Download it from the Notator website and copy it over to a freshly formatted floppy to ensure that no viruses or anything else is causing problems.>>

I downloaded it but I am using a PC for internet access so I had to format the floppy for the PC of course. I didnt think it would even read in the Atari but it does recognize the disc. It shows two icons, both are folders I think (as apposed to a program icon). One says "ac." and the other says "creat_31.zip". Neither of them will load. They say they can be printed or displayed only. What did I do wrong?

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4912. Re: Mini ST talk

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 15:18:28 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111090718.5c4b5610@posting.google.com>
Source record: 40573

ag352@chebucto.ns.ca (John S. Gray) wrote in message news:<9sfn0jgtr1@News.Dal.Ca>...
> I'd get an Atari emulator running in a Windoze laptop in a moment if some
> smart hack could teach it to run Notator SL.
>
> I STILL keep a Mega4 with TOS 1.02 just to run that one application.
> Calamus is nice on a 32mB TT, though.
>
> JG

Well...STEEM is the only Windows Emulator that can do MIDI, BUT,
recreating the DONGLE on Notator is near impossable as those guys at
C-LAB were clever and made it near impossable to crack the code. You
cannot just take a disc image of it either.This has been discussed on
the Steem List as well as Hallvards Notator list
(http://www.notator.org) DARN!!!

However...STEEM runs fine with most other Atari-MIDI programs. Check
out my site for those.I also have a Steem page with installation
instructions and the Link to the official Steem site for the download.
There are many Steem users on the Atari-Midi forum.*see my site for
this as well

Tim Conrardy
Tims Atari Midi World
http://tamw.atari-users.net

4913. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 15:47:22 UTC
From: garthrr@aol.com
Message-ID: <20011109104722.15953.00000017@nso-mf.aol.com>
Source record: 40574

In article <20011109081054.19069.00000476@nso-cj.aol.com>, garthrr@aol.com (Garthrr) writes:

>I downloaded it but I am using a PC for internet access so I had to format
>the
>floppy for the PC of course. I didnt think it would even read in the Atari
>but
>it does recognize the disc. It shows two icons, both are folders I think (as
>apposed to a program icon). One says "ac." and the other says "creat_31.zip".
>Neither of them will load. They say they can be printed or displayed only.
>What
>did I do wrong?
>

Aha I got it working. Thanks guys.
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4914. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 18:10:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200111091910.a25224@wun.maus.de>
Source record: 40595

Hallo !

G>One says "ac." and the other says "creat_31.zip". Neither of them will
G>load. They say they can be printed or displayed only. What did I do
G>wrong?

Ah, back to the basics :-)

those are packed files. Unpack them on your PC using winzip or pkunzip.

This should result in some files (perhaps located in some folder), which might
even contain some readme file. Follow the instructions therein (if any) or just
copy the files to an atari-compatible floppy and try again.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

4915. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 20:16:44 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <MQWG7.2054$N77.20017@news.world-online.no>
Source record: 40581

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3be9c65e2be624@madasafish.com...

> >Hi.
> >
> >I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
> >
> >On some games, like Stardust and Pinball Dreams, the sound on one of the
> >speakers is crackling, in tune with the beat.
> >What's wrong, and is there a way to fix this?
> OK, turn off the Nemesis and see what happens. If the crackling is still
> there it could be a slighty dodgy clock patch or even something wrong with
> the sound system, although unlikey.

Actually, the sound is there, even with the Nemesis turned off (ie. when I
boot "clean", without running NEM_LO.PRG.

Puzzling...

E.P

4916. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 21:07:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <1teoutorrdslvm5v729vrd2tvrnptjkv5q@4ax.com>
Source record: 40582

On 08 Nov 2001 10:13:23 GMT, garthrr@aol.com (Garthrr) wrote:

>I got the bright (maybe not) idea that I could take the cover off the monitor
>and find the controls inside that control the size of the picture. I was
>successful and made the image much larger than it had been. Great! A few weeks
>later the screen went black. Did I over-tax the electronics by doing this? Is
>there some reason why the standard settings only use about 3/4 of the apparent
>screen area?
>

No- these monitors are designed to be used at their full screen
dimensions. Adjusting it back out to the edges will NOT damage the
monitor in any way.

It doesn't take any more voltage to switch the electron gun on at the
edges than it does to switch it on 3/4 of an inch from the edge. It's
just a matter of timing.

Atari specifically adjusted the monitors down to achieve the "aspect
ratio" they needed to make the software designed for monochrome
applications (such as DTP) display correctly.

At the "default" adjustment, with wide black bars on the borders, a
circle drawn in Atari BASIC or by one of the DTP programs will be
perfectly round.

After you adjust the screen edges back out to the "normal" monitor
settings, a circle will no longer be round,but will be elongated in
the vertical direction.

If you don't do anything requiring the Atari aspect ratio, there's no
reason not to adjust the screen to give you the maximum width and
height. That was one of the first things I did to my SM-124 and it
worked just fine for years.

As was mentioned,there is a "notorious" capacitor which tends to dry
out and blow. Consider the age of your monitor, and blame that as
the causative factor here, not your adjustment.

BobR

>Also, can these monitors be repaired anywhere in No CA? What should I expect to
>pay?
>
>Garth
>
>

>"I think the fact that music can come up a wire is a miracle."
> Ed Cherney

4917. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 21:53:03 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <9shj7vkok1@news.hawaii.edu>
Source record: 40583

Garthrr <garthrr@aol.com> wrote:
: I have an old 1040ST on which I run the C LAB midi sequencing program
: "Creator". I'm wondering what it would take to speed up the computer's
: performance enough to avoid lag between mouse clicks and command execution.

The 1040ST should run Notator/Creator at quite an acceptable speed. This
is one thing that I miss, now running Logic on a TT. The lags that you
speak of sound like some other sort of problem. Does it behave the same
without the MIDI cables installed? Perhaps there is a MIDI loop.
Otherwise, do check the mouse with other applications and see if any of
the same behavior continues.

Finally, unload all AUTO program and Accessories before starting Creator.
If the lags go away, then start adding them one at a time until you find
the culprit.

If you are running clean, with 1meg of Ram, Creator should run just fine.

Aloha,

John Perez

4918. Re: Mini ST talk

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 21:56:49 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <9shjf1kok2@news.hawaii.edu>
Source record: 40584

Tim Conrardy <tconrardy@hotmail.com> wrote:
: ag352@chebucto.ns.ca (John S. Gray) wrote in message news:<9sfn0jgtr1@News.Dal.Ca>...
:> I'd get an Atari emulator running in a Windoze laptop in a moment if some
:> smart hack could teach it to run Notator SL.
:
: recreating the DONGLE on Notator is near impossable as those guys at
: C-LAB were clever and made it near impossable to crack the code. You
: cannot just take a disc image of it either.This has been discussed on

The problem with Notator and the Dongle is that Notator checks for the Dongle each time you try to read or write from the disk. I was able to make a memory image of Notator, and load it - but if I try to load or save a song the copy protection does its thing. I wish that there was a way to use Notator without the dongle, since I have an STbook, which has no cartridge port.

Aloha,

John Perez

4919. Re: SPIN works again.

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 22:26:44 UTC
From: nospam@zonnet.nl
Message-ID: <EKYG7.2365$LK4.7885@zonnet-reader-1>
Source record: 40585

On 8 Nov 2001 19:34:21 -, "Steve Sweet" wrote:
>> I heard that a newer version can be bought from the author that supports
>longer filenames?
>> Anyone here who uses that version?
>
>I take it your refering to QED here, thae latest version i'm aware of is
>4.53. Ive not checked the authors site for months, but there was no sign of
>movement for months before that.
>

Well, in fact I was referring to SPIN, but thanks for this info anyway.

Martin

4920. Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 22:39:33 UTC
From: nospam@zonnet.nl
Message-ID: <FWYG7.2379$LK4.7885@zonnet-reader-1>
Source record: 40586

I downloaded the new Porthos v1.25 update on http://www.dsd.net and gave this PDF viewer a second try. The previous version wouldn't start on my MiNT/N.AES Falcon. This one does. That's better! But I can't load the manual.pdf file: It starts loading but crashes with a BUS ERROR before I can see and read it. Then I tried loading and reading some very small readme.pdf files I had somewhere. More success here. It loads faster than with Ghostscript/GEMGS but the fonts don't look just as good. Does not surprise me: for ghostscript a big folder with many fonts is installed, whereas porthos only has a fontfolder with a small number of fonts.
Bigger and more serious pdf files won't load on my 14 MB Falcon030 (yet?).

Please try 1.25 on your system and react in this newgroup and to Porthos' author

Martin.

4921. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 22:47:35 UTC
From: vdjole@EUnet.yu
Message-ID: <9shme5dbd1@news.eunet.yu>
Source record: 40587

On 3 Nov 2001 23:55:04 -, Clayton Murray wrote:
>Subject: Re: Emulation Question
>X-Newsreader: NEWSie Version 0.96 (Atari)
>NNTP-Posting-Host: sea-208249.dialup.foxinternet.com
>Message-ID: <3be4f458_1@news.foxinternet.com>
>Date: 3 Nov 2001 23:55:04 -0800
>X-Trace: 3 Nov 2001 23:55:04 -0800, sea-208249.dialup.foxinternet.com
>Lines: 14
>X-Authenticated-User: claytone
>Path: EUnet.yu!nslave.kpnqwest.net!nloc1.kpnqwest.net!nloc.kpnqwest.net!nmaster.kpnqwest.
net!blackb>ush.xlink.net!blackbush.de.kpnqwest.net!howland.erols.net!news-peer1.sprintlink
.net!news.sprintlink>.net!news.foxinternet.com!sea-208249.dialup.foxinternet.com
>Xref: EUnet.yu comp.sys.atari.st:100982
>
>On 3 Nov 2001 11:57:04 G, Matthias Arndt wrote:
>>Sorry, all ST only, currently there are no TT or Falcon
>>emulators available for any platform.
>
>Does that mean that the highest version of TOS that any emulator
>will run is... 2.06? I was hoping to get an emulator to run 4.04,
>which is what my Falcon has.

Well, yes, but you could also load Mint on top of that (an older version,
though) and AES4.1 (i.e. AES from TOS 4.9*) to create something very similar
to (slightly better than) MultiTOS environment.

cu.

4922. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 23:50:48 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0111091550.4224cf2e@posting.google.com>
Source record: 40588

John Perez <jhperez@uhunix1.its.hawaii.edu> wrote in message
news:<9sg2qo$27d$1@news.hawaii.edu>...
> Greetings,
>
> I'm trying to find a CAD modeller that works properly with the TT in
> Hi-res 1280x960 mode. I have tried Cyber Studio Cad 2, Cyber Sculpt, and
> Inshape. I have looked at Chronos and Phoenix which have no modeller.
>
> Does anyone out there have DynaCadd? Please send me e-mail if you can
> help.
>
> Aloha!

Dyna Cadd version 2.** takes advantage of the 68030. It can import Cad
3d files as well as 3d dxf files and lots more.

Yes it uses TT High.

I never realized Cyber Sculpt wouldn't work in TT High.

Cyber Sculpt is an excellent Modeler.

There are Demos of Dyna Cadd floating around.

I would offer them to you, but I am around 3 months behind on my
promises for emailing software.

There are TT and ST demos available.

4923. Re: can someone help me with my atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 23:54:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec6222d93a71@madasafish.com>
Source record: 40490

Hi Bluey,

>well how do i get it connect to my slip server over a null modem cable for
>a start?

OK, get HSMODEM in your auto folder to correct dodgy TOS handling of the serial ports. Sounds like you want to make a sort of network right? I'm not sure if STIK supports it but STinG is more network friendly. Use Xcontrol for the control panal and use serial.cpx supplied with Sting to set up speed of serial port (max is 19200 on normal ST!!). You then install Sting and edit it's config files to conenct via Slip to a certain IP AFAIK.

--
Lyndon Amsdon

4924. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-09 23:57:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec6222d93a72@madasafish.com>
Source record: 40491

Hi E.P,

>I checked it yesterday with a pair of headphones, and discovered that the
>sound was fine. So I guess it was the speakers I were using that were
>causing the problem.

That's good news!

>Now, if I could find a way to lower the volume ...

OK, download an accesory called Iphigenie and place in your ACC folder or
if you run TOS chances are you can stick it on the root of your boot
drive. You then then turn on/off internal speaker and change output level
from the Falcon. You can also change a lot more!!
--
Lyndon Amsdon

4925. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 00:05:19 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <9shqvuhrf1@green.tninet.se>
Source record: 40589

On 9 Nov 2001 22:39:33 G, Martin Tarenskeen wrote:
>I downloaded the new Porthos v1.25 update on http://www.dsd.net and
>gave this PDF viewer a second try. The previous version wouldn't
>start on my MiNT/N.AES Falcon. This one does. That's better! But I
>can't load the manual.pdf file: It starts loading but crashes with a
>BUS ERROR before I can see and read it.
>
snip
>
>Martin.
>.

Hi Martin

A little tip that somtimes help with troublesome pdf-files. Try
drag'n'drop, sounds strange, but sometimes that helps.

Cheer's J�rgen
--

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 5.03
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4926. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 00:49:22 UTC
From: garthrr@aol.com
Message-ID: <20011109194922.20950.00000382@nso-cu.aol.com>
Source record: 40592

In article <1teoutorrdslvm5v729vrd2tvrnptjkv5q@4ax.com>, Bob Retelle
<bobr1@provide.net> writes:

>If you don't do anything requiring the Atari aspect ratio, there's no
>reason not to adjust the screen to give you the maximum width and
>height. That was one of the first things I did to my SM-124 and it
>worked just fine for years.

I wonder if I did change the aspect ratio inadvertently. I was basically just
turning pots and seeing what would happen in order to get the image out to the
edges. Could I have changed a value which would have taxed some component?

>As was mentioned,there is a "notorious" capacitor which tends to dry
>out and blow. Consider the age of your monitor, and blame that as
>the causative factor here, not your adjustment.

Thanks for the clarification Bob. How can I recognize which cap it is that is
the likely suspect?
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4927. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 00:49:25 UTC
From: garthrr@aol.com
Message-ID: <20011109194925.20950.00000383@nso-cu.aol.com>
Source record: 40591

In article <1f2mb2f.42soedm00s1uN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no (Hallvard Tangeraas) writes:

>Heard of backing up data? ;-))) Get a harddisk and use floppies to take
>backups of your work now and then. Even with a floppy-only system you
>can loose your data, so you should take backups in any case of course.

Yes I back up every disk with a second. Whenever I save a song I save it on a
primary and backup disk. You're right though. I should get a hard disk.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4928. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 00:49:27 UTC
From: garthrr@aol.com
Message-ID: <20011109194927.20950.00000384@nso-cu.aol.com>
Source record: 40590

In article <1005330186.32550.2@hebe.uk.clara.net>, "Steve Sweet"
<stevesweet@freeuk.com> writes:

>Hi Gareth
>
>> "I think the fact that music can come up a wire is a miracle."
>> Ed Cherney
>
>
>Did you know that you can now send pictures down wires??.

It's one miracle after another. <g>
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4929. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 01:43:44 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEC8650.E3F9F01D@greeleynet.com>
Source record: 40593

John Perez wrote:
>
> Greetings,
>
> I'm trying to find a CAD modeller that works properly with the TT in
> Hi-res 1280x960 mode. I have tried Cyber Studio Cad 2, Cyber Sculpt, and
> Inshape. I have looked at Chronos and Phoenix which have no modeller.
>
> Does anyone out there have DynaCadd? Please send me e-mail if you can
> help.
>
> Aloha!

DynaCadd does not have a modeller abilities. It is strictly a 2D or 3D
CAD program.

4930. Re: Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 01:48:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEC8766.4F1BB334@greeleynet.com>
Source record: 40594

> For just under $100 US you could
> create PDF documents.

I should have noted that this is the registration cost of Calamus Lite plus the cost of the PDF printer driver. I don't know if the printer driver will work with SL 99, but it does NOT work with SL 98.

4931. Re: Need pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 02:29:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec8c4210c90f0@madasafish.com>
Source record: 40401

Hi David,

>You may find some good pictures on ebay. Ask the seller for their
>permission to us the picture of the Atari stuff they have for sale, to
>use on your web page.

I found the google images very useful, as a lot of the Atari pictures were
orignal images from years ago.
--
Lyndon Amsdon

4932. FS: Atari spares/parts

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 03:09:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec8c4210c90f1@madasafish.com>
Source record: 40402

Hi

Got a lot of stuff to get rid of, I haven't checked what exactly I have
but if you're interested just drop me an email.

I have some 4 or 5 ST PSUs, all working and a Falcon one. I'll check to
see what voltage they output under load to see if they are working to
there specification.

I also have 4 or so floppy drives, I'll have to check which ones are good
and test them out. These are DD and I have one HD from my Falcon. I have
about 3 or so Epson DD drives but not with special front facia. Work
great, pulled from Acorn RISC machines.

I have some 40-80meg 2.5" IDE drives, again, I'd have to test them out and
sector test them under HDDriver.

External floppy drive as well which is great for games on the ST, complete
with wall wart PSU.

I have couple of STEs that could be mixed together to make a nice one as
one has broken simm sockets and I only have one working Shifter chip
between the two. They come with TOS roms, 1.6 and 1.62.

I also have tons of simms that I will get rid of, all 30 pin. Most are
1MB which would be nice for STE users to get full 4MB.

Just email me otherwis I'll have to sort this lot out and probably shove
it on ebay.

Thanks for looking,

PS, I'm in the UK so prefer UK buyers as the P&P may be more than those
parts :)
--
Lyndon Amsdon

4933. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 05:39:31 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <0qeputkgiu74itgm70eedt336evr8tithb@4ax.com>
Source record: 40496

On 10 Nov 2001 00:49:22 GMT, garthrr@aol.com (Garthrr) wrote:

>In article <1teoutorrdslvm5v729vrd2tvrnptjkv5q@4ax.com>, Bob Retelle
><bobr1@provide.net> writes:
>
>>If you don't do anything requiring the Atari aspect ratio, there's no
>>reason not to adjust the screen to give you the maximum width and
>>height. That was one of the first things I did to my SM-124 and it
>>worked just fine for years.
>
>I wonder if I did change the aspect ratio inadvertently. I was basically just
>turning pots and seeing what would happen in order to get the image out to the
>edges. Could I have changed a value which would have taxed some component?
>

Yes, you did change the "aspect ratio" when you extended the visible
screen out to the edges, but that's only a measure of the ratio of
width to height- there's nothing "electronic" about it, it only
describes the visual presentation on the screen.

Atari purposely adjusted the screen down so the height to width ratio
was different from a "normal" computer screen, as I mentioned, to
match the display to the software.

Adjusting the screen display will not "tax" anything. It's designed
to be used full screen.

>
>>As was mentioned,there is a "notorious" capacitor which tends to dry
>>out and blow. Consider the age of your monitor, and blame that as
>>the causative factor here, not your adjustment.
>
>Thanks for the clarification Bob. How can I recognize which cap it is that is
>the likely suspect?
>Garth

As Bill Freeman mentioned, it's a 2.2mfd non-polarized electrolytic
capacitor (which can be frustratingly difficult to find an exact
replacement for), but which can be substituted with a 2.2mfd Tantalum
capacitor.

Umm... as for the exact location- I have a very vague recollection
of the last time I saw the inside of my SM124, but it's not good
enough to be able to describe it.

As Bill mentioned, there used to be text files available which go into
detail about where the capacitor is located, and how to go about

replacing it. (Ironically, there are also text files explaining,
step by step how to change the width and height like you just did)

I'm not sure exactly where to start looking for these files, but some
of the Atari archive sites might have them available still.

If you look around the center of the board (my fuzzy memory seems to
be telling me), you may luck out and be able to actually see the bad
capacitor- it may be leaking or actually be "blown out" physically.
It;s a small one, probably about 1/2 inch tall, again- as I recall.

Good Luck..!

BobR

>
>
>"I think the fact that music can come up a wire is a miracle."
> Ed Cherney

4934. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 05:49:40 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECBFF3.D044EE54@jps.net>
Source record: 40497

That's correct. It requires a better TT RAM board than what comes stock
in the TT.

Jo Even Skarstein wrote:
>
> Flowers 'n' Fliers <jaju@azob.quik.com> wrote:
>
> > This can't possibly be a TT030, can it? I more expect it to be a Medusa or
> > Milan machine.
>
> I'm not sure about how much RAM a TT can handle, but it's atleast 256Mb.
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

4935. [ebay] Falcon PS

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 05:50:32 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECC028.49E75D54@jps.net>
Source record: 40498

Offering a Falcon Power Supply on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295811549

Thanks for looking.

4936. [ebay] Atari Service Bag

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:07:29 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECC421.9445270E@jps.net>
Source record: 40499

Offering an interesting Atari Service retail bag:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295812923

Thanks for looking.

4937. [ebay] Mouse/Joystick extenders

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:18:19 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECC6AB.83D6BE3@jps.net>
Source record: 40500

Offering a pair of mouse/joystick entension cables:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295815953

Thanks for looking.

John

4938. [ebay] Falcon video cable

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:25:59 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECC877.E81035B6@jps.net>
Source record: 40501

Offering a Falcon video cable:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295816819

Thanks for looking.

4939. Re: Any Prospero users here?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:39:45 UTC
From: dziewon@xs4all.nl
Message-ID: <9sii3h$d39$1@news1.xs4all.nl>
Source record: 40502

if you're looking for the dark [?] blue cardboard boxes I'll
have a look myself this week-end...

gr&#65533;sse, Rein

On 3 Nov 2001 15:20:22 +, "Matthias Jaap" wrote:
>Hi everyone.
>
>I'm looking for owners of Prospero software products (e.g. Prospero C,
>Prospero Pascal etc.). I recently contacted Prospero and asked them if they
>would let me distribute their old ST programs on my website for free.
>Unfortunately I don't have any Prospero programs anymore. If you own a
>Prospero product please contact me.
>
>Thanks,
>Matthias
>
>--
>Atari Up-to-Date-List
>http://www.atariuptodate.de
>ST-Computer Archive
>http://www.stcarchiv.de
>
>
>.

4940. [ebay] ST Video cable

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:40:24 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECCBD8.F725557@jps.net>
Source record: 40503

Offering the Practical Peripherals Atari monitor cable:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295818484

Thanks for looking.

4941. [ebay] Monitor cable (PS3000 style)

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:52:06 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECCE96.14AF9939@jps.net>
Source record: 40504

Offering Atari monitor cable. This one differs from the other in that it has the Atari connector on both ends (PS3000 style).

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295820310

Thanks for looking.

4942. [ebay] Atari T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 06:59:58 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECD06E.3E5CBF64@jps.net>
Source record: 40505

Offering an Atari T-shirt:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295821208

Thanks for looking.

4943. [ebay] Atari sticker

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 07:10:11 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECD2D3.5F5EC3D@jps.net>
Source record: 40506

Offering an Atari sticker:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295822622

Thanks for looking.

4944. [ebay] Skin Keyboard cover

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 07:26:22 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BECD69E.E8C0DD77@jps.net>
Source record: 40507

Offering a skin type keyboard cover for Atari:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1295824035

Thanks for looking.

4945. [ANN] The Official SPECTRE GCR Website updated!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 07:27:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003e0853@fmlynet.org>
Source record: 40520

FamilyNet Newsgate

I am pleased to announce that the website devoted to all things Spectre GCR has been updated, and will receive further updates and additions as the weekend progresses (for it is a holiday weekend!).

You can find this site at...

http://www.geocities.com/clu-da-bard/spectre.html

New additions would include:

* More files and Spectre adds that were added to the download section
* More links to other Spectre references.
* Basic cleanup of the website in general.
* More links to other classic Mac clubs and sites.
* Added a software review section to say what files and OS's work and not and how well.

The Spectre GCR site would love to hear from any one with Spectre GCR experience on items not already covered on this weeksite (and that, I realize, could leave a lot open.. but we're trying to be thorough..)

Come check it out.. me know what you think!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4946. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 10:56:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005387484-286139AEicMi@ntlworld.com>
Source record: 40508

From: "Mod" <@>

>Everyone bow down........

You'll find, as you begin to mature, that developing debating skills are much more important to your adult life than schoolyard name-calling BTW.

--
Regards,

Derryck Croker

4947. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 11:37:01 UTC
From: tos4ever@pandora.be
Message-ID: <1f2nnpo.tnbdfm1sckymoN%tos4ever@pandora.be>
Source record: 40509
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/file_selectors/bkit231e.zip
(124.454 bytes) Boxkite is a small and modern file selector. English version

ftp://chapelie.rma.ac.be/atari/utilities/gene_204-all.zip
(692.378 bytes) Gï¿½nï¿½ration helps you to draw and print genealogics
trees (ascendances, descendances and biscendances). French docs, English/French rsc.

ftp://chapelie.rma.ac.be/atari/utilities/mouse_pc.zip
(46.323 bytes) Driver that give you the possibility to
use pc-mice on the serial port of the Atari. French version

**programming**
ftp://chapelie.rma.ac.be/atari/programming/Gemlib/mgemlib.zip
(214.782 bytes) Standard GEM library
```

4948. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 12:01:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005391008-990845AEicMi@ntlworld.com>
Source record: 40510

From: nospam@zonnet.nl (Martin Tarenskeen)
Date: Fri, 09 Nov 2001 22:39:33 GMT

>More success here. It loads faster than with Ghostscript/GEMGS but the fonts
>don't look just as good. Does not surprise me: for ghostscript a big folder
>with many fonts is installed, whereas porthos only has a fontfolder with a
>small number of fonts. Bigger and more serious pdf files won't load on my 14

I can't see any reason why Porthos cannot have an option to use fonts stored
on another partition, the current situation is more than a little silly.

I've copied aliases of my PS fonts into Porthos' font folder, but it hasn't
really brought any benefits to the few PDF files that I've been able to try.

Summary, it still needs some work!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4949. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 12:19:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005402558-54023AEicMi@gmx.net>
Source record: 40517

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Wed, 7 Nov 2001 09:31:11 -0700

Hi Jared,

>2) What about a PDA device (similar (in function) to what Palm, HP, and
>Handspring sell)? I thought that a "kid/teen" version, sporting the
>Atari fuji symbol as the shape/look of it's case, would be awesome!

Awesome? Do you really think anyone out there is waiting for a PDA with a
Fuji logo? Please stop these silly nonsense and wake up!!
As far as a kid/teen version goes: forget it, kids like to be treated as
adults, kid/teens version of a product *always* fail because the adults
are to stupid to realise this. The trick is to market a product so that
it appeals to everyone and treat the teen customers as adults. Name me
one company that has produced a kid/teen version of a successfull product
and scored big with it....

>3) What about taking MultiTOS and "amping it up" for today's technology?
>I always thought that it would be neat to improve GEM in so many ways
>that it could be renamed "GEMillenium".

But MultiTOS has been "amped up"! it's called freeMiNT now. Several people
here have told you this several times before, yet you ignore it. There's
no need to go and reinvent the wheel. Forget about "GEMillenium". the last
thing we need is another TOS compatible OS.
If I was a MiNT user I would feel offended by this continuous drivel about
an improved MultiTOS. You're insulting everyone that supports, develops and
works with MiNT..... I've been flamed here for a lot less in the past :-/

>Let's just pretend that any of this actually *could* happen and let me
>know what you think about it.

Do you really want to hear my opinion about a silly shaped PDA ? I think
not.... :-)

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4950. Re: Circuit-design software

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 12:22:18 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005402560-54751AEicMi@gmx.net>
Source record: 40516

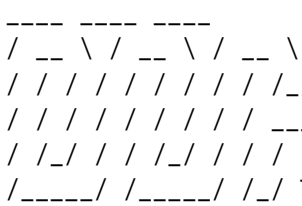
From: Olivier VANONI <ovanoni@icor.fr>
Date: Mon, 05 Nov 2001 22:34:56 +0200

Hi Oliver,

>I use Platon for about 6 years. It can help you drawing PBC up to
>6 layers, has a good library of chips (54xx series) and export
>the schemes to industrial file format. You can of course print to
>a standard printer. I forget some other things.
>I bought it from APAK in Paris. I don't know if it is still
>available. This soft runs only in ST monochrome high resolution.

You probably use an older version of Platon, since version 2.20 Platon
can run in 256 colours and works in any resolution, it also runs under
MagiC and MiNT now without problems.
AFAIK VHF Computer still sells Platon although the current version
needs *minimum* a 68030 with coprocessor, a 68040 is recommended, the
program occupies some 55Mb on the harddisk and the price will shock
you.... :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4951. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 12:45:18 UTC
From: vdjole@EUnet.yu
Message-ID: <9sj7gq$1c3$1@news.eunet.yu>
Source record: 40511

On 3 Nov 2001 14:41:06 G, "Lyndon Amsdon" wrote:
>I also know that all the emulators I've seen for PCs have dreadful FPU
>times compared to, say a CT2 with FPU@50Mhz.

Because, unfortunately, none of them emulate the FPU chip- which, as Henk said, probably would not be hard to implement- even for the existing ST-only emulators.

cu

4952. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 12:45:24 UTC
From: vdjole@EUnet.yu
Message-ID: <9sj7gv$1c3$2@news.eunet.yu>
Source record: 40512

On 9 Nov 2001 16:07:47 -, Bob Retelle wrote:
>On 08 Nov 2001 10:13:23 GMT, garthrr@aol.com (Garthrr) wrote:
>
>>I got the bright (maybe not) idea that I could take the cover off the monitor
>>and find the controls inside that control the size of the picture. I was
>>successful and made the image much larger than it had been. Great! A few weeks
>>later the screen went black. Did I over-tax the electronics by doing this? Is
>>there some reason why the standard settings only use about 3/4 of the apparent
>>screen area?
>>
>
>No- these monitors are designed to be used at their full screen
>dimensions. Adjusting it back out to the edges will NOT damage the
>monitor in any way.

Yet, maybe yes. Picture heigh is to be adjusted by a trimmer-potentiometer
labelled VSIZE or similar. Picture width is to be adjusted by moving
the core in a coil. This should all be safe enough, assuming that he
takes the precaution to change the notorious 2.2uF capacitor right away,
just in case. Also, he should take precautions not to kill himself by
the high-voltage sections.

However, if he fiddled with the potentiometer which regulates the output
voltage of the power supply (and this also has the effect of changing
the picture size) he could have easily fried some component in the monitor
by overvoltage.

Cu.

>
>It doesn't take any more voltage to switch the electron gun on at the
>edges than it does to switch it on 3/4 of an inch from the edge. It's
>just a matter of timing.
>
>Atari specifically adjusted the monitors down to achieve the "aspect
>ratio" they needed to make the software designed for monochrome
>applications (such as DTP) display correctly.
>
>At the "default" adjustment, with wide black bars on the borders, a
>circle drawn in Atari BASIC or by one of the DTP programs will be
>perfectly round.
>
>After you adjust the screen edges back out to the "normal" monitor
>settings, a circle will no longer be round,but will be elongated in
>the vertical direction.

>
>If you don't do anything requiring the Atari aspect ratio, there's no
>reason not to adjust the screen to give you the maximum width and
>height. That was one of the first things I did to my SM-124 and it
>worked just fine for years.
>
>As was mentioned,there is a "notorious" capacitor which tends to dry
>out and blow. Consider the age of your monitor, and blame that as
>the causative factor here, not your adjustment.
>
>
>BobR
>
>
>>Also, can these monitors be repaired anywhere in No CA? What should I expect to
>>pay?
>>
>>Garth
>>
>>
>>"I think the fact that music can come up a wire is a miracle."
>> Ed Cherney
>
>.

4953. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 13:15:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1005402564-55351AEicMi@gmx.net>
Source record: 40518

From: Bill Freeman <flipflap@coastalnet.com>
Date: Thu, 08 Nov 2001 16:12:05 GMT

Hi Bill,

>The Magic Mac demo instructions are only in German, and the demo is so
>crippled that I can't tell for sure if it will do what I need it for.
>I did contact Bengy. He only has MagicMac v 6.1,(not the latest
>version) and it's in German.

MagiCMac 6.1 is the latest version, to transform it into 6.2 you need to download the patch from the ASH webside and patch it yourself. The last official English version was 6.01 distributed by Atari Workshop. If you have experience working with MagiC, then the problem of a German MagiC-Mac can be fixed in no time. But if you never used MagiC before then it might not be so easy.

>It's unclear if the version he sells comes with NVDI.

NVDI is not included with MagiCMac or any other version of MagiC and in case you were not aware of it neither is Jinnee.

>Nobody seems to sell a version with english instructions, and I don't
>have time to learn German just so I can spend $150 for a piece of
>software that may not be an adequate substitute for my TT.

I agree that it isn't exactly cheap, but it all depends on what you plan to do with it really. For someone using it occasionally it certainly is a costly affair, for someone using it all the time it's a bargain....

>ASH is a lot like Atari corp, they don't care if anybody buys it or
>not.

ASH is the main distributor for Germany and Austria. And that's where the problem begins, the distribution of the English versions has been licenced to Atari Workshop (formerly System Solutions). Atari Workshop is the sole distributor of English ASH software, so all requests and complaints should be addressed to them.
The only way to get them to update and release version 6.10/6.20 is by demanding it. If enough people show interest in the latest version, no doubt it will follow, and although I haven't got a clue I suspect that given the exclusive licence ASH can't even sell you a English copy but will refer you to the English distributor. It's the English distributor that is responsible for the translation and the manual, ASH hasn't got anything to do with these...
I realise that all this doesn't solve your problem, from your previous posting I got the impression that you use rather old software and have

never used MagiC before. Especially older software doesn't like MagiC,
if it doesn't run under MagiC it will not run under MagiCMac either. So
unless you can get hold of MagiC for Atari and test the apps you want
to run, then spending a lot of money on MagiCMac is quite a gamble...

Which brings us back where we started: :-)
Upgrading a TT with a graphic card and some extra RAM, will give you a
boost in performance which might be acceptable to keep on using it for
another couple of years...

>>Any Atari is capable of accessing internet just fine, so there's no
>>need to start messing about with floppies.
>
>It's not ridiculous to me, because even my TT with CAB and Sting is
>inadequate for accessing many, and maybe most present day internet
>sites. So if I want to access a site using Java or Flash and other
>similar stuff or have SSL so I can purchase something over the internet

IKWYM... but as a Atari user I mainly visit Atari related websites and
these usally are accessible with CAB. And there is more in life then
just surfing.... email, usenet, irc, icq, telnet etc are just as good on
the Atari as on a PC, one doesn't have to worry about receiving some
nasty viruses either. I have always managed to buy whatever I like over
internet. If a site insists on SSL encryption I get in touch with them by
email, and no doubt a posting will soon appear here informing us that SSL
is possible with a CAB OVL file for MiNTNet.

>I'm going to have to buy a PC because I'm an engineer, and 90+ % of the
>companies I deal with use Autocad which is only available for a PC. Even
>though I have Vectorworks for my Mac which claims Autocad compatibility,

>it's not completely compatible. I can futz around and manage to convert
>and read their Autocad drawings, but I can't expect them to screw around
>trying to read my drawings on their PC.

I can't really think of a reply against those arguments except asking you
why this would have to mean the end of the TT? I've seen people move to
the PC just to be able to work with MS Office...
During workhours I'm confronted with PC's all day long, when I get home I
don't want to hear or see anything that even resembles a PC. In my own
private time I use what I like best, that's Atari, I call this "spending
some quality time" ... :-)
I regard a PC as a tool, a tool that is used as the means to help make a
living. But why that a majority of people insist on using that "tool" as
their private computer is beyond me. How many truckdrivers do you know
that have a truck instead of a car? Why do people want to work on the same
crap as with which they have to make their living during working hours?

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

4954. Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:03:53 UTC
From: ebaiz@skyenet.net
Message-ID: <dtaH7.46$7_.71877@newsfeed.slurp.net>
Source record: 40513

Hello all,

I was wondering if it was possible to chain SCSI devices on an Atari computer. I tried it on my Hades and it almost worked. I bought an external 3 gig SCSI hard drive to load in Mint/Mintnet. It was fine this way, but I also have a SCSI MicroTek E3 scanner. I would like to have access to both of them together at the same time. The hard drive has two 50 pin Centronics ports on the back. One is a pass-through port and the other is the regular SCSI port. The scanner has one SCSI 50-pin centronics port and some other ports. When I chain the two devices (yes, I also have a terminator device hooked up to the scanner since it is the last device in the chain), the hard drive is read fine, but the scanner is only partially read. When I do a device check using HDDriver's utility, the scanner shows up, but the brand name of the scanner is all garbled up eventhough the device is read as a scanner. ScanX will not work here. Are there any other options or do Ijust forget the whole thing for now?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4955. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:07:49 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED34B5.77DDE372@greeleynet.com>
Source record: 40514

Steve Sweet wrote:

> Do you pay by the second for your IP use Lonny?.

How do you pay for your access, Steve? I pay a monthly fee for what has come to be called "unlimited" access to the web. However, when you read the fine print, you are limited to the number of hours available before additional charges are added to the bill. But I've never even come close to the maximum hours.

4956. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:31:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED3A2B.CDF0E648@greeleynet.com>
Source record: 40515

Dennis Vermeire wrote:
>
> Scanning the headers and sorting out the unwanted postings also costs time
> and thus money. In a group where the average traffic is roughly 60 postings
> a day scanning the headers is a waste of time, downloading the whole lot
> will probably be faster and thus cheaper... and one can always use a filter
> to weed out the "undesired" postings.
>
> What needs to be adressed here is the attitude and common sense, we either
> allow dealers to spam in here or we don't. IMO if be don't object to it we
> put the door wide open to all kind of abuse. ATM it's not really necessary
> to scan the headers, allow spam and you'll have to go searching for the
> posting between all kinds of crap.
> There isn't one acceptable reason IMO why a commercial enterprise should be
> allowed to advertise here. There are plenty alternatives on internet to get
> in touch and/or reach potential customers. From the minute one opens his
> eyes in the morning he's subjected to all kinds of advertisements, we're
> bombarded with it (metaphoric that is). This newsgroup is one of the few
> places where we are left in peace and no one is out to get their hands on
> our money or tries to sell us stuff we don't really want. I would love to
> keep it that way...

I think your comment of 60 postings a day says it all. How many postings a day were there 3 years ago? Will there be any postings 3 years from now? Probably, but I think it would be a safe bet the number of postings will be far fewer than 60 a day. :-(

Steve Sweet (I think it was StevE) does have a valid point about rules and if they mean anything. But as an "entity" shrinks some rules no longer have any value, and can actually be a hindrance. What is left of such an "entity" needs to adapt and change rules and practices as necessary.

As the "active" user base continues to dwindle, does it really make sense to stick to "old" rules and prevent the various Atari users, be they vendors, users, programmers, developers, etc. from all meeting in the same place? It seems to me that if you do this, you are encouraging the remaining people with an interest in all things Atari split apart and go their own ways. Is this good for anyone interested in all things Atari?

4957. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:34:19 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED3AEB.FA901A35@greeleynet.com>
Source record: 40519

Derryck Croker wrote:
>
> From: "Mod" <@>
>
> >Everyone bow down........
>
> You'll find, as you begin to mature, that developing debating skills are much
> more important to your adult life than schoolyard name-calling BTW.
>
> --
> Regards,
>
> Derryck Croker

Ditto

4958. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:42:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED3CBF.ABA8D8C7@greeleynet.com>
Source record: 40521
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

xlator@cix.compulink.co.uk wrote:
>
> I can tell you why: Because generally it costs more that way *and*
> wastes considerable time! I used to download headers only, but
> found that a) it took ages to look through and select them, b) I
> probably wanted to download most of them anyway as the headings
> weren't clear enough to make a decision on and c) it then needed a
> separate blink to get the posts - so at least another phonecall or
> wait until the next blink, which may not be till a day or so
> later. So I decided that a full download was preferable.

Excellent point about the subject lines of a lot of posts. AutoDesk
(the AutoCAD people) gets more posts in a day than this group does in a
month, and so many times the subject line has absolutely nothing to do
with the topic of the message.

> On the matter that started all this, strictly speaking Steve is
> right as commercial ads are banned in private newsgroups by the
> RFCs, I think. Personally I don't mind seeing Ben's adds now and
> then, but not every week (at one time he used to post it twice!)
> and not at such length. I think it would be better if he posted
> either a summary, or just a link to a web page with perhaps a few
> highlights of what's new. Just my 2 cents worth!

Good point about the content of Ben's postings.

4959. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 14:57:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BED406A.35E25676@greeleynet.com>
Source record: 40522

Steve Sweet wrote:
>
> Hi Ken
>
> > The following is just my opinion, please feel free to simply skip this
> > post if you wish.
>
> Are people entitled to opinions in here then??.

I would think so. I don't think people have any problems with
opinions. It the way the opinions are expressed that seems to be the
problems.

> Ive not seen any childish comments yet, some adult discussion, and lots of
> disagreement.

If there's one thing I've noticed over the years, Atari users are
definitely good at having disagreements.

> > I used to be very proud of Atari owners, but these days I'm ashamed of
> them.
>
> Hence your lax attitude to this echo.

I'm assuming that your use of "echo" refers to this newsgroup. So,
would you expand on what you mean by "lax attitude" please?

> > Even though I firmly believe there is still a place for a simpler computer
> like the Atari, I do not
> > recommend the platform to anyone anymore because of the way people behave
> in this newsgroup.
>
> You pratt!!. you'd better tell people to stop buying Ford Fiesta's and
> Vauxhall Nova's coz of the way they are driven by 'Some People'. Dillweed!!.

Steve, do you really enjoy trying to insult people? Because I think
that it's insulting remarks like this that generate many of the negative
comments in many of the reply posts to you.

> > There are a number of individuals in this newsgroup who should look at
> > themselves in a mirror, and ask themselves if their actions present a
> > positive or negative impression of the very few Atari users left.
>
> Could you take the time to explain what a 'rule' is and its purpose please.
> Or are you the sort of idiot who turns a blind eye to what suits them.

My comment was not about rules, it was about behavior.

I've commented about rules in another post in this thread, hopefully you will see it.

4960. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 15:07:33 UTC
From: at4ri@kki.net.pl
Message-ID: <9sjfrl$lo8$1@news.tpi.pl>
Source record: 40523

On 10 Nov 2001 00:39:31 , Bob Retelle wrote:
> I'm not sure exactly where to start looking for these files, but some
> of the Atari archive sites might have them available still.

http://www.umich.edu/~archive/atari/Misc/dead_mon.lzh
At least that file used to be there when my SM124 died a similar
horrible death ;-))

--
G.

4961. Looking for Saebar(?) - MagiC utility

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 15:07:34 UTC
From: at4ri@kki.net.pl
Message-ID: <9sjfrm$lo8$2@news.tpi.pl>
Source record: 40524

Hi!

I am looking for a program called Saebar (or something like
that, Seabear, Saebear...) for MagiC. It was a simple but
nice utility, that created statistics of how long the computer
was used, how many times it crashed etc. and displayed that
in nice graphs. It was shareware or freeware, it was available
on the Internet, but I cannot find it now ;-(((((((((
In info window there was a picture of a bear, so maybe it
is somewhat connected with the name. It was a German program.
If anyone knows where I can download it from, please tell me.
Thanx.

--
G.

4962. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 15:28:11 UTC
From: Bill Freeman <flipflap@coastalnet.com>
Message-ID: <flipflap-C23C87.10282010112001@news1.coastalnet.com>
Source record: 40525

In article <0qeputkgiu74itgm70eedt336evr8tithb@4ax.com>, Bob Retelle
<bobr1@provide.net> wrote:

> As Bill Freeman mentioned, it's a 2.2mfd non-polarized electrolytic
> capacitor (which can be frustratingly difficult to find an exact
> replacement for), but which can be substituted with a 2.2mfd Tantalum
> capacitor.

I'm sure I have the repair instruction file. I'll look for it and post
it here if anyone asks for it.

The 2.2 mfd Cap isn't hard to find though. As I recall its fairly
large, maybe .75" dia and 1.5" long, and near the power supply. The
replacement has to be unpolarized, which can be hard to find in an
electrolytic. It's best to replace it with a tantalum which will
probably last much longer than an electrolytic. I mounted the tantalum
on 2" long wires, sticking up from the board, so it would have more room.

Don't forget to look at the fuse(s) too.

Bill Freeman

4963. Re: Looking for Saebar(?) - MagiC utility

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 18:07:40 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B812BAFD.4969%bengy@mac.com>
Source record: 40526

On 11/10/01 8:07 AM, in article 9sjfrm$lo8$2@news.tpi.pl, "Grzegorz Pawlik"
<at4ri@kki.net.pl> wrote:

> I am looking for a program called Saebar (or something like
> that, Seabear, Saebear...) for MagiC. It was a simple but

http://www.augusta.de/~michael/ATARI/index.us.html

It is by Michael Piepers and IIRC the source code is available.

Bengy

4964. Re: Looking for Saebär - MagiC utility

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 19:02:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200111102002.a53049@b.maus.de>
Source record: 40532

GP>If anyone knows where I can download it from, please tell me.

http://www.augusta.de/~michael/ATARI/index.html

Gerhard

4965. Need help running Rogue under emulation

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 19:34:46 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <qjfH7.52621$zK1.14164536@typhoon.tampabay.rr.com>
Source record: 40530

Has anybody been able to get Epyx's Rogue to run under an emulator? I can't.

I have an original Rogue disk . However, I'm trying to use a disk image I found on the net. The game seems to run fine, but after a couple of levels you will always die and instead of your name on the tombstone it will say "Pirate, scum of the earth."

The problem is that the ST disk SEEMS easy to copy...and the game runs. But the game recognizes that the disk is not an original and kills you and calls you a pirate.

I'd like to solve this in 1 of 2 ways:

1) Ideally I want an image of Rogue that works properly with emulators. Then I can just play it under Winston or Steem. Could somebody point me to one?
2) Optionally I can use my original ST Rogue disk with an emulator. However, neither Winston nor Steem seem to support this. I remember Pacifist supporting this, but I can no longer get Pacifist to work under Window Me. Is there another Windows Me compatible emulator out there that can read ST disks from the PC drive? Does this feature even work right in Pacifist?

Please email me at: hughfalk@mindspring.com

Thanks in advance,
Hugh

4966. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 20:21:45 UTC
From: osian@zetnet.co.uk
Message-ID: <3bed8c59$0$8560@news.zetnet.co.uk>
Source record: 40531

I can't see any reason why this shouldn't work. I've got a hard disk, CD drive, Syquest drive, Epson Scanner, and a card reader all daisy chained in this way. Aome devices don't have a second port, and so the ribbon cable I have simply has connectors at various points along its length. The scanner does have a second port though and I've used that to connect it into the chain.

Strange problems can occur with termination. I know you're always supposed to have a termination, but in one configuration of the system I had, it worked better without the terminator dongle. (But I think my chaining was wrong...). The last device in the chain is the card reader which has a selector switch with 14 positions - 7 SCSI IDs in each of terminated and unterminated, but no matter which position I put it to, it always appears as SCSI 2, and presumably terminated as everything works OK. I think I may have a faulty selector switch!

If I switch the scanner's termination on, I get write problems to the hard disk.

Your problem may be caused by incorrect termination at some point, or as someone else suggested, a faulty cable.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4967. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 20:50:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005426825.39588.1@hebe.uk.clara.net>
Source record: 40533

Hi Ken

| > Do you pay by the second for your IP use Lonny?.
|
| How do you pay for your access, Steve? I pay a monthly fee for what has
| come to be called "unlimited" access to the web. However, when you read
| the fine print, you are limited to the number of hours available before
| additional charges are added to the bill. But I've never even come
| close to the maximum hours.

I've looked into those so called unlimited access doohickies but I seem to use less when I pay as I go than I would spend on an all-in unlimited account. I was going to sign one up anyway on the basis that my littleone could use the web when he visits, he's always got something he wants to check out, but my daughters just quit her job so that's another one that'll need a free feed. One I spotted in a PC mag recently offered 8AM - 5:30 access for a fiver a month, but I'd prefer to have an evening/overnight scheme. If only someone had an overnight jobbie for a 5ver

--

Steve. S.

4968. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 20:51:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005426828.39588.2@hebe.uk.clara.net>
Source record: 40534

Hi Derryck

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:1005387484-286139AEicMi@ntlworld.com...
| From: "Mod" <@>
|
| >Everyone bow down........
|
| You'll find, as you begin to mature, that developing debating skills are
much
| more important to your adult life than schoolyard name-calling BTW.

I've clipped this, printed it and blue-tacked it to my monitor as a reminder
that there's hope for me yet.

8-)

--

Steve. S.

4969. Re: Calamus Export Q

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 22:45:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9skalm$rg9$1@thorium.cix.co.uk>
Source record: 40535

In message <ce22d101.0111071616.6dd3eb19@posting.google.com>, tconrardy@hotmail.com said:

>I might be getting some software released soon that has documentation
>originally done in Calamus.
>
>I have Calamus (although I do not use it much:-)But I was wondering if
>there is a way to EXPORT the Calamus document into a more "universal"
>format such as RTF , or PDF. Are there such "modules" for Calamus?

Yep, Invers have just introduced RTF-Import/Export version 2.0
driver module for Calamus SL2000. Don't know if there is an
english-language version yet; I have just translated the manual
and sent it to them. Their web page should tell you the cost.

I believe thre is an earlier version that works with some of the
earlier Calami too.

Regards, /Peter/

4970. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 22:45:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9skalmrga1@thorium.cix.co.uk>
Source record: 40536

In message <9shqvuhrf1@green.tninet.se>, jorgen.nyberg@mailbox.hogia.net said:

>On 9 Nov 2001 22:39:33 G, Martin Tarenskeen wrote:
>>I downloaded the new Porthos v1.25 update on http://www.dsd.net and
>>gave this PDF viewer a second try. The previous version wouldn't
>>start on my MiNT/N.AES Falcon. This one does. That's better! But I
>>can't load the manual.pdf file: It starts loading but crashes with a
>>BUS ERROR before I can see and read it.
>>
>snip
>>
>>Martin.
>>.
>
>Hi Martin
>
>A little tip that somtimes help with troublesome pdf-files. Try
>drag'n'drop, sounds strange, but sometimes that helps.

Yes, and also try it with the minimum number of AUTO folder and
START folder programs. I found my crashing was due to DOCK.APP in
my START folder - removing it cured the crashes.

I also found that in mono resolutions 5 of the icons were the
same! They are different in 16-colour and up. The author is aware
of it and hopes to have a fix for this soon.

Regards, /Peter/

4971. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 23:18:49 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BEDB5EB.81A2D244@chello.nl>
Source record: 40537

Djordje Vukovic wrote:
>
> On 3 Nov 2001 14:41:06 G, "Lyndon Amsdon" wrote:
> >I also know that all the emulators I've seen for PCs have dreadful FPU
> >times compared to, say a CT2 with FPU@50Mhz.
>
> Because, unfortunately, none of them emulate the FPU chip- which, as Henk
> said, probably would not be hard to implement- even for the existing
> ST-only emulators.
>

Even if one could write a plugin to the line F in the emulator (Beware! writing Intel assembly can damage your brains!) there would be the problem that almost all existing app's confuse the the line F with the 68020/30 extended operands and instruction set. I suffered this problem when I wrote a line F <--> 68881 board software bridge for the 68000.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

4972. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-10 23:28:16 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1005434896.17407.0.nnrp-02.9e983130@news.demon.co.uk>
Source record: 40538

On 10 Nov 2001 14:03:53 , Edward S. Baiz Jr. wrote:
>Hello all,
>
>I was wondering if it was possible to chain SCSI devices on an Atari
>computer. I tried it on my Hades and it almost worked. I bought an
>external 3 gig SCSI hard drive to load in Mint/Mintnet. It was fine
>this way, but I also have a SCSI MicroTek E3 scanner. I would like to
>have access to both of them together at the same time. The hard drive
>has two 50 pin Centronics ports on the back. One is a pass-through port
>and the other is the regular SCSI port. The scanner has one SCSI 50-pin
>centronics port and some other ports. When I chain the two devices
>(yes, I also have a terminator device hooked up to the scanner since it
>is the last device in the chain), the hard drive is read fine, but the
>scanner is only partially read. When I do a device check using
>HDDriver's utility, the scanner shows up, but the brand name of the
>scanner is all garbled up eventhough the device is read as a scanner.
>ScanX will not work here. Are there any other options or do Ijust
>forget the whole thing for now?
>
>Edward S. Baiz Jr.

At one time I had a Sony CD drive, Yamaha CD writer, 250M Quantum drive,
1G IBM drive & a Microtek Scanmaker on my Falcon. Main problem was some
data loss on the drives, but I think this was down to Newsie. I don't use
the hard drives any more, I found that using an IDE drive was more reliable.
I got round the problem of termination by making up a cable using IDC
connectors, this gives a long cable with multiple connectors & you don't
need pass through ports (which the drives didn't have anyway). The IDC
connectors are easily pressed onto the cable using a small vice. You could
try swapping the order in the chain, it took a bit of swapping to get all
the above working together.

Mike Bedford

4973. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 00:32:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005481580.1160.2@demeter.clara.net>
Source record: 40447

Hi Dennis

| If I was a MiNT user I would feel offended by this continuous drivel about
| an improved MultiTOS. You're insulting everyone that supports, develops
and
| works with MiNT..... I've been flamed here for a lot less in the past :-/

Thats coz no-one reads what you have to say, they dislike you so much they
automaticaly just try to climb up your arse. I should know. 8-)

| >Let's just pretend that any of this actually *could* happen and let me
| >know what you think about it.
|
| Do you really want to hear my opinion about a silly shaped PDA ? I think
not.... :-)

That almost rhymes with Suppository, or is that what you were aiming at. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4974. New MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 03:57:53 UTC
From: Bengy <bengy@mac.com>
Message-ID: <B813454F.49A4%bengy@mac.com>
Source record: 40539

From MagiC Online
--
MagiCNet News! (Nov 10/01)
Vassilis Papathanassiou, the author of MagiCNet, sent us the following information:

"I have updated my homepage with a new version of MagiCNet (v 1.3.9b) and (finaly ;-) a dialer based on pppd but with a small GEM interface.

The new MagiCNet has now correctly functioning serial ports with MagiC 6.20 (fortunately no separate version was needed, it is now compatible from MagiC 5.xx to 6.2x).

pppd_GEM closely follows pppd v 2.3.11 for Linux and MiNTNet, this means one can use it to connect to an ISP using PAP, CHAP, m$-chap
plus whatever script an ISP might need.

It is also possible to make ppp connections to PCs running DialUp Servers both localy or through a modem."

According to Vassilis, the project is getting close to a dream come true for many users; the emulation of every stack on the Atari platform:

"I think we're quite close (to the integration of all available ATARI stacks to MagiCNet) but I need the community's help for that.

We already have glueSTiK and Draconis emulators, both ported to MagiCNet and working fine AFAIK up to now. I went a bit further and developed an I-Connect gateway which also works fine on my setup and for some betatesters. The problem is it has to be named ICONNECT.PRG (like the original) for fiffi, Emailer and other ASH apps to be able to find it. The second problem is that it has been developed by examining the library that comes with the developer documentation, otherwise no one can tell where to hook the "bridge" between I-Connect and MagiCNet calls.

So, although this project is NOT based on disassembling the original I-Connect stack, it still needs the original name and of course the internals of the C library.

I'd really like to know if there are any legal issues with this project, if yes, it should be dropped, if no, we'll have all in one, STiK/STinG, I-Connect, Draconis and some unix clients, all running _at the same time_ under one stack and every user can use the best from these worlds!"

Magicnet - http://users.otenet.gr/~papval/
MagiC Online - http://www.magical-sides.de

4975. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 05:07:58 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <cGnH7.625$EZ2.44996722@news.incc.net>
Source record: 40540

Does anyone remember an old terminal program for the Atari ST called "Freeze Dried Terminal" (I think it was abbreviated FZDT or somesuch)? I remember using it to log on to BBS's in my local area (and not so local area, until I finally got over the "addiction" of BBSing). Ah, those were the days... when an Atari SX212 was considered fast...

Jared

Dennis Vermeire wrote in message <1005402564-55351AEicMi@gmx.net>...
>From: Bill Freeman <flipflap@coastalnet.com>
>Date: Thu, 08 Nov 2001 16:12:05 GMT
>
>Hi Bill,
>
>>The Magic Mac demo instructions are only in German, and the demo is so
>>crippled that I can't tell for sure if it will do what I need it for.
>>I did contact Bengy. He only has MagicMac v 6.1,(not the latest
>>version) and it's in German.
>
>MagiCMac 6.1 is the latest version, to transform it into 6.2 you need to
>download the patch from the ASH webside and patch it yourself. The last
>official English version was 6.01 distributed by Atari Workshop. If you
>have experience working with MagiC, then the problem of a German MagiC-
>Mac can be fixed in no time. But if you never used MagiC before then it
>might not be so easy.
>
>>It's unclear if the version he sells comes with NVDI.
>
>NVDI is not included with MagiCMac or any other version of MagiC and in
>case you were not aware of it neither is Jinnee.
>
>>Nobody seems to sell a version with english instructions, and I don't
>>have time to learn German just so I can spend $150 for a piece of
>>software that may not be an adequate substitute for my TT.
>
>I agree that it isn't exactly cheap, but it all depends on what you plan
>to do with it really. For someone using it occasionally it certainly is
>a costly affair, for someone using it all the time it's a bargain....
>
>>ASH is a lot like Atari corp, they don't care if anybody buys it or
>>not.
>
>ASH is the main distributor for Germany and Austria. And that's where
>the problem begins, the distribution of the English versions has been

>licenced to Atari Workshop (formerly System Solutions). Atari Workshop
>is the sole distributor of English ASH software, so all requests and
>complaints should be addressed to them.
>The only way to get them to update and release version 6.10/6.20 is by
>demanding it. If enough people show interest in the latest version, no
>doubt it will follow, and although I haven't got a clue I suspect that
>given the exclusive licence ASH can't even sell you a English copy but
>will refer you to the English distributor. It's the English distributor
>that is responsible for the translation and the manual, ASH hasn't got
>anything to do with these...
>I realise that all this doesn't solve your problem, from your previous
>posting I got the impression that you use rather old software and have
>never used MagiC before. Especially older software doesn't like MagiC,
>if it doesn't run under MagiC it will not run under MagiCMac either. So
>unless you can get hold of MagiC for Atari and test the apps you want
>to run, then spending a lot of money on MagiCMac is quite a gamble...
>
>Which brings us back where we started: :-)
>Upgrading a TT with a graphic card and some extra RAM, will give you a
>boost in performance which might be acceptable to keep on using it for
>another couple of years...
>
>>>Any Atari is capable of accessing internet just fine, so there's no
>>>need to start messing about with floppies.
>>
>>It's not ridiculous to me, because even my TT with CAB and Sting is
>>inadequate for accessing many, and maybe most present day internet
>>sites. So if I want to access a site using Java or Flash and other
>>similar stuff or have SSL so I can purchase something over the internet
>
>IKWYM... but as a Atari user I mainly visit Atari related websites and
>these usally are accessible with CAB. And there is more in life then
>just surfing.... email, usenet, irc, icq, telnet etc are just as good on
>the Atari as on a PC, one doesn't have to worry about receiving some
>nasty viruses either. I have always managed to buy whatever I like over
>internet. If a site insists on SSL encryption I get in touch with them by
>email, and no doubt a posting will soon appear here informing us that SSL
>is possible with a CAB OVL file for MiNTNet.
>
>>I'm going to have to buy a PC because I'm an engineer, and 90+ % of the
>>companies I deal with use Autocad which is only available for a PC. Even
>>though I have Vectorworks for my Mac which claims Autocad compatibility,
>
>
>>it's not completely compatible. I can futz around and manage to convert
>>and read their Autocad drawings, but I can't expect them to screw around
>>trying to read my drawings on their PC.
>
>I can't really think of a reply against those arguments except asking you
>why this would have to mean the end of the TT? I've seen people move to

>the PC just to be able to work with MS Office...
>During workhours I'm confronted with PC's all day long, when I get home I
>don't want to hear or see anything that even resembles a PC. In my own
>private time I use what I like best, that's Atari, I call this "spending
>some quality time" ... :-)
>I regard a PC as a tool, a tool that is used as the means to help make a
>living. But why that a majority of people insist on using that "tool" as
>their private computer is beyond me. How many truckdrivers do you know
>that have a truck instead of a car? Why do people want to work on the same
>crap as with which they have to make their living during working hours?
>
>
>Cheers from Belgium
>Dennis
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

4976. sozobon question

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 05:45:00 UTC
From: Dan S <cjh3@hotmail.com>
Message-ID: <jcoH7.155105$8x1.20770@newsfeeds.bigpond.com>
Source record: 40541

sozobon on the atari keeps asking for a file 'pcstdlib' when I try to
compile anything.
but this file wasn't distributed with the program - is it part of the atari
OS, hence
no distribution with the program?

4977. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 05:48:18 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <_foH7.628$i_2.45037719@news.incc.net>
Source record: 40542

>Name me one company that has produced a kid/teen version of a successfull product
>and scored big with it....

Ever heard of Cybiko? Go to their website (www.cybiko.com) and take look at their units. I was thinking of something along similar lines for the teen model of my idea... except that it "evolves" from the one function it's "born" with (there are several colors and each color is given a "starting function" (calculator, data keeper (kinda like a rolodex), game, appointment reminder, etc.)) and you can link to other units (via IR) and share one function of yours with them and aquire one of theirs (per day). This now means you have one more function and so do they. This promotes user interaction in a fun way, as well as help to aquire more features for your own unit. When you've aquired all the features from all the units, your unit is now "fully evolved" and you can send in for a gold faceplate!

You can also aquire extra features (games and more) by logging onto a special website. and downloading a feature of your choice!

Think of it as a kind of "Pokemon PDA" (grin)

The adult version is fully equipt with a full set of functions (as any normal PDA), but you can also log onto the website and download/exchange features to customize your unit to your tastes. If you don't like or want a feature you have, you can trade it for another one. Games are also available...

I don't expect many to ever accept the idea that such a device could actually succeed, but then again, have you seen how insane Steve Jobs is recently? He's trying to pitch a $400 MP3 player (the iPod... what a STUPID name!) and expects people will buy it based on it's featureset and looks. Last time he tried that, the device was called a G4 Cube... it flopped and died like a fish outta water. I expect the iPod will die an equally unpleasant death... 'cause I sure as blazes would never buy one... especially at that price.

These devices, however, would not cost anywhere near as much and are much more usable. Besides, it's something Atari never made!

Jared

4978. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 06:24:38 UTC
From: Don <dons@qnet.com>
Message-ID: <3BEE19A6.D16B48E1@qnet.com>
Source record: 40543

The location of the 2.2mfd capacitor is C714. Its not hard to locate. Look at the PCB from the back. To the left is the BRIGHTNESS adjustment pot. Behind the pot there are 4 componets in a line. The last componet is the 2.2mfd cap. it will have some kind of printing next to it saying C714.

Hope this helps you out.

Don

4979. Where can I buy MagiC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 06:34:48 UTC
From: horseman04@block.mac.com
Message-ID: <horseman04-1011012334480001@166.70.161.98>
Source record: 40544

I've decided to give MagiC a try on my TT030, but can't seem to locate the program. I tried calling and e-mailing Systems for Tomorrow but I do not get any response from them.

Can somebody point me in the right direction? Thanks!

- Fourth Horseman -
horseman04@block.mac.com
http://www.collateral-damage.org
[Note: spam protection in place, remove the 'block' to send me e-mail]

4980. Re: Where can I buy MagiC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 07:22:03 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B813752A.49B0%bengy@europe-shareware.org>
Source record: 40545

On 11/10/01 11:34 PM, in article horseman04-1011012334480001@166.70.161.98,
"Fourth Horseman" <horseman04@block.mac.com> wrote:

> Can somebody point me in the right direction? Thanks!

Europe Shareware: http://www.europe-shareware.org
(There are different divisions depending on where you are located)

Because we're non-profit, we're able to give you a package deal: With every
MagiC you receive registered copies of Aniplayer, aICQ, MagiC Scripter, and
jinnee desktop.

4981. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 08:09:18 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BEE322E.50E3AEB6@seimet.de>
Source record: 40446

"Edward S. Baiz Jr." schrieb:

> I was wondering if it was possible to chain SCSI devices on an Atari
> computer. I tried it on my Hades and it almost worked. I bought an

Sure. You can connect up to 7 devices to the Atari, like with any other
computer that supports SCSI.

> scanner is only partially read. When I do a device check using
> HDDriver's utility, the scanner shows up, but the brand name of the
> scanner is all garbled up eventhough the device is read as a scanner.

This indicates that something is wrong with the cables or termination.
First check whether the scanner's name is correct without any other
device being connected.

> Are there any other options or do Ijust forget the whole thing for now?

No, there are no options as far as software is concerned.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

4982. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 08:58:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005551114-142370AEicMi@ntlworld.com>
Source record: 40478

From: Ken Springer <wordworks@greeleynet.com>
Date: Sat, 10 Nov 2001 07:31:07 -0700

>As the "active" user base continues to dwindle, does it really make
>sense to stick to "old" rules and prevent the various Atari users, be
>they vendors, users, programmers, developers, etc. from all meeting in
>the same place? It seems to me that if you do this, you are encouraging

What WILL drive the nail into the coffin are idiots who post flames under assumed names. This kind of behaviour is likely to drive people away from the group whether they may be regulars or newcomers - and I've seen messages in here and elsewhere from people who I've never seen postings from before.

--
Regards,

Derryck Croker

4983. Message headers WAS Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 09:04:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005551116-142838AEicMi@ntlworld.com>
Source record: 40479

From: Ken Springer <wordworks@greeleynet.com>
Date: Sat, 10 Nov 2001 07:42:07 -0700

>xlator@cix.compulink.co.uk wrote:

>> probably wanted to download most of them anyway as the headings
>> weren't clear enough to make a decision on and c) it then needed a

>Excellent point about the subject lines of a lot of posts. AutoDesk
>(the AutoCAD people) gets more posts in a day than this group does in a
>month, and so many times the subject line has absolutely nothing to do
>with the topic of the message.

Any ex-Fidonet (or any of the other compatible BBS, erm, systems) users will have been taught to change the subject lines of messages when they started to divulge from the original thread. It's a useful rule but isn't often followed these days. Moderated groups are sometimes very useful!

--
Regards,

Derryck Croker

4984. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 09:13:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005551118-143378AEicMi@ntlworld.com>
Source record: 40480

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 10 Nov 2001 14:03:53 GMT

I have several SCSI devices connected to my Falcon, ending in the same scanner as you, and it all works fine.

I'm not sure why you've described the ports on the back of your hard disk the way you have since either can be used to feed in our out.

On the rear of the scanner, I've connected a normal 50 pin SCSI 1 lead to the corresponding socket and plugged a MAC-style terminator into the socket to its left (looking at the back towards the front). I don't know what the socket on the other side of the Centronics connector is for.

Are you sure that you have removed any _internal_ termination from the hard drive?

I've also found Steffen Engle's SCSIDRV.PRG to be useful for my scanner, as discussed hereabouts in the past months.

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4985. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 09:18:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005551120-143854AEicMi@ntlworld.com>
Source record: 40481

From: Dennis Vermeire <dennis.vermeire@gmx.net>
Date: Sat, 10 Nov 2001 14:15:12 +0100

>MagiCMac 6.1 is the latest version, to transform it into 6.2 you need to
>download the patch from the ASH webside and patch it yourself. The last

Just to remind ourselves, the update to MagiC 6.20 files on the DDP website
pertain as much to MagiCMAC as they do to the Atari version, when used with the
appropriate MagiCMAC updater file from ASH - and I'll bet with MagiCPC too,
if/when it's released.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4986. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 09:21:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005551124-144330AEicMi@ntlworld.com>
Source record: 40482

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Sat, 10 Nov 2001 22:07:58 -0700

>Does anyone remember an old terminal program for the Atari ST called "Freeze
>Dried Terminal" (I think it was abbreviated FZDT or somesuch)? I remember

Indeed I do, but it got left behind as systems developed and the author never
updated it IIRC.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4987. ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 13:47:44 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bee82e5$0$35575$272ea4a1@news.execpc.com>
Source record: 40448

Hello,

I recently installed Magic 6.01

I have a set that boots Magic and NVDI.
When Magic boots, it goes through a reset, then comes back
into XBoot. But at this point, I am unable to use the mouse in Xboot.
I let it go (till the bar disappears) then it boots Magic and NVDI
and I see the desktop with the icons I have assigned.
Why does Magic go through a reset?

I also cannot seem to assign a program to boot in Xboot.
Seems like I have to wait for the desktop, then go to the program
that I want to use manually.
Is there a work around for this?

thank you

ken

4988. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 13:55:30 UTC
From: ebaiz@skyenet.net
Message-ID: <mrvH7.92$cr1.66241@newsfeed.slurp.net>
Source record: 40449

On 9 Nov 2001 22:39:33 G, Martin Tarenskeen wrote:
>I downloaded the new Porthos v1.25 update on http://www.dsd.net and gave this PDF
>viewer a second try. The previous version wouldn't start on my MiNT/N.AES Falcon.
>This one does. That's better! But I can't load the manual.pdf file: It starts loading
>but crashes with a BUS ERROR before I can see and read it. Then I tried loading and
>reading some very small readme.pdf files I had somewhere. More success here. It loads
>faster than with Ghostscript/GEMGS but the fonts don't look just as good. Does not
>surprise me: for ghostscript a big folder with many fonts is installed, whereas
>porthos only has a fontfolder with a small number of fonts.
>Bigger and more serious pdf files won't load on my 14 MB Falcon030 (yet?).
>
>Please try 1.25 on your system and react in this newgroup and to Porthos' author

This version acts much the same on my Hades as did the last version.
The author stated that 1.25 will now run under N.AES, but I had already
gotten 1.0 to run under N.AES/Mint/MintNet. The manual.pdf gave me the
same results. It loads and runs under Magic, but under Mint/MintNet I
loads up in color, so it looks like a setup problem on my part which I
am looking into. Small PDF files fun fine. I loaded in a 1.2meg PDF
that had graphics and it loaded fine. I then chose a 9meg pdf with
graphics. The first page loaded in fine, but when I chose another page,
it comes up for about 1-2 seconds and then I get a runtime error and am
returned to the desktop. I have 250meg in my Hades, so it does not look
like a memory problem.

I downloaded a book in pdf form (about 900k). It loads just fine, but it looks
like the graphics do not show up. The print shows up and sometimes that
big gaps and I assume they are for the graphics. I found out if you try
to go to the next page before the present page loads, the program
hangs, but does not crash the computer.

Has anyone gotten the Thumbnail option to work? I see from looking at
the manual that you can display the thumbnails, but I cannot seem to
get them to show. It would help if we had an English manual.

Has anyone exported any images? I have the demo to Papillon. Pressing
the Shift key and holding down a mouse key brings up a box with opions
one being to export images. It then looks for the Papillon program.
When I click on the Papillon program, it loads, but nothing else
happens. I guess this happens because of the fact that it is a demo.

I am still satified with the program. Most of the PDF's work fine. It
is the because of the much bigger PDF's, that Porthos needs an
adjustment.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4989. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 14:30:11 UTC
From: ebaiz@skyenet.net
Message-ID: <TXvH7.99$cr1.72372@newsfeed.slurp.net>
Source record: 40451

On 11 Nov 2001 09:09:18 , Uwe Seimet wrote:
>"Edward S. Baiz Jr." schrieb:

>> scanner is only partially read. When I do a device check using
>> HDDriver's utility, the scanner shows up, but the brand name of the
>> scanner is all garbled up eventhough the device is read as a scanner.
>
>This indicates that something is wrong with the cables or termination.
>First check whether the scanner's name is correct without any other
>device being connected.

The scanner's works great if I connect the SCSI with the terminator to the scanner. If I go through the hard drive, then to the scanner, this is where the problem occurs. I will check out the connections and the cables involved to see if there are any problems. I will also try exchanging the order of some of the other devices I have connected (CDR drive and Jaz Drive. Thanks to everyone who gave me advice.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4990. Re: Need help running Rogue under emulation

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 14:30:12 UTC
From: ebaiz@skyenet.net
Message-ID: <UXvH7.100$cr1.72063@newsfeed.slurp.net>
Source record: 40452

On 10 Nov 2001 19:34:46 , "Hugh Falk" wrote:
>Has anybody been able to get Epyx's Rogue to run under an emulator? I
>can't.
>
>I have an original Rogue disk . However, I'm trying to use a disk image I
>found on the net. The game seems to run fine, but after a couple of levels
>you will always die and instead of your name on the tombstone it will say
>"Pirate, scum of the earth."

I have found that Rogue likes to run under Regular TOS, so try setting
your emulator to that. Under anything about regular TOS, Rogue runs,
but with problems.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4991. Re: Looking for Saebar(?) - MagiC utili

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 14:49:10 UTC
From: at4ri@kki.net.pl
Message-ID: <9sm356$n3a$1@news.tpi.pl>
Source record: 40453

On 10 Nov 2001 18:07:40 , Bengy wrote:
> On 11/10/01 8:07 AM, in article 9sjfrm$lo8$2@news.tpi.pl, "Grzegorz Pawlik"
> <at4ri@kki.net.pl> wrote:
>
> > I am looking for a program called Saebar (or something like
> > that, Seabear, Saebear...) for MagiC. It was a simple but
>
> http://www.augusta.de/~michael/ATARI/index.us.html

Thanx! I have already got it.

--
G.

4992. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 15:05:52 UTC
From: SWE/YesCREW <jvalant@m42.cx>
Message-ID: <Pine.MNT.3.96-MiNT.1011111145632.596A-100000@localhost>
Source record: 40450

On Sun, 11 Nov 2001, Steve Sweet wrote:

Hi Steve,

> | If I was a MiNT user I would feel offended by this continuous drivel about
> | an improved MultiTOS. You're insulting everyone that supports, develops
> |and works with MiNT..... I've been flamed here for a lot less in the
> |past :-/
>
> Thats coz no-one reads what you have to say, they dislike you so much they
> automaticaly just try to climb up your arse. I should know. 8-)

Really? U should know? And what is that u should know? Im sorry, but i
dont wana climb to annyone's arse or even speak about such things with
such words.. Its not nice felling to read that, just because i run
different OS on same machine, for same cause... So we should just call
each others names etc on behalf of using slightly diferent OS etc.. Im out
of this... I dont wana be part of such community.

SWE/YesCREW

****
* *
* http://yescrew.atari.org *
* swe@atari.org / jvalant@m42.cx *
* *
****

4993. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 15:56:57 UTC
From: Fred Horvat <fmh@netzero.net>
Message-ID: <3BEE9FC9.CBB4B78@netzero.net>
Source record: 40454

My understanding of the reset is to remove TOS from RAM and to load
MagiC, which is the reason for the 2 boots.

Ken Kosut wrote:

> Hello,
>
> I recently installed Magic 6.01
>
> I have a set that boots Magic and NVDI.
> When Magic boots, it goes through a reset, then comes back
> into XBoot. But at this point, I am unable to use the mouse in Xboot.
> I let it go (till the bar disappears) then it boots Magic and NVDI
> and I see the desktop with the icons I have assigned.
> Why does Magic go through a reset?
>
> I also cannot seem to assign a program to boot in Xboot.
> Seems like I have to wait for the desktop, then go to the program
> that I want to use manually.
> Is there a work around for this?
>
> thank you
>
> ken

4994. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 16:21:57 UTC
From: tos4ever@pandora.be
Message-ID: <1f2przq.18vnvm4qq8rbgN%tos4ever@pandora.be>
Source record: 40455

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> This version acts much the same on my Hades as did the last version.
> The author stated that 1.25 will now run under N.AES, but I had already
> gotten 1.0 to run under N.AES/Mint/MintNet.

I think that the author means that Porthos now runs with n_dlg*.prg. One doesn't need to use w_dialog anymore. It even runs with the file selector freedom. The other thing that has been fixed is that under N_AES Porthos display the scroll bar. With the previous version this wasn't the case.
I still get a runtime error whenever I load for the first time a pdf. The second time the pdf is loaded fine.

> Has anyone exported any images? I have the demo to Papillon. Pressing
> the Shift key and holding down a mouse key brings up a box with opions
> one being to export images. It then looks for the Papillon program.
> When I click on the Papillon program, it loads, but nothing else
> happens. I guess this happens because of the fact that it is a demo.

It certainly works here but I've a registrated version of Papillon. One thing however Papillon displays the image vertically mirrored. Something to mention to the programmer of Porthos.
I wonder why Papillon is needed? Why not give the user the choice which grahical application he wants to use? I'm not very font of Papillon. I prefer Photoline.
>
> I am still satified with the program. Most of the PDF's work fine. It
> is the because of the much bigger PDF's, that Porthos needs an
> adjustment.

Porthos is a very promishing program but like you says it needs adjustments. In particular I'm not very pleased with the print results. Ghostscript perform much better when it become to print out docs.

CU,
Martin

4995. can someone help me with my atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 17:18:34 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <3beeb31f$1@tvl-news.jcu.edu.au>
Source record: 40457

i want to get stik running but have no idea what to do, ive installed the program like the readme says and now im stuck

--

Great Programmers never die,
they just GOSUB without RETURN

4996. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 17:32:13 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEEB61D.633F27A2@greeleynet.com>
Source record: 40458

Steve Sweet wrote:

> | > Do you pay by the second for your IP use Lonny?.
> |
> | How do you pay for your access, Steve? I pay a monthly fee for what has
> | come to be called "unlimited" access to the web. However, when you read
> | the fine print, you are limited to the number of hours available before
> | additional charges are added to the bill. But I've never even come
> | close to the maximum hours.
>
> I've looked into those so called unlimited access doohickies but I seem to
> use less when I pay as I go than I would spend on an all-in unlimited
> account. I was going to sign one up anyway on the basis that my littleone
> could use the web when he visits, he's always got something he wants to
> check out, but my daughters just quit her job so that's another one that'll
> need a free feed. One I spotted in a PC mag recently offered 8AM - 5:30
> access for a fiver a month, but I'd prefer to have an evening/overnight
> scheme. If only someone had an overnight jobbie for a 5ver

As much as I'm on the net looking for things and reading newsgroups, I'd probably end up paying more if I paid by the minute/hour or some other scheme. <G>

4997. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 17:57:59 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEEBC27.369A024@greeleynet.com>
Source record: 40459

Hey, Ed,

> If I go through the hard drive, then to the scanner, this
> is where the problem occurs.

You haven't accidentally terminated your hard drive, have you?

4998. Please help me: attaching a Megafile 30 to my 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 18:05:21 UTC
From: Krunch <keithgoldsmith@rcn.com>
Message-ID: <9smeghomh1@bob.news.rcn.net>
Source record: 40460

I recently acquired an Atari Megafile 30 HDD. When I attach it to my 1040ST (which has two FDDs) via the 19-pin cable, the ST does not recognize the FDDs or the HDD on boot up. Do I need a special boot disk and/or software to configure the ST to have HDD capability? Where can I find information about this, as my manuals are vague and confusing, inferring that the ST should automatically see the HDD.

I appreciate any assistance.

KEITH

4999. Cubase on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:11:42 UTC
From: bakedbean <bakedbean@blueyonder.co.uk>
Message-ID: <O3AH7.27910$mh1.3432955@news1.cableinet.net>
Source record: 40461

Howdy,

Does anyone out there know how to change MSB and LSB values on the sequencer
when hooked up with a MC303?

nik.

<<<message ends>>>

5000. STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:39:59 UTC
From: "metalseb (=?ISO-8859-1?Q?S=E9bastien?= Staszak)" <metalseb59@aol.com>
Message-ID: <3BEED40F.8040908@aol.com>
Source record: 40462

Hi folks

I just wonder if there is a way to get back in ASCII form the daa
contained in a .ST (StGuide) hypertext file. It would help me a lot !

See ya

Seb

5001. Re: Emulation Question

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:58:46 UTC
From: vdjole@EUnet.yu
Message-ID: <9sml9j$d9d$1@news.eunet.yu>
Source record: 40463

On 10 Nov 2001 23:18:49 , Henk Robbers wrote:
>> >I also know that all the emulators I've seen for PCs have dreadful FPU
>> >times compared to, say a CT2 with FPU@50Mhz.
>>
>> Because, unfortunately, none of them emulate the FPU chip- which, as Henk
>> said, probably would not be hard to implement- even for the existing
>> ST-only emulators.

>Even if one could write a plugin to the line F in the emulator (Beware! writing
>Intel assembly can damage your brains!) there would be the problem that almost
>all existing app's confuse the the line F with the 68020/30 extended operands and
>instruction set. I suffered this problem when I wrote a line F <--> 68881 board
>software bridge for the 68000.

Sad, but quite true. Applications assume that if you have a FPU then it
is a coprocessor to 68020/30, although it can also be a peripheral to 68000.
Still, I know of a few applications which use the peripheral FPU correctly:
DynaCADD, Turbo/Pure C, Prospero FORTRAN, a satelite tracking program
and Starball pinball game :)

regards;

5002. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:58:50 UTC
From: vdjole@EUnet.yu
Message-ID: <9sml9o$d9d$2@news.eunet.yu>
Source record: 40464

On 10 Nov 2001 22:24:38 , Don wrote:
>The location of the 2.2mfd capacitor is C714. Its not hard to locate.
>Look at the PCB from the back. To the left is the BRIGHTNESS adjustment
>pot. Behind the pot there are 4 componets in a line. The last componet
>is the 2.2mfd cap. it will have some kind of printing next to it saying
>C714.

Unfortunately, there are several versions of PCB and these instructions
do no apply to all of them :(... I have one in which there are no trimmers
on the left side, the sub-brightness trimmer is on the right side of the
board, next to the high-voltage block, and 2.2uF capacitor is very near
the centre of the board and it is not labelled C714 (I assume that C174 was
a mistake uin the quoted post, the schematics say C714).

regards;

5003. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:58:53 UTC
From: vdjole@EUnet.yu
Message-ID: <9sml9s$d9d$3@news.eunet.yu>
Source record: 40465

On 9 Nov 2001 15:50:48 -, madmax wrote:

>Dyna Cadd version 2.** takes advantage of the 68030.
>
>There are Demos of Dyna Cadd floating around.

Any recollecton of which was the last version of DynaCADD?

regards;

5004. Re: New MagiCNet

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 19:58:58 UTC
From: vdjole@EUnet.yu
Message-ID: <9sml9v$d9d$4@news.eunet.yu>
Source record: 40466

On 11 Nov 2001 03:57:53 , Bengy wrote:

>We already have glueSTiK and Draconis emulators, both ported to MagiCNet and
>working fine AFAIK up to now. I went a bit further and developed an
>I-Connect gateway which also works fine on my setup and for some
>betatesters. The problem is it has to be named ICONNECT.PRG (like the
>original) for fiffi, Emailer and other ASH apps to be able to find it. The
>second problem is that it has been developed by examining the library that
>comes with the developer documentation, otherwise no one can tell where to
>hook the "bridge" between I-Connect and MagiCNet calls.
>
>So, although this project is NOT based on disassembling the original
>I-Connect stack, it still needs the original name and of course the
>internals of the C library.
>
>I'd really like to know if there are any legal issues with this project, if
>yes, it should be dropped,

This seems to important to drop, so if there is a legal problem with
using the ICONNECT name, then maybe each user could use some utility
to patch the code of his applications so that instead of ICONNECT they
look for some other name? I understand that european laws allow a user
to do more-less anything he wants with shoftware he bought, so long
as he keeps it to himself.

regards;

5005. Re: STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 22:31:29 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3beefbc3_1@news2.vip.uk.com>
Source record: 40468

Hi S&#65533;bastien,

"metalseb (S&#65533;bastien Staszak)" <metalseb59@aol.com> wrote in message
news:3BEED40F.8040908@aol.com...
> I just wonder if there is a way to get back in ASCII form the daa
> contained in a .ST (StGuide) hypertext file. It would help me a lot !

Yeah, use the HCP.TTP compiler.

To convert HYP file to TXT HCP Command line:
e.g. " -r -oFILE.TXT C:\PATH\FILE.HYP"

Have a read of the HCP.HYP, I think it all in there.

Regards
KapMaN

5006. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 22:39:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beef30c3b1540@madasafish.com>
Source record: 40354

Hi Harry,

>I use MagiC, NVDI and XBoot. Magic does a reboot in order to install
>itself, so that's perfectly normal. Place MagxBoot before XBoot to
>prevent going through XBoot twice.

This is fine if you run differnet MAgic setups, but this is not the way to
do it as MAgic installs itself, so you can not select to go to a TOS or
Mint setup, or even Linux for that matter. The booter should be the first
thing to load, well, just after the hard disk driver.
--
Lyndon Amsdon

5007. ATARI IS BACK!!!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 23:06:02 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <UsDH7.638$nv4.46126195@news.incc.net>
Source record: 40469

Go to: http://www.atari.com

And Splashdown looks AWESOME!!!

Jared

5008. Re: STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 23:17:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9sn0v0$5mc$1@thorium.cix.co.uk>
Source record: 40470

In message <3BEED40F.8040908@aol.com>, metalseb59@aol.com said:

>I just wonder if there is a way to get back in ASCII form the daa
>contained in a .ST (StGuide) hypertext file. It would help me a lot !

Hi Seb!

Try reading the HCP HYP file:-) Just run HCP.TTP and type '-v' on
the command line, followed by ' -oOUTPUT.TXT' (or whatever you
want to call it) and then the name of the HYP file after a space.
HCP should have come with your ST-GUIDE bundle.

From the HCP.HYP that I translated back in 1997:

```
------------
The '-v' command displays all pages (or if specified certain
pages) in the form of an ASCII text from the hypertext specified
as the input file, or writes it into an output file specified
with -o, perhaps to be able to print it out subsequently.

Unlike -r, all the ST-Guide commands will be excluded.

Examples:

HCP -v TEST.HYP Main Hallo Index

displays the pages 'Main', 'Hello' and 'Index' from the file
TEST.HYP in the form of an ASCII text on the screen.

HCP -v TEST.HYP

displays all the pages of the file TEST.HYP in the form of an ASCII
text on the screen.

HCP -v -oOUTPUT.TXT TEST.HYP

writes all pages from the file TEST.HYP in the form of an ASCII
text into the file OUTPUT.TXT.

------------

ALTERNATIVELY, if you want to see all the ST-Guide commands as
well, use -r instead of -v:

-------------
The command '-r' reconstructs a specified hypertext file to source code
in ASCII format, with any images it contains output to separate files.
All the ST-Guide commands are incorporated in the source text once
more, which makes it an ideal way for beginners to learn how other
```

people put together hypertexts. The source can be edited and compiled
afresh after making any desired (or no) changes to the source text.

If no output file has been specified with -o, then output will be to
the screen.

Examples:

HCP -r TEST.HYP

displays all the pages from the file TEST.HYP on the screen with
all the commands it contains.

HCP -r -oOUTPUT.TXT TEST.HYP

writes all the pages from the file TEST.HYP in the form of a
hypertext source text into the file OUTPUT.TXT.

HTH

Regards, /Peter/

5009. Re: ATARI IS BACK!!!

Newsgroup: comp.sys.atari.st
Date: 2001-11-11 23:20:03 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <VGDH7.641$Lu4.46085279@news.incc.net>
Source record: 40471

However, after looking closely, I am sadly disappointed to see that this game looks to only be made for the Playstation 2. No Xbox or PC version in sight. Hmmph. Same goes for the MX racing game... but it doesn't look half as exciting (or graphically impressive) as Splashdown.

Maybe I am a bit premature in my jubilation... afterall, I've already seen Transworld Surf for the Xbox and am not that impressed with it. I'd much rather play Splashdown... on the PC or Xbox.

Jared
--
"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:UsDH7.638$nv4.46126195@news.incc.net...
> Go to: http://www.atari.com
>
> And Splashdown looks AWESOME!!!
>
> Jared
>
>
>

5010. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 01:40:09 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BEF2879.2757F3CB@greeleynet.com>
Source record: 40472

Djordje Vukovic wrote:

> Any recollecton of which was the last version of DynaCADD?

2.04.06

5011. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 02:56:55 UTC
From: Don <dons@qnet.com>
Message-ID: <3BEF3A77.2CE78A71@qnet.com>
Source record: 40473

Djordje Vukovic wrote:

> On 10 Nov 2001 22:24:38 , Don wrote:
> >The location of the 2.2mfd capacitor is C714. Its not hard to locate.
> >Look at the PCB from the back. To the left is the BRIGHTNESS adjustment
> >pot. Behind the pot there are 4 componets in a line. The last componet
> >is the 2.2mfd cap. it will have some kind of printing next to it saying
> >C714.
>
> Unfortunately, there are several versions of PCB and these instructions
> do no apply to all of them :(... I have one in which there are no trimmers
> on the left side, the sub-brightness trimmer is on the right side of the
> board, next to the high-voltage block, and 2.2uF capacitor is very near
> the centre of the board and it is not labelled C714 (I assume that C174 was
> a mistake uin the quoted post, the schematics say C714).
>
> regards;

Let me make it a little clearer. This info is for Chassis No.: MT-9 . Since the original poster is the US I would assume that he is using this model. Which was made by Goldstar. All the 30 SM124 monitors that I have owned and the 5 that I still own are the MT-9. The 2.2mfd cap on all of them is located as I described. This information was taken from my Atari SM`124 service manual. The location is C714 dont know where you see someone posted C174. The 220v version of the SM124 maybe a diffenrent layout but were talking about a 110v version.

Don

5012. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 03:28:56 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <WlHH7.3187$cr1.231371@newsfeed.slurp.net>
Source record: 40474

I use xboot and Magic and I have no probs. Xboot doesn't come on twice.

Joshua.

"Ken Kosut" <kjcat@shell.voyager.net> wrote in message
news:3bee82e5$0$35575$272ea4a1@news.execpc.com...
>
> Hello,
>
> I recently installed Magic 6.01
>
> I have a set that boots Magic and NVDI.
> When Magic boots, it goes through a reset, then comes back
> into XBoot. But at this point, I am unable to use the mouse in Xboot.
> I let it go (till the bar disappears) then it boots Magic and NVDI
> and I see the desktop with the icons I have assigned.
> Why does Magic go through a reset?
>
> I also cannot seem to assign a program to boot in Xboot.
> Seems like I have to wait for the desktop, then go to the program
> that I want to use manually.
> Is there a work around for this?
>
> thank you
>
> ken
>

5013. Re: FS: Atari spares/parts

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 03:57:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bef38a2a838f1@madasafish.com>
Source record: 40359

Hi M.Bedford,

>On 10 Nov 2001 03:09:04 , "Lyndon Amsdon" wrote:
>>
>>I also have tons of simms that I will get rid of, all 30 pin. Most are
>>1MB which would be nice for STE users to get full 4MB.
>>
>
>Do you have a 4MB simm (30 pin)?

Oh, yes! But, I'm not sure if I really want to sell them, if I did I'd want to sell all 4 (all matching). I guess I have no need for them, send me an email and we could work something out. It's just that from recent trends old RAM is actually going up in price!
--
Lyndon Amsdon

5014. Re: TT-RAM, MMU... is it possible?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 03:59:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bef38a2a838f2@madasafish.com>
Source record: 40360

Hi Grzegorz,

>Hi,
>I need to remove the MMU from my old TT-RAM card (CA400312, 4Mb max.)
>It is socketed, in a quite wierd black socket. I tried removing
>it but without any success - it didn't even move. Why? It should
>be removable since it is socketed, shouldn't it? Or maybe it
>is glued to the socket? Is there any way I could remove it without
>desoldering the socket itself?

IIRC, these are PLCC sockets. If you look on the socket you notice some gaps in the corners. Prise one corner up half a mm then repeat on the oppsite side. Keep on wiggling it up slowy and soon it pops out. I do recommend a proper tool if you want to make this a habit.
--
Lyndon Amsdon

5015. FA: Jaguar items and modems

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 05:39:30 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B814CAC2.293%atari@bright.net>
Source record: 40475
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
For auction:
Jaguar system
Tempest cart
14.4 modem
28.8 modem

Use this one link to locate my auctions:

http://members.ebay.com/aboutme/atarilp/

No reserve, low starting bids!
Good luck...
--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

5016. Re: can someone help me with my atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 06:23:29 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <3bef6b52$1@tvl-news.jcu.edu.au>
Source record: 40476

well how do i get it connect to my slip server over a null modem cable for
a start?
Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:3beb24a089bcc1@madasafish.com...
> Hi Bluey,
>
> >i want to get stik running but have no idea what to do, ive installed the
> >program like the readme says and now im stuck
>
> Try to be more specific, like what doesn't work about it?
> --
> Lyndon Amsdon

5017. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 06:55:14 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3BEF7252.49CB92D0@siemens.at>
Source record: 40477

"Edward S. Baiz Jr." wrote:

> The scanner's works great if I connect the SCSI with the terminator to
> the scanner. If I go through the hard drive, then to the scanner, this
> is where the problem occurs. I will check out the connections and the
> cables involved to see if there are any problems. I will also try
> exchanging the order of some of the other devices I have connected (CDR
> drive and Jaz Drive. Thanks to everyone who gave me advice.

Maybe the reason is that the cables are too long. I always had to
switch between CD-Writer and Scanner because when they both were
in the chain there were problems. Some weeks ago I found a very
short cable and since then both devices are in the chain without
problems.

Gerhard

5018. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 06:55:54 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1005556464-614207AEicMi@xs4all.nl>
Source record: 40483

>I use xboot and Magic and I have no probs. Xboot
>doesn't come on twice

AFAIK it has to do with the placement of XBoot in your
autofolder: if you put it after Magxboot it won't come
'back' for a second time.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5019. Re: STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 11:08:05 UTC
From: "metalseb (=?ISO-8859-1?Q?S=E9bastien?= Staszak)" <metalseb59@aol.com>
Message-ID: <3BEFAD95.3020702@aol.com>
Source record: 40484

Many many thanks you all there !!!

Now it's time -again- for me to learn how to Read The Fuck***
Documentation !

In fact, by this time, I was only launching the HCP engine by double
clicking it and giving no parameters at all. I was searching for
something in the menus and the icons...

See ya

Seb

5020. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 11:15:23 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <pr0sutsr7jkb4kbu7sg5o5n84k17rrt9ed@4ax.com>
Source record: 40485

On Sat, 10 Nov 2001 14:03:53 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>Hello all,
>
>I was wondering if it was possible to chain SCSI devices on an Atari
>computer. I tried it on my Hades and it almost worked. I bought an
>external 3 gig SCSI hard drive to load in Mint/Mintnet. It was fine
>this way, but I also have a SCSI MicroTek E3 scanner. I would like to
>have access to both of them together at the same time. The hard drive
>has two 50 pin Centronics ports on the back. One is a pass-through port
>and the other is the regular SCSI port. The scanner has one SCSI 50-pin
>centronics port and some other ports. When I chain the two devices
>(yes, I also have a terminator device hooked up to the scanner since it
>is the last device in the chain), the hard drive is read fine, but the
>scanner is only partially read. When I do a device check using
>HDDriver's utility, the scanner shows up, but the brand name of the
>scanner is all garbled up eventhough the device is read as a scanner.
>ScanX will not work here. Are there any other options or do Ijust
>forget the whole thing for now?
>
>Edward S. Baiz Jr.
> (Gamer)

Does the hard drive have any internal active termination?

If so, it should be switched or jumpered OFF.

If the drive was working by itself as the last device in the chain,
did you have an external terminator on the 25 pin pass through socket?

If not, how was it terminated?

BobR

5021. FA: 56k modem and CD-ROM reader also

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 15:10:31 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B8155097.2A4%atari@bright.net>
Source record: 40487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

More items for auction:

http://members.ebay.com/aboutme/atarilp/

Good luck...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5022. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 15:20:20 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <UMRH7.2196$N77.20825@news.world-online.no>
Source record: 40486

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bb653201268000@madasafish.com...

> >> >I have an Atari Falcon 030 with a Nemesis-accelerator fitted.
> >> >On some games, like Stardust and Pinball Dreams, the sound on one of
the
> >> >speakers is crackling, in tune with the beat.
> >> >What's wrong, and is there a way to fix this?
> >> OK, turn off the Nemesis and see what happens. If the crackling is
still
> >> there it could be a slighty dodgy clock patch or even something wrong
with
> >> the sound system, although unlikey.
> >Actually, the sound is there, even with the Nemesis turned off (ie. when
I
> >boot "clean", without running NEM_LO.PRG.
> OK, one thing that has to be beared in mind is that those 3.5mm jack
> sockets aren't very good. I've seen these sockets were out and to make
> the sound better you have to turn the plug in the socket. Can you not
> locate the problem, have you tried some headphones right in the socket.

I checked it yesterday with a pair of headphones, and discovered that the
sound was fine. So I guess it was the speakers I were using that were
causing the problem.

Now, if I could find a way to lower the volume ...

Thanks for replying.

E.P

5023. Need pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 16:05:30 UTC
From: BMaedicke@t-online.de
Message-ID: <1f2rqyu.1fo268gjd8ackN%BMaedicke@t-online.de>
Source record: 40488

Hi all,

I need pictures from the Atari laser printer SLM 605 and 804 for my
homepage. I make a web gallery over the atari hardware.
Maybe somebody have pictures from the Atari SMM 804 needle matrix
printer. (or was this a thermo printer?)

I need also pictures from other Atari hardware like the floppy drives
SF354/SF314, the monitors SM144/SM146, SC1424 and the external hard
disks from the Megafile (and SH 204) type.

I hope, anybody can help me and send me the pictures?
JPEG is the best format.

Thanx to all.

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

5024. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 18:59:27 UTC
From: garthrr@aol.com
Message-ID: <20011112135927.23821.00000484@nso-fa.aol.com>
Source record: 40489

Don,
Thanks for the info on the capacitor!
Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

5025. Re: Who's behind Maxon's Atari software?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 19:20:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF020F7.F601C228@greeleynet.com>
Source record: 40492

Hallvard Tangeraas wrote:
>
> I contacted Maxon a couple of weeks ago, asking if they'd consider
> releasing their Atari software now that they apparently don't sell or
> support it any longer. I got the following reply:
>
> >If that's the case, is any of the Maxon Atari ST software available as
> >freeware? I'm especially interested in the electronics circuit design
> >software "Circui-it" and "Route-it" as well as the Boot-selector
> >"X-boot".

X-Boot was written by TEN software, according to my manual. In the US,
the distributor was Gribnif software at http://www4.pair.com/gribnif/.
You could email Dan Wilga there and see if he can answer your question
about ownership of the code.

5026. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 19:23:05 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF02199.6E69032F@greeleynet.com>
Source record: 40493

Derryck Croker wrote:
>
> What WILL drive the nail into the coffin are idiots who post flames under
> assumed names. This kind of behaviour is likely to drive people away from
> the group whether they may be regulars or newcomers - and I've seen messages
> in here and elsewhere from people who I've never seen postings from before.

This is very true. In the heady days of GEnie when Atari had an
official online location, anyone who started flaming someone was
promptly "kicked out" and not allowed to participate. That's one of the
advantages of the old pay services, you could enforce rules like this.

Ken

5027. Re: Need pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 19:57:21 UTC
From: David Smith <david11125@home.com>
Message-ID: <3BF029A1.908C30C@home.com>
Source record: 40494

You may find some good pictures on ebay. Ask the seller for their permission to us the picture of the Atari stuff they have for sale, to use on your web page.

Bernd Maedicke wrote:
>
> Hi all,
>
> I need pictures from the Atari laser printer SLM 605 and 804 for my
> homepage. I make a web gallery over the atari hardware.
> Maybe somebody have pictures from the Atari SMM 804 needle matrix
> printer. (or was this a thermo printer?)
>
> I need also pictures from other Atari hardware like the floppy drives
> SF354/SF314, the monitors SM144/SM146, SC1424 and the external hard
> disks from the Megafile (and SH 204) type.
>
> I hope, anybody can help me and send me the pictures?
> JPEG is the best format.
>
> Thanx to all.
>
> Ciao, Bernd
> --
> Url: http://home.t-online.de/home/BMaedicke/

5028. Re: sozobon question

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 21:22:21 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <9spe6t$9a0$1@news5.svr.pol.co.uk>
Source record: 40495

Sounds like its looking for a PC version of the Standard Library.
You have tried a compiling a simple "hello world" program.
Also unless you are stuck with floppies you would probably be
better off with GNU C. There are some fundamental problems
with the Optimiser in Sozobon, which as far as I know were never fixed..

"Dan S" <cjh3@hotmail.com> wrote in message
news:jcoH7.155105$8x1.20770@newsfeeds.bigpond.com...
> sozobon on the atari keeps asking for a file 'pcstdlib' when I try to
> compile anything.
> but this file wasn't distributed with the program - is it part of the
atari
> OS, hence
> no distribution with the program?
>
>
>
>
>
>

5029. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 21:30:10 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bf03f62$0$8560@news.zetnet.co.uk>
Source record: 40396

I have overcome this problem with the use of an AUTOEXEC.BAT file in the Auto folder. The problem is that I can't remember the details of how I did it - someone better informed than me told me at the time. I think I have simply listed the PRGs I want loaded (which does not include XBOOT) and MagiC reads this file. I have XBOOT as the second programme in my Auto folder, before MAGXBOOT.

I can select a set in XBOOT which will load MagiC and then it loads without going into XBOOT again, so it can be done.

Cheers

Paul

On 11 Nov 2001 22:28:56 , "Joshua Kaijankoski" wrote:
>I use xboot and Magic and I have no probs. Xboot doesn't come on twice.
>
>Joshua.
>
>"Ken Kosut" <kjcat@shell.voyager.net> wrote in message
>news:3bee82e5$0$35575$272ea4a1@news.execpc.com...
>>
>> Hello,
>>
>> I recently installed Magic 6.01
>>
>> I have a set that boots Magic and NVDI.
>> When Magic boots, it goes through a reset, then comes back
>> into XBoot. But at this point, I am unable to use the mouse in Xboot.
>> I let it go (till the bar disappears) then it boots Magic and NVDI
>> and I see the desktop with the icons I have assigned.
>> Why does Magic go through a reset?
>>
>> I also cannot seem to assign a program to boot in Xboot.
>> Seems like I have to wait for the desktop, then go to the program
>> that I want to use manually.
>> Is there a work around for this?
>>
>> thank you
>>
>> ken
>>
>
>
>.

5030. Re: Please help me: attaching a Megafile 30 to my 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 22:20:55 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF04B47.8EFB01C1@greeleynet.com>
Source record: 40397

Krunch wrote:
>
> I recently acquired an Atari Megafile 30 HDD. When I attach it to my 1040ST
> (which has two FDDs) via the 19-pin cable, the ST does not recognize the
> FDDs or the HDD on boot up. Do I need a special boot disk and/or software
> to configure the ST to have HDD capability? Where can I find information
> about this, as my manuals are vague and confusing, inferring that the ST
> should automatically see the HDD.

Yes, you need driver software, such as AHDI or HDDriver. There should
have been a disk with the Megafile with AHDI on it. HDDriver is
commercial, still available, and still supported. AHDI is available
from different places, do a search on the net if someone else doesn't
tell you where you can find it.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5031. Re: did I screw up my SM 124 monitor?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 22:22:59 UTC
From: vdjole@EUnet.yu
Message-ID: <9spi41igv1@news.eunet.yu>
Source record: 40399

On 11 Nov 2001 18:56:55 , Don wrote:

>> Unfortunately, there are several versions of PCB and these instructions
>> do no apply to all of them :(...

>Let me make it a little clearer. This info is for Chassis No.: MT-9 . Since the
>original poster is the US I would assume that he is using this model.
>The 220v version of the SM124 maybe a diffenrent layout but were talking
>about a 110v version.

A good point.

>The location is C714 dont know where you see someone posted C174.

Ooops. My mistake. I noted down the capacitor number and inverted the
digits. I apologize, I meant no offense.

Best regards;

5032. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 22:23:02 UTC
From: vdjole@EUnet.yu
Message-ID: <9spi44igv2@news.eunet.yu>
Source record: 40400

On 11 Nov 2001 18:40:09 , Ken Springer wrote:
>Djordje Vukovic wrote:
>
>> Any recollecton of which was the last version of DynaCADD?
>
>2.04.06

Anybody tried to persuade the publisher to release Atari version as freeware?

cu;

5033. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 22:37:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9spj06dpu1@thorium.cix.co.uk>
Source record: 40398

In message <UMRH7.2196$N77.20825@news.world-online.no>, erlendp@world-online.no said:

>I checked it yesterday with a pair of headphones, and discovered that the
>sound was fine. So I guess it was the speakers I were using that were
>causing the problem.
>
>Now, if I could find a way to lower the volume ...

There is a CPX - FSOUND.CPX - that allows you to set the volume as
well as the L/R balance. I believe it works on the 3.5mm output as
well as a built-in speaker.

Regards, /Peter/

5034. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-12 23:07:14 UTC
From: "E.P" <erlendp@world-online.no>
Message-ID: <CCYH7.2241$N77.21047@news.world-online.no>
Source record: 40403

<xlator@cix.compulink.co.uk> wrote in message
news:9spj06dpu1@thorium.cix.co.uk...

> >Now, if I could find a way to lower the volume ...
> There is a CPX - FSOUND.CPX - that allows you to set the volume as
> well as the L/R balance. I believe it works on the 3.5mm output as
> well as a built-in speaker.

This reminds me.. what are CPX-files, what do they do, and how do I use
them?

OK, I'm an Atari-newbie. :-)

E.P

5035. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 00:07:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005674840.26413.1@demeter.clara.net>
Source record: 40416

Hi Derryck

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:1005551124-144330AEicMi@ntlworld.com...
| From: "Jared Falvo" <luposian@azob.quik.com>
| Date: Sat, 10 Nov 2001 22:07:58 -0700
|
| >Does anyone remember an old terminal program for the Atari ST called
"Freeze
| >Dried Terminal" (I think it was abbreviated FZDT or somesuch)? I
remember
|
| Indeed I do, but it got left behind as systems developed and the author
never
| updated it IIRC.

As i recall, he took some money for registrations and got a bit over
ambitouis with development/upgrade claims.

--

Steve. S.

5036. Re: Need pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 00:18:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005674844.26413.2@demeter.clara.net>
Source record: 40417

Hi David

| You may find some good pictures on ebay. Ask the seller for their
| permission to us the picture of the Atari stuff they have for sale, to
| use on your web page.

The images on there wont be the property of the posters but are still the property of the owners of the designs, i.e. Atari, so if any permission is needed it will be from the owners. This would be a bit of a grey area so i suppose it would be alright to use them and state all designs and logos are (c) Atari inc.

--

Steve. S.

5037. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 01:54:43 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF07D63.32AB44D8@greeleynet.com>
Source record: 40404

Djordje Vukovic wrote:
>
> On 11 Nov 2001 18:40:09 , Ken Springer wrote:
> >Djordje Vukovic wrote:
> >
> >> Any recollecton of which was the last version of DynaCADD?
> >
> >2.04.06
>
> Anybody tried to persuade the publisher to release Atari version as freeware?
>

I think you are probably out of luck. The website for DynaCADD no
longer lists anything for CAD at all, not even the Windows version.

I actually talked to the original programmer of DynaCADD years ago,
after the move to Windows. He hadn't looked at the Atari code in years.

You've nothing to lose by trying, tho'.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5038. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 10:30:56 UTC
From: swampfax@atlantic.net
Message-ID: <AD6I7.128$pu1.60336@news1.atlantic.net>
Source record: 40405

On 4 Nov 2001 18:09:43 +, "Ctirad Fertr" wrote:
>From: "Ctirad Fertr" <phanatic@volny.cz>
>> For me emulation is _NOT_ the solution.

Snip

>
>Well, the 68k family of processors is dead. The fastest one, the 68060, is
>still slow for many tasks. Thinking about DVD, DivX or at least VCD ? Dream
>on. If you want a faster CPU, then you must move to another line of CPUs
>and it means emulation.
>
>Of course the 68k emulation is not the goal, but only the first step. Then
>we can use native power of the new CPU. We can start with native compiled
>..SLB libraries for MPEG1/2, DivX, Lame enc, etc. and finish with fully
>native TOS compatible OS which has built-in 68k emulation and is capable to
>run old apps from orignal Atari simultaneously with newly compiled native
>ones.
>
>
>regards,
>
>Ctirad

Hi Ctirad,
As a consumer, let me add that it would be really nice if patch
programs were'nt needed from the get-go and I assume from your ideas above
that programs like BackwardIII would also not be needed. Also not
desirable is the need for hardware changes to make audio outputs work well
nor stable connectors to be added in place of those that were put in to
save a lousy millimeter of space!
John G.

5039. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 12:17:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005651518-337810AEicMi@ntlworld.com>
Source record: 40408

From: paul.williamson@zetnet.co.uk (Paul Williamson)
Date: 12 Nov 2001 21:30:10 GMT

>I have overcome this problem with the use of an AUTOEXEC.BAT file in the
>Auto folder. The problem is that I can't remember the details of how I

As you've done, just list the programs in the order you'd like them to run.
MagiC's MCMD.TOS will then run them in turn.

>I can select a set in XBOOT which will load MagiC and then it loads
>without going into XBOOT again, so it can be done.

It's easy to get into a mess - you should really have XBOOT as the FIRST
program, so that you can load a non-MagiC setup. I've set XBoot to autorun a
default set unless a key is pushed.

Needless to say, this isn't really compatible with the autoexec.bat approach.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5040. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 12:18:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005651520-338282AEicMi@ntlworld.com>
Source record: 40407

From: xlator@cix.compulink.co.uk
Date: Mon, 12 Nov 2001 22:37:58 +0000 (UTC)

>>Now, if I could find a way to lower the volume ...
>
>There is a CPX - FSOUND.CPX - that allows you to set the volume as
>well as the L/R balance. I believe it works on the 3.5mm output as
>well as a built-in speaker.

Indeed it does.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5041. Re: Crackling audio on the Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 12:43:11 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0111130443.37837e0b@posting.google.com>
Source record: 40406

"E.P" <erlendp@world-online.no> wrote in message
news:<CCYH7.2241$N77.21047@news.world-online.no>...

Hi!

> This reminds me.. what are CPX-files, what do they do, and how do I use
> them?
>
> OK, I'm an Atari-newbie. :-)

OK, download XControl which is an accessory, just place the
xcontrol.acc in the root of your boot drive. Then you use files that
have the CPX extension like FSOUND.CPX with XControl. Usually you
make a folder called CPX or something on your boot drive and store all
your CPXs there.

5042. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 13:18:21 UTC
From: ebaiz@skyenet.net
Message-ID: <x49l7.43$pk2.61427@newsfeed.slurp.net>
Source record: 40410

On 12 Nov 2001 21:30:10 , Paul Williamson wrote:
>I have overcome this problem with the use of an AUTOEXEC.BAT file in the
>Auto folder. The problem is that I can't remember the details of how I
>did it - someone better informed than me told me at the time. I think I
>have simply listed the PRGs I want loaded (which does not include XBOOT)
>and MagiC reads this file. I have XBOOT as the second programme in my
>Auto folder, before MAGXBOOT.
>
>I can select a set in XBOOT which will load MagiC and then it loads
>without going into XBOOT again, so it can be done.

Hello,

I have alittle program that I found that goes in the auto folder. When
run, it skips Xboot while Magic is booting, so that Xboot only comes up
once in the booting process...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5043. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 13:18:24 UTC
From: ebaiz@skyenet.net
Message-ID: <A49I7.44$pk2.61409@newsfeed.slurp.net>
Source record: 40409

On 12 Nov 2001 07:55:14 , Janka Gerhard wrote:
>"Edward S. Baiz Jr." wrote:
>
>> The scanner's works great if I connect the SCSI with the terminator to
>> the scanner. If I go through the hard drive, then to the scanner, this
>> is where the problem occurs. I will check out the connections and the
>> cables involved to see if there are any problems. I will also try
>> exchanging the order of some of the other devices I have connected (CDR
>> drive and Jaz Drive. Thanks to everyone who gave me advice.
>
>Maybe the reason is that the cables are too long. I always had to
>switch between CD-Writer and Scanner because when they both were
>in the chain there were problems. Some weeks ago I found a very
>short cable and since then both devices are in the chain without
>problems.
>
>Gerhard

Hello,

Actually the original cable that I use is about 6 feet, then I have a 3
foot cable that I am using to connect the scanner and the hard drive.
The length could be the problem, but I need the 6 foot cable because of
the way my system is. I will check into that...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5044. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 13:18:27 UTC
From: ebaiz@skyenet.net
Message-ID: <D49I7.45$pk2.61430@newsfeed.slurp.net>
Source record: 40412

On 11 Nov 2001 09:13:46 , Derryck Croker wrote:
>From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
>Date: Sat, 10 Nov 2001 14:03:53 GMT
>
>I have several SCSI devices connected to my Falcon, ending in the same scanner
>as you, and it all works fine.
>
>I'm not sure why you've described the ports on the back of your hard disk the
>way you have since either can be used to feed in our out.

I tried switching the ports and found out something interesting. When
switched, both names were garbled. This leads me to think that
something is wrong with the ports. Maybe a bad connection somewhere? I
only paid $30 for it on Ebay, so it is no big loss.

>Are you sure that you have removed any _internal_ termination from the hard
>drive?

I am sure that it is not terminated as it will not work unless the
terminator device is not used (when the scanner is not being used at
the same time. When the scanner is connected and is the last in the
chain, it needs the terminator while the hard drive does not).

>I've also found Steffen Engle's SCSIDRV.PRG to be useful for my scanner, as
>discussed hereabouts in the past months.

Where can I get a copy? It would not hurt to try it out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5045. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 13:18:29 UTC
From: ebaiz@skyenet.net
Message-ID: <F49I7.46$pk2.61301@newsfeed.slurp.net>
Source record: 40413

On 12 Nov 2001 06:15:23 , Bob Retelle wrote:

>Does the hard drive have any internal active termination?
>
>If so, it should be switched or jumpered OFF.
>
>If the drive was working by itself as the last device in the chain,
>did you have an external terminator on the 25 pin pass through socket?
>
>If not, how was it terminated?

I do not think it has any internal termination as it needs the external terminator in order for it to work. I will check though. It did not come with a manual as I picked it up on Ebay for only $30.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5046. Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 13:18:30 UTC
From: ebaiz@skyenet.net
Message-ID: <G49I7.47$pk2.61326@newsfeed.slurp.net>
Source record: 40411

Hello,

Anyone gotten the Thumbnails to come up?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5047. Re: Who's behind Maxon's Atari software?

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 14:39:01 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BF13085.4582A176@ndh.net>
Source record: 40414

Hi Hallvard,

the programs RouteIT/CircuIT were written by Andreas Binner and Harald Schï¿½nfeld, perhaps they can hel, but I donï¿½t know email adresses. Andreas Binner also made WinRec, perhaps that helps.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5048. Re: Need pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 15:32:57 UTC
From: BMaedicke@t-online.de
Message-ID: <1f2tfgp.1uafkxb34gywuN%BMaedicke@t-online.de>
Source record: 40415

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I found the google images very useful, as a lot of the Atari pictures were
> orignal images from years ago.

ah, thanx. good tip.

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

5049. Re: Pagestream <> HP 600

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 18:09:31 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3BF16245.2A21BCD3@ataritimes.com>
Source record: 40418

Mike Marion wrote:

> Does anyone have a Pagestream printer driver for the HP deskjet 600?
> The 5xx work but not for legal paper (Least not for me!)

I think I ended up using one of the existing drivers. I just
experimented with them until I found one that worked.

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=

5050. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 18:49:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005727562.64787.1@hebe.uk.clara.net>
Source record: 40436

Hi Edward

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:x49I7.43$pk2.61427@newsfeed.slurp.net...
| On 12 Nov 2001 21:30:10 , Paul Williamson wrote:
| >I have overcome this problem with the use of an AUTOEXEC.BAT file in the
| >Auto folder. The problem is that I can't remember the details of how I
| >did it - someone better informed than me told me at the time. I think I
| >have simply listed the PRGs I want loaded (which does not include XBOOT)
| >and MagiC reads this file. I have XBOOT as the second programme in my
| >Auto folder, before MAGXBOOT.
| >
| >I can select a set in XBOOT which will load MagiC and then it loads
| >without going into XBOOT again, so it can be done.
|
| Hello,
|
| I have alittle program that I found that goes in the auto folder. When
| run, it skips Xboot while Magic is booting, so that Xboot only comes up
| once in the booting process...

I think you'll find its the other way around, skips Xboot once magic has
loaded.

MAGIC_XB isn't it??, there's also a version for users of TUBS, another boot
selector I believe. This information taken from the CD-mag Revolution
may/june 1997

--

Steve. S.

5051. The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 18:56:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <J_dI7.679$wL5.50905223@news.incc.net>
Source record: 40419

Dear Jared,

Nancy Bushkin has referred your inquiry to me for response.

We thank you for your interest in Infogrames and in the Atari brand.
Unfortunately, at the present moment we are not considering proposals of the
nature you described in your email.

Please stay in touch.

Doreen Small
VP Legal & Business Affairs
Infogrames, Inc.

5052. ST Format discs: PD?

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 21:59:57 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111131359.181123d1@posting.google.com>
Source record: 40420

Hi All:

I have a question

Is the software on the ST format discs considered Public Domain?

For example: Steinberg released their MIDI program TWELVE on an ST
format disc.
Can this now be considered Public Domain that I can have the program
as a download on my site?

Just want the REAL LEGAL STUFF here, as I try to do things by the book
on my site.

Thanks!

Tim Conrardy
Tims Atari Midi World
http://tamw.atari-users.net

5053. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 22:49:22 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <RthI7.11$5c2.476@nsw.nnrp.telstra.net>
Source record: 40421

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:J_dI7.679$wL5.50905223@news.incc.net...
> Dear Jared,
>
> Nancy Bushkin has referred your inquiry to me for response.
>
> We thank you for your interest in Infogrames and in the Atari brand.
> Unfortunately, at the present moment we are not considering proposals of
the
> nature you described in your email.
>
> Please stay in touch.
>

Roughly translated meaning "we think you are a fruitcake, have a nice day".

5054. Re: TT-RAM, MMU... is it possible?

Newsgroup: comp.sys.atari.st
Date: 2001-11-13 23:26:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf1a1d451c7f0@madasafish.com>
Source record: 40338

Hi Grzegorz,

>On 12 Nov 2001 03:59:00 , "Lyndon Amsdon" wrote:
>> Hi Grzegorz,
>>
>> >Hi,
>> >I need to remove the MMU from my old TT-RAM card (CA400312, 4Mb max.)
>> >It is socketed, in a quite wierd black socket. I tried removing
>> >it but without any success - it didn't even move. Why? It should
>> >be removable since it is socketed, shouldn't it? Or maybe it
>> >is glued to the socket? Is there any way I could remove it without
>> >desoldering the socket itself?
>>
>> IIRC, these are PLCC sockets. If you look on the socket you notice some
>> gaps in the corners. Prise one corner up half a mm then repeat on the
>> oppsite side. Keep on wiggling it up slowy and soon it pops out. I do
>> recommend a proper tool if you want to make this a habit.
>
>The point is that it doesn't move even half a mm ;-(

Are you sure it is really socketed? Is there space to lever at it? PLCC
sockets can be very tight.
--
Lyndon Amsdon

5055. Re: Any attempt at an Atair Revial is I

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 01:36:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9sshqk$t3s$2@thorium.cix.co.uk>
Source record: 40422

On 11 Nov 2001 09:21:36 , Derryck Croker wrote:
> From: "Jared Falvo" <luposian@azob.quik.com> Sat, 10 Nov 2001:
>
>> Does anyone remember an old terminal program for the Atari ST
>> called "Freeze Dried Terminal" (I think it was abbreviated FZDT or
>> somesuch)?
> Indeed I do, but it got left behind as systems developed and the
> author never updated it IIRC.

Yup, I moved to FzDT after starting with Vanterm, but it couldn't handle modem 2 when I moved to a MSTe and wouldn't go above 19k2 either... a pity.

I think I ended up with Teddy Term - except that couldn't handle the graphics card. The Semper/LED combo was a relief in the end (cryptic as it may have been...)

rgds
H

5056. Re: Looking for Saebar(?) - MagiC utili

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 01:36:22 UTC
From: sidcelery@cix.co.uk
Message-ID: <9sshql$t3s$3@thorium.cix.co.uk>
Source record: 40423

On 11 Nov 2001 14:49:10 , Grzegorz Pawlik wrote:
> On 10 Nov 2001 18:07:40 , Bengy wrote:
>> On 11/10/01 8:07 AM "Grzegorz Pawlik" <at4ri@kki.net.pl> wrote:
>>
>>> I am looking for a program called Saebar (or something like
>>> that, Seabear, Saebear...) for MagiC. It was a simple but
>>
>> http://www.augusta.de/~michael/ATARI/index.us.html
>
> Thanx! I have already got it.

Is this v0.25beta and in English?

rgds
H

5057. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 01:36:24 UTC
From: sidcelery@cix.co.uk
Message-ID: <9sshqn$t3s$4@thorium.cix.co.uk>
Source record: 40425

On 11 Nov 2001 07:47:44 , Ken Kosut wrote:
> I recently installed Magic 6.01
>
> I have a set that boots Magic and NVDI.
> When Magic boots, it goes through a reset, then comes back into
> XBoot. But at this point, I am unable to use the mouse in Xboot.
> I let it go (till the bar disappears) then it boots Magic and NVDI
> and I see the desktop with the icons I have assigned.
> Why does Magic go through a reset?

I use MagiC, NVDI and XBoot. Magic does a reboot in order to install itself, so that's perfectly normal. Place MagxBoot before XBoot to prevent going through XBoot twice.

I don't have a problem with using the mouse in XBoot. What might you have in the Auto folder that may be affecting this? Take a look at the unsorted Auto folder to get a clue.

> I also cannot seem to assign a program to boot in Xboot.
> Seems like I have to wait for the desktop, then go to the program
> that I want to use manually.
> Is there a work around for this?

Again, there shouldn't be a problem here.
Were you using Magic before? What program did you want to autostart?

rgds
H

5058. Re: STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 01:36:25 UTC
From: sidcelery@cix.co.uk
Message-ID: <9sshqp$t3s$5@thorium.cix.co.uk>
Source record: 40424

On 12 Nov 2001 12:08:05 , =?ISO-8859-1?Q?S=E9bastien?= Staszak wrote:
> Now it's time -again- for me to learn how to Read The Fuck***
> Documentation !

I'm sitting here wondering what the three stars replace that could
make that word so offensive!

A very interesting use of starts B^)

rgds
H

5059. Atari ST Mice $5 each! Check the website!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 02:08:04 UTC
From: puppycock@mac.com
Message-ID: <622fee4a.0111131808.7420d08d@posting.google.com>
Source record: 40426

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http://www.aftermathtechnologies.com

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Compaq SCSI-2 RAIDs

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All our prices are negotiable. post in our forums, or email us for a
purchase. All proceeds go to fund our computer placement programs. We
place ONLY Linux PC's (over 50,000 a year) with underprivlidged
families and 3rd world nations. Come by and check us out!

http://www.usedtech.org

5060. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 02:20:10 UTC
From: swampfax@atlantic.net
Message-ID: <uxkI7.181$pu1.85934@news1.atlantic.net>
Source record: 40427

On 14 Nov 2001 06:49:22 , "Clockmeister" wrote:
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:J_dI7.679$wL5.50905223@news.incc.net...
>> Dear Jared,
>>
>> Nancy Bushkin has referred your inquiry to me for response.
>>
>> We thank you for your interest in Infogrames and in the Atari brand.
>> Unfortunately, at the present moment we are not considering proposals of
>the
>> nature you described in your email.
>>
>> Please stay in touch.
>>
>
>Roughly translated meaning "we think you are a fruitcake, have a nice day".
>
Clockmeister,
:) Well put! Next will be a followup to his own post from himself as
"Flowers and Fliers"!
John G.

5061. Re: ST Format discs: PD?

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 02:38:28 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9sslb8$3bt$04$1@news.t-online.com>
Source record: 40428

Hi Tim,

> Is the software on the ST format discs considered Public Domain?
>

There is no general rule for this. Some were PD and some not. But exclusive
full versions are in most cases not PD.
If it's a full version of Twelve I doubt that it's PD.

Greetings,
Matthias

5062. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 03:31:40 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bf1e804$0$65162$272ea4a1@news.execpc.com>
Source record: 40429

On Mon, 12 Nov 2001, Raoul Teulings wrote:

> AFAIK it has to do with the placement of XBoot in your
> autofolder: if you put it after Magxboot it won't come
> 'back' for a second time.

Hi,
I tried this when I first set up.
I cannot recall everything, but I think that I was having troubles
loading NVDI after MAGIC. NVDI kept prompting me for WDIALOG,
eventhough MAGIC was installed.

Another reason, is that I still may want to access programs through
TOS. Well, why would I want to do that?
Because I created a music file through LOGIC under TOS.
When I called up the file in MAGIC, it was gibbrish.
This file is hours of inputting. So in order to complete my work,
it will probably have to be finished under TOS.

But MAGIC and NVDI definetly speed up LOGIC.
Unfortunately, some of the menus in LOGIC are double images.
I haven't quite figured that out yet.
The Notator 3.21 Docs say to enable GEMDOS-text, mouse acceleration,
and Line A. Everything else should be disabled. (NVDI's configuration)
So I may try disabling GDOS in NVDI's configuration.

thanks

ken

5063. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 03:41:58 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bf1ea4e$0$43566$272ea4a1@news.execpc.com>
Source record: 40430

On 12 Nov 2001, Paul Williamson wrote:

> I have overcome this problem with the use of an AUTOEXEC.BAT file in the
> Auto folder.
> did it - someone better informed than me told me at the time. I think I
> have simply listed the PRGs I want loaded (which does not include XBOOT)
> and MagiC reads this file. I have XBOOT as the second programme in my
> Auto folder, before MAGXBOOT.
>
> I can select a set in XBOOT which will load MagiC and then it loads
> without going into XBOOT again, so it can be done.
>
> Cheers
>

Hello,

The AUTOEXEC.BAT file sounds interesting.
My NVDI manual says that: With MagiC (version 4 or later) you can fix
the sequence of AUTO folder programs in the file AUTOEXEC.BAT
My MagiC manual doesn't say anything about an AUTOEXEC.BAT file.

Can you give me an example of how you call in a program?

thanks

ken

5064. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 04:06:14 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bf1effe$0$43574$272ea4a1@news.execpc.com>
Source record: 40431

On Wed, 14 Nov 2001, Harry Sideras wrote:

> I use MagiC, NVDI and XBoot. Magic does a reboot in order to install
> itself, so that's perfectly normal. Place MagxBoot before XBoot to
> prevent going through XBoot twice.

Hi,
Yes, that is what it says in the NVDI manual. But I may still have
to use TOS to finish old work.

> I don't have a problem with using the mouse in XBoot. What might you
> have in the Auto folder that may be affecting this? Take a look at the
> unsorted Auto folder to get a clue.

There is nothing unusual in the Auto folder. The only thing I could
think of would be Atari's mouse accelerator.
Should I disable this and just use NVDI's mouse accelerator?
Because, the Atari mouse accelerator is working in conjunction
with NVDI's. But I am not sure if this is the correct way.
Another strange thing. When I call up the Mouse Accelerators CPX
via COPS, the CPX is in German. I ordered English program, English manual.
I also use The Best Trackball.

> > I also cannot seem to assign a program to boot in Xboot.
> > Seems like I have to wait for the desktop, then go to the program
> > that I want to use manually.
> > Is there a work around for this?
>
> Again, there shouldn't be a problem here.
> Were you using Magic before? What program did you want to autostart?

No, I was not using MagiC before. Just TOS with HDdriver.
I would like to autostart LOGIC, FLASHII, ATARIWORKS.

thank you

ken

5065. CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 04:27:52 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bf1f511$0$43566$272ea4a1@news.execpc.com>
Source record: 40432

Hi again,

I have CAB 2.7
The manual says that I need STiK. This did not come with the program.

I seem to recall a program called STiG. (I am not sure if I have the
correct name)

Which one is better to use with CAB 2.7?
And Where can I find?

thank you

ken

5066. Homa Systems House Contact information

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 04:30:09 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0111132030.46a2e98c@posting.google.com>
Source record: 40433

Hi fellow atarians,
If you are interested in contacting Homa Systems House, here is the
contact info, including a web site:

email: homa@canada.com
URL: http://www.geocities.com/nmontaser

Homa Systems House
P.O. Box 52127
Ottawa, ON K1N 5S0
Canada
Tel: 1 (613)277-5577
Fax: 1 (775)942-8344

cheers,
Nima

5067. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 06:27:17 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <Z0pl7.694$dY5.51721351@news.incc.net>
Source record: 40434

Hey Steve...

I'm surprised you're not jumping up and down with glee over my recent "defeat" Email from Infogrames, yelling "Finally that idiot, Jared, will finally shut up and go away!"

However, I still press them in another Email. I'm awaiting a reply...

Jared "Tenacious is my middle name"

Steve Sweet wrote in message <1005674840.26413.1@demeter.clara.net>...
>Hi Derryck
>
>"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
>news:1005551124-144330AEicMi@ntlworld.com...
>| From: "Jared Falvo" <luposian@azob.quik.com>
>| Date: Sat, 10 Nov 2001 22:07:58 -0700
>|
>| >Does anyone remember an old terminal program for the Atari ST called
>"Freeze
>| >Dried Terminal" (I think it was abbreviated FZDT or somesuch)? I
>remember
>|
>| Indeed I do, but it got left behind as systems developed and the author
>never
>| updated it IIRC.
>
>As i recall, he took some money for registrations and got a bit over
>ambitouis with development/upgrade claims.
>
>
>--
>
>
>Steve. S.
>
>
>

5068. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 07:33:13 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <g4pI7.695$r06.51987528@news.incc.net>
Source record: 40435

```
Hey, at least I'm TRYING to make things a little better for Atarians, while
the rest of you all sit around and live life as it is... with NO future.

Even if I've failed, at least *I* tried to do something for the betterment
of all...

Stick THAT in your pipe and smoke it, Corkmeister! :-D

Jared
-----------
Clockmeister wrote in message ...
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:J_dI7.679$wL5.50905223@news.incc.net...
>> Dear Jared,
>>
>> Nancy Bushkin has referred your inquiry to me for response.
>>
>> We thank you for your interest in Infogrames and in the Atari brand.
>> Unfortunately, at the present moment we are not considering proposals of
>the
>> nature you described in your email.
>>
>> Please stay in touch.
>>
>
>Roughly translated meaning "we think you are a fruitcake, have a nice day".
>
>
>
>
```

5069. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 07:57:13 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3bf250d2$0$8560@news.zetnet.co.uk>
Source record: 40438

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:Z0pI7.694$dY5.51721351@news.incc.net...

| I'm surprised you're not jumping up and down with glee over my
recent
| "defeat" Email from Infogrames, yelling "Finally that idiot, Jared,
will
| finally shut up and go away!"
|
| However, I still press them in another Email. I'm awaiting a
reply...

Your own header says "The final word from Infogames...". If this is
the final word, why press them?

--
JI Logan

5070. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 09:18:17 UTC
From: Chris Simon <c.simon@bangor.ac.uk>
Message-ID: <3BF236D9.743CEF6A@bangor.ac.uk>
Source record: 40437

Ken Kosut wrote:
> I have CAB 2.7
> The manual says that I need STiK. This did not come with the program.
> I seem to recall a program called STiG. (I am not sure if I have the
> correct name)
> Which one is better to use with CAB 2.7?
> And Where can I find?

Stik (ST Internet Kit) is the TCP/IP stack and dialler for use with
Internet clients. It is available at http://www.flinny.demon.co.uk/,
however Stik is rather out of date now.

The developers split up at some point and the result is that we have Stik2
and Sting (ST Internet Next Generation). Stik2 is available at the site
mentioned above, Sting was at http://www.stud.uni-hannover.de/~perot I
think but that site is no longer there.

I use Sting and find it very good and reliable.

--
Chris Simon

5071. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 10:31:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005733068-137037AEicMi@ntlworld.com>
Source record: 40439

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Tue, 13 Nov 2001 00:07:20 -0000

>never
>| updated it IIRC.
>
>As i recall, he took some money for registrations and got a bit over
>ambitouis with development/upgrade claims.

I think Teddy Term came out around about this time, which better fitted the
GEM environment, although it too fell by the wayside.

These days Connect is the one to go for.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5072. Re: Pagestream <> HP 600

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 10:33:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005733072-137533AEicMi@ntlworld.com>
Source record: 40442

From: Mike Marion <mmarion@simplecom.net>
Date: Tue, 13 Nov 2001 10:51:10 -0600

>Does anyone have a Pagestream printer driver for the HP deskjet 600?

I've got drivers for HP600 and HP650, both can be in your in-box at your
request.
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5073. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 10:44:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005733074-137945AEicMi@ntlworld.com>
Source record: 40441

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Tue, 13 Nov 2001 13:18:27 GMT

>>I'm not sure why you've described the ports on the back of your hard disk the
>
>>way you have since either can be used to feed in our out.
>
>I tried switching the ports and found out something interesting. When
>switched, both names were garbled. This leads me to think that
>something is wrong with the ports. Maybe a bad connection somewhere? I

That's bizarre, because if you open the case you will find that the two sockets are connected together with a ribbon cable, the middle of which will have an IDC connector to plug in the back of the drive itself.

>only paid $30 for it on Ebay, so it is no big loss.

Are you sure that no-one had "fettled" the drive before you had it? Sounds like it's a good time to ply the screwdriver and take a look at this and make sure that there's no termination in place on the drive PCB.

>I am sure that it is not terminated as it will not work unless the
>terminator device is not used (when the scanner is not being used at
>the same time. When the scanner is connected and is the last in the
>chain, it needs the terminator while the hard drive does not).

I'm very confused by that paragraph Edward ;-)

It looks like you've got a double negative in that paragraph, which leads me to think that your SCSI drive is indeed internally terminated. Either that, or the other explanation might be that you need to set the drive to provide TERMPWR to an external terminator (you'll need to look up the drive on the net to get the details on how to do this). I've found that it helps to set all, or as many devices as you can, SCSI devices on the bus to do this.

>>I've also found Steffen Engle's SCSIDRV.PRG to be useful for my scanner, as
>>discussed hereabouts in the past months.
>
>Where can I get a copy? It would not hurt to try it out.

It's part of the GEMAR 3 archive, I don't have a URL but it's easy to find with Google. Shout in email if you can't find it.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5074. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 10:57:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005733076-138501AEicMi@ntlworld.com>
Source record: 40440

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Tue, 13 Nov 2001 22:27:52 -0600

>I have CAB 2.7
>The manual says that I need STiK. This did not come with the program.

CAB comes with IConnect, AKA PPP Connect. It's a MagiC-only stack/dialler, and the CAB.OVL that comes in the CAB archive is meant to be used with this setup only.

If you want to use STiK instead you can download it from http://www.netset.com/~baldrick/ , not forgetting to grab the dialler and the CAB overlay (get the latest versions of all).

>I seem to recall a program called STiG. (I am not sure if I have the
>correct name)

STinG. Get this from http://www.ettnet.se/~dlanor/index_nc.htm

You can use the same overlay from the first URL, and there is an alternative overlay that you can use for STiK or STinG from http://obooklage.free.fr/

>Which one is better to use with CAB 2.7?

IConnect is much easier to set up but locks you into using its clients, STiK is the next easier and STinG the hardest. What you lose in ease of setting up (with STiNG) you gain in the ability to network with other computers.

My advice would be to go with STiK, there are plenty of clients out there.

>And Where can I find?

You should be OK with the URLs I've given.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5075. Re: Any attempt at an Atair Revial is I

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 11:00:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005733078-138997AEicMi@ntlworld.com>
Source record: 40443

From: sidcelery@cix.co.uk (Harry Sideras)
Date: Wed, 14 Nov 2001 01:36:21 +0000 (UTC)

>I think I ended up with Teddy Term - except that couldn't handle the
>graphics card. The Semper/LED combo was a relief in the end (cryptic
>as it may have been...)

Indeed, but it was a complex setup for a very specific purpose!

We should thank Steve here, as he was instrumental in getting NeST a further
burst of life, as well as setting my node up from scratch! :-)

I've still got my setup here, just in case it all bursts into life again! ;-)

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5076. MagiCPc SymLinks and Aliases

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 12:45:16 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <32224_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 40444

Well, in my last message I discussed about what I discovered about links in MagiCMac, now I had a look at MagiCPC and sadly I can only say one thing: links do not work.

Shortcuts created in windows are seen as *.lnk files, creating symlinks in MagiCPC gives an error, copying existing links gives zero-length files.

I could only try MagiCPC 6.00 29-06-1998 but I suspect this is true for any version, can you help ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5077. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:23:17 UTC
From: ebaiz@skyenet.net
Message-ID: <p7vI7.830$573.69546@newsfeed.slurp.net>
Source record: 40445

On 14 Nov 2001 06:49:22 , "Clockmeister" wrote:
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:J_dI7.679$wL5.50905223@news.incc.net...
>> Dear Jared,
>>
>> Nancy Bushkin has referred your inquiry to me for response.
>>
>> We thank you for your interest in Infogrames and in the Atari brand.
>> Unfortunately, at the present moment we are not considering proposals of
>the
>> nature you described in your email.
>>
>> Please stay in touch.
>>
>
>Roughly translated meaning "we think you are a fruitcake, have a nice day".

Well I do not think it is that bad. Hopefully the words "at the present
moment" mean something.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5078. Re: ST Format discs: PD?

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:23:18 UTC
From: ebaiz@skyenet.net
Message-ID: <q7vI7.831$573.69507@newsfeed.slurp.net>
Source record: 40346

On 13 Nov 2001 13:59:57 , Tim Conrardy wrote:
>Hi All:
>
>I have a question
>
>Is the software on the ST format discs considered Public Domain?
>
>For example: Steinberg released their MIDI program TWELVE on an ST
>format disc.
>Can this now be considered Public Domain that I can have the program
>as a download on my site?
>
>Just want the REAL LEGAL STUFF here, as I try to do things by the book
>on my site.

Well in my opinin, yes and no. Sometimes when various companies had
their programs listed in ST Format, they would register them to ST
Format users. When you click on the INFO option it would say registered
to ST Format.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5079. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:23:20 UTC
From: ebaiz@skyenet.net
Message-ID: <s7vl7.832$573.69610@newsfeed.slurp.net>
Source record: 40347

On 13 Nov 2001 22:27:52 , Ken Kosut wrote:
>
>Hi again,
>
>I have CAB 2.7
>The manual says that I need STiK. This did not come with the program.
>
>I seem to recall a program called STiG. (I am not sure if I have the
>correct name)
>
>Which one is better to use with CAB 2.7?
>And Where can I find?

I use STiK2 with Cab 2.8. That is the program you should use. You an
download it and the dialer for free at:

http://www.netset.com/~baldrick/stik2.html

STing is another you program you can use. It is much harder to setup
than STiK2, but it does the job well. You can get it at:

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5080. Re: Homa Systems House Contact information

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:23:22 UTC
From: ebaiz@skyenet.net
Message-ID: <u7vl7.833$573.69578@newsfeed.slurp.net>
Source record: 40348

On 13 Nov 2001 20:30:09 , Nima Montaser wrote:
>Hi fellow atarians,
> If you are interested in contacting Homa Systems House, here is the
>contact info, including a web site:
>
>email: homa@canada.com
>URL: http://www.geocities.com/nmontaser
>
>
>Homa Systems House
>P.O. Box 52127
>Ottawa, ON K1N 5S0
>Canada
>Tel: 1 (613)277-5577
>Fax: 1 (775)942-8344

Nice to hear from you Nima. Hope to hear more from you....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5081. Re: Chaining SCSI devices

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:23:24 UTC
From: ebaiz@skyenet.net
Message-ID: <w7vl7.834$573.69531@newsfeed.slurp.net>
Source record: 40349

On 14 Nov 2001 10:44:42 , Derryck Croker wrote:
>Are you sure that no-one had "fettled" the drive before you had it? Sounds like
>it's a good time to ply the screwdriver and take a look at this and make sure
>that there's no termination in place on the drive PCB.

I am not sure really. The guy I bought it from said I would get at as is.

>It looks like you've got a double negative in that paragraph, which leads me to
>think that your SCSI drive is indeed internally terminated. Either that, or the
>other explanation might be that you need to set the drive to provide TERMPWR to
>an external terminator (you'll need to look up the drive on the net to get the
>details on how to do this). I've found that it helps to set all, or as many
>devices as you can, SCSI devices on the bus to do this.

I believe you are correct. I plugged the SCSI Centronics cable into the
top Cent. port on the drive and it worked fine. This of course was
without the terminator device. However, when I used the bottom port on
the drive, the drive did not work and the name was garbled (when I did
a device check using HDDriver utilities program). Just where is the
intertnal terminator device. I would guess it would be a jumper.

>>>I've also found Steffen Engle's SCSIDRV.PRG to be useful for my scanner, as
>>>discussed hereabouts in the past months.
>>
>>Where can I get a copy? It would not hurt to try it out.
>
>It's part of the GEMAR 3 archive, I don't have a URL but it's easy to find with
>Google. Shout in email if you can't find it.

I will look for it. Thanks...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5082. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:51:32 UTC
From: at4ri@kki.net.pl
Message-ID: <9su0dk$op3$1@news.tpi.pl>
Source record: 40350

On 13 Nov 2001 22:27:52 , Ken Kosut wrote:
>
> Hi again,
>
> I have CAB 2.7
> The manual says that I need STiK. This did not come with the program.

AFAIK you should have IConnect with CAB 2.7, which works only with
MagiC and connects you to the internet.

> I seem to recall a program called STiG. (I am not sure if I have the
> correct name)
>
> Which one is better to use with CAB 2.7?

Some people say STiK is better, some that STinG. And some would
say MiNT-Net, but it is impossible to set up :P
I am using CAB 2.7 with STiNG and I am quite happy with it.

> And Where can I find?

http://sting.atari.org/

or somewhere on ftp://chapelie.rma.ac.be/atari/ in Internet folder.
Note that to use CAB with STinG or STiK you would also need
a STiK compatible CAB.OVL file that should be placed in MODULES folder,
you will find it at ftp://chapelie.rma.ac.be/atari/internet/cabovl/.

The CAB.OVL file you got with your version of CAB cannot be used with
STiK/STinG. It is only for Iconnect.

--
G.

5083. Re: Looking for Saebar(?) - MagiC utili

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 14:51:34 UTC
From: at4ri@kki.net.pl
Message-ID: <9su0dm$op3$2@news.tpi.pl>
Source record: 40351

On 14 Nov 2001 01:36:22 , Harry Sideras wrote:
> On 11 Nov 2001 14:49:10 , Grzegorz Pawlik wrote:
> > On 10 Nov 2001 18:07:40 , Bengy wrote:
> >> On 11/10/01 8:07 AM "Grzegorz Pawlik" <at4ri@kki.net.pl> wrote:
> >>
> >>> I am looking for a program called Saebar (or something like
> >>> that, Seabear, Saebear...) for MagiC. It was a simple but
> >>
> >> http://www.augusta.de/~michael/ATARI/index.us.html
> >
> > Thanx! I have already got it.
>
> Is this v0.25beta and in English?

No, 0.26beta in German :(
Is there an English version?

--
G.

5084. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 15:46:32 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <GjwI7.699$Wu6.53780587@news.incc.net>
Source record: 40352

Do you know who "Flowers 'n' Fliers" is? It's my wife's business. I'll even leave the link I usually delete, so you can go there yourself and see if you like anything there. As for why I post under that name, I'm on my wife's laptop in the mornings (like now) and sometimes during the day. The other times/posts, I'm on my computer out in the workshop in the backyard.

Good day... and visit the link, will ya? My wife could use more business!

Jared & Judy Falvo
www.flowersnfliers.com

"John Garone" <swampfax@atlantic.net> wrote in message
news:uxkI7.181$pu1.85934@news1.atlantic.net...
> On 14 Nov 2001 06:49:22 , "Clockmeister" wrote:
> >
> >"Jared Falvo" <luposian@azob.quik.com> wrote in message
> >news:J_dI7.679$wL5.50905223@news.incc.net...
> >> Dear Jared,
> >>
> >> Nancy Bushkin has referred your inquiry to me for response.
> >>
> >> We thank you for your interest in Infogrames and in the Atari brand.
> >> Unfortunately, at the present moment we are not considering proposals
of
> >the
> >> nature you described in your email.
> >>
> >> Please stay in touch.
> >>
> >
> >Roughly translated meaning "we think you are a fruitcake, have a nice
day".
> >
> Clockmeister,
> :) Well put! Next will be a followup to his own post from himself as
> "Flowers and Fliers"!
> John G.

5085. Ataris @ The Alternative Party

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 18:08:49 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9subvh$1jhg$1@news.bbnetworks.net>
Source record: 40353

Just a quick note about the rather neat computer party we're organising:

The Alternative Party is basically about collecting a wide variety
of alternative demo platforms together into an event for people who love
machines with personality, and who are trying to create demos with them.
Previously we've seen Falcons, Amigas, C64s, a Vectrex, a Commodore
PET, a Telmac, Spectrums, UNIX workstations etc. etc. We are also combining
all of this with experimental and alternative art. Some artists who will be
playing live at the 3-day event: Pnmf!, Tero Mi¿½yri¿½nen (plays live music with
synths and a C64), Telamurska, Happo, Analogia, No I Aint.

It will take place in Helsinki, Finland from the 11th of January to the 13th.
For more information contact me or visit the website,
http://www.altparty.org/ (check the archive for an invitro from Wildfire
for the Falcon!).

In addition, we've set up an area for collecting together information about
cool machines and interesting art, or the "Alternative Wiki". Absolutely
anybody can contribute information to it by clicking "Edit Text" at the
bottom of any page, and add new pages freely. If there are people here who
would like to contribute, please do! The Alternative Wiki can be found at
http://www.altparty.org/wiki/.

Hope to see some of you there.

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5086. TT-RAM, MMU... is it possible?

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 18:31:37 UTC
From: at4ri@kki.net.pl
Message-ID: <9suda9$84p$1@news.tpi.pl>
Source record: 40355

Hi,
I need to remove the MMU from my old TT-RAM card (CA400312, 4Mb max.)
It is socketed, in a quite wierd black socket. I tried removing
it but without any success - it didn't even move. Why? It should
be removable since it is socketed, shouldn't it? Or maybe it
is glued to the socket? Is there any way I could remove it without
desoldering the socket itself?

--
G.

5087. Re: FS: Atari spares/parts

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 20:44:14 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <1005770654.28617.0.nnrp-14.9e983130@news.demon.co.uk>
Source record: 40357

On 10 Nov 2001 03:09:04 , "Lyndon Amsdon" wrote:
>
>I also have tons of simms that I will get rid of, all 30 pin. Most are
>1MB which would be nice for STE users to get full 4MB.
>

Do you have a 4MB simm (30 pin)?

Mike Bedford

5088. Re: [magic_os] MagiCPc SymLinks and Aliases

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 21:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <32387_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 40356

In uno strano messaggio del 14 Nov 01 kapman@ic24.net (2:333/608.1) scrisse
al povero mike :
k> Yes I've found this too. Apparently links only work on drive
k> containers - but I can't seem to make one at the moment at all using
k> MagiC PC 6.10 and Jinnee 2.5. All I get is "Error while creating link!
k> (Error #-32). Host system is Windows2000. Anyone got this working at
k> all with this system?

Tested again, yes symlinks do work on drive containers, you can create links
to objects that stay on windows drives too, unfortunately, a drive container
is not accessible outside of MagiCPC and is limited to 32MB size 8^(

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
PENTIUM - Produces Erroneous Numbers Thru Incorrect Understanding of
Mathematics

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5089. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:00:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854463.15051.2@hebe.uk.clara.net>
Source record: 40385

Jared

| I'm surprised you're not jumping up and down with glee over my recent
| "defeat" Email from Infogrames, yelling "Finally that idiot, Jared, will
| finally shut up and go away!"

Ive heard that before, you just dont get the message do you.

| However, I still press them in another Email. I'm awaiting a reply...

Doesnt this kind of contradict the previous sentence. Arsehole!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5090. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:02:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854466.15051.3@hebe.uk.clara.net>
Source record: 40384

Hi Derryck

| >never
| >| updated it IIRC.
| >
| >As i recall, he took some money for registrations and got a bit over
| >ambitouis with development/upgrade claims.
|
| I think Teddy Term came out around about this time, which better fitted
the
| GEM environment, although it too fell by the wayside.
|
| These days Connect is the one to go for.

And is free to use, although I recall a conversation with Karl Brandt some months back who wasn't aware of the free status, so this might not apply to the versions he was selling.

--

Steve. S.

5091. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:03:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854469.15051.4@hebe.uk.clara.net>
Source record: 40386

Hi Hallvard

| I want someone to check out what's on a particular disk and mail me the
| contents of it (folders, sub-folder, files).
|
| I usually use a command line interpreter such as "Gemini" for this sort
| of thing where I enter something like the following UNIX command:
|
| ls -lR D:\xxxxx\ > C:\results.txt
|
| (which will look through the folder named "xxxxx" and any folders within
| on drive D:\, list them all and save the results to a file on
| drive C:\ called "results.txt"
|
| ..... but I need a program which can do the same thing, only a lot
| easier for someone who's not a computer expert (not saying that
| I'm one ;-)
|
| It has to look inside any sub-folder (if any).
| I believe I had a program which could do this sort of thing, but can't
| seem to find it anywhere.

Why not use Finder with a search parameter of * or *.* and then ask it to
save the results to a file.

--

Steve. S.

5092. Re: STGUIDE file format conversion

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:07:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854471.15051.5@hebe.uk.clara.net>
Source record: 40387

Harry baby!!

| > Now it's time -again- for me to learn how to Read The Fuck***
| > Documentation !
|
| I'm sitting here wondering what the three stars replace that could
| make that word so offensive!

My initials, SRS, the sight of them offends anybody.

| A very interesting use of starts B^)

If you played with the big boys more often you'd have learned to swear
properly!!.

--

Steve. S.

5093. Re: Any attempt at an Atair Revial is I

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:10:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854475.15051.6@hebe.uk.clara.net>
Source record: 40388

Hi Derryck

| >I think I ended up with Teddy Term - except that couldn't handle the
| >graphics card. The Semper/LED combo was a relief in the end (cryptic
| >as it may have been...)
|
| Indeed, but it was a complex setup for a very specific purpose!
|
| We should thank Steve here, as he was instrumental in getting NeST a
further
| burst of life, as well as setting my node up from scratch! :-)

Kick him while he's down..

| I've still got my setup here, just in case it all bursts into life again!
;-)

Your not still holding your breath as well are you??..

Them was the days. I've still got your STFM backup on DAT as well, that's a
bit of personal history for you.

--

Steve. S.

5094. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:15:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854477.15051.7@hebe.uk.clara.net>
Source record: 40389

Hi Asshole

| Do you know who "Flowers 'n' Fliers" is? It's my wife's business. I'll
| even leave the link I usually delete, so you can go there yourself and see
| if you like anything there. As for why I post under that name, I'm on my
| wife's laptop in the mornings (like now) and sometimes during the day.
The
| other times/posts, I'm on my computer out in the workshop in the backyard.

Do you have her permission to discredit her buisness with your mindless
ramblings.

| Good day... and visit the link, will ya? My wife could use more business!

No chance, now i know what sort of fckng nutters are behind it!!.

Hey guys, buy some flowers or fliers, free Atari with every bunch, new
design, TOS 2002, 32bit, runs OSX and windows XP.

--

Steve. S.

5095. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:18:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854480.15051.8@hebe.uk.clara.net>
Source record: 40390

Hi Ken

| > I have overcome this problem with the use of an AUTOEXEC.BAT file in the
| > Auto folder.
| > did it - someone better informed than me told me at the time. I think I
| > have simply listed the PRGs I want loaded (which does not include XBOOT)
| > and MagiC reads this file. I have XBOOT as the second programme in my
| > Auto folder, before MAGXBOOT.
| >
| > I can select a set in XBOOT which will load MagiC and then it loads
| > without going into XBOOT again, so it can be done.
| >

| The AUTOEXEC.BAT file sounds interesting.
| My NVDI manual says that: With MagiC (version 4 or later) you can fix
| the sequence of AUTO folder programs in the file AUTOEXEC.BAT
| My MagiC manual doesn't say anything about an AUTOEXEC.BAT file.
|
| Can you give me an example of how you call in a program?

There's also a BAT file that you can place in \auto\apps\ that does the same thing for that folder, but it has to be named appropriately and I cannot remember it spec.. There might also have been one for the ACC folder, or am I dreaming that one up?.

5096. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 22:51:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF2F567.7F2EC597@chello.nl>
Source record: 40358

Jared Falvo wrote:
>
> Hey, at least I'm TRYING to make things a little better for Atarians, while
> the rest of you all sit around and live life as it is... with NO future.
>

I would appreciate it if you prove this.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5097. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 23:02:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <003f071c@fmlynet.org>
Source record: 40368

FamilyNet Newsgate

Goofy! :)

STiK was I believe the first that allowed CAB and other HTML applications
to be used as internet browsers. STiK meaning "ST Internet Kit" or something
like that. STiNG was an improvement over STiK, thus meaning something to the
effect of "ST Internet: Next Generation".
Never have gotton StiNG to work. STiK II was quite usable until Swbell
changed the script here in Dallas.

I believe that if you are a Magic user that Cab 2.7 comes with iConnect,
which is something I wished I had installed before my Cab disks self
destructed. :)

In all cases you will need a overlay (forget the exact name) as a go
between betwix the connection utilities (Stik, Sting) and Cab.

And as many will tell you, Cab is not the only browser on the block.

Good luck.

Doc Clu

> From: JB <j.b@subdimension.com>

> Ken Kosut wrote:

>>
>> Hi again,
>>
>> I have CAB 2.7
>> The manual says that I need STiK. This did not come with the program.
>>
>> I seem to recall a program called STiG. (I am not sure if I have the
>> correct name)
>>
>> Which one is better to use with CAB 2.7?
>> And Where can I find?
>>
>> thank you
>>
>> ken

> Wasn't 'STiG' a ZX Spectrum game about a slug?

> --
> -JB

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5098. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 23:19:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF2FBF3.24ABD1E4@chello.nl>
Source record: 40361

Hi Halvard

Hallvard Tangeraas wrote:
>
> I want someone to check out what's on a particular disk and mail me the
> contents of it (folders, sub-folder, files).
>
>
AHCX can do what you want with a few mouseclicks.

Load AHCX
press ALT + G
A dialogue window named KIT opens
left click in the field below the 'multiple' radio button
A fileselector opens.
select a folder
Press return
The folder name will appear in the field below the radio button
Adjust the wildcards to your preferences
Choose 1 of the 10 find strings with the mouse
press ESC to make it empty
Click on the find bitton
A scheme of the folder is displayed in a journal window
You can save the journal as text file via the menu jrnl-->Save as

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5099. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-11-14 23:40:04 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF300E2.981E13D5@chello.nl>
Source record: 40362

```
Hallvard Tangeraas wrote:
>
> Henk Robbers <h.robbers@chello.nl> wrote:
>
> > Hallvard Tangeraas wrote:
> > >
> > > I want someone to check out what's on a particular disk and mail me the
> > > contents of it (folders, sub-folder, files).
> > >
> > >
> > AHCX can do what you want with a few mouseclicks.
>
> Never heard about it. Shareware/freeware?
> Where can it be found?
>

On my homepage (in signature) Look for 'A Home Cooked teXt editor'

;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX
```

5100. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 00:31:39 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <70EI7.716$PX6.55654458@news.incc.net>
Source record: 40363

I've yet to recieve any further word in my followup Email, so maybe it's a dead-end. Never hurts to try, though...

Jared

JI Logan wrote in message <3bf250d2$0$8560@news.zetnet.co.uk>...
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:Z0pI7.694$dY5.51721351@news.incc.net...
>
>| I'm surprised you're not jumping up and down with glee over my
>recent
>| "defeat" Email from Infogrames, yelling "Finally that idiot, Jared,
>will
>| finally shut up and go away!"
>|
>| However, I still press them in another Email. I'm awaiting a
>reply...
>
>Your own header says "The final word from Infogames...". If this is
>the final word, why press them?
>
>--
>JI Logan
>
>

5101. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 00:39:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bf30ea4$0$8557@news.zetnet.co.uk>
Source record: 40364

Hi Ken,

On 13 Nov 2001 21:41:58 , Ken Kosut wrote:

>The AUTOEXEC.BAT file sounds interesting.
>My NVDI manual says that: With MagiC (version 4 or later) you can fix
>the sequence of AUTO folder programs in the file AUTOEXEC.BAT
>My MagiC manual doesn't say anything about an AUTOEXEC.BAT file.
>
>Can you give me an example of how you call in a program?

My AUTOEXEC.BAT file is as follows:

```
FPU__3.PRG
NVDI.PRG
SLECTRIC.PRG
REDIRECT.PRG
SLCT_DEV.PRG
INITCHRO.PRG
DRVIN.PRG
MFP.PRG
SCC.PRG
IPRN.PRG
STING.PRG
STIK.PRG
MACCEL3.PRG
```

This looks odd at first, as it appears to load both STiK and STinG, but this is dealt with by a command in X-BOOT which renames either STiK or STinG to .PRX depending which set I boot. There is a commands section in XBOOT and mine looks like this:

```
name c:\auto\sting.prx c:\auto\sting.prg
name c:\auto\stik.prg c:\auto\stik.prx
```

or this:

```
name c:\auto\sting.prg c:\auto\sting.prx
name c:\auto\stik.prx c:\auto\stik.prg
```

which takes care or either eventuality.

BTW, my AUTO folder order is as follows:

```
FPU__3.PRG
XBOOT.PRG
EMULATOR.PRX
NVDI.PRG
```

REDIRECT.PRG
SLCT_DEV.PRG
INITCHRO.PRG
MAGXBOOT.PRX
JAR124.PRG
XMENU.PRX
STA_VDI.PRX
SLECTRIC.PRG
TOSFIX.PRG
GEMRAMH.PRX
WDIALOG.PRG
WINX.PRX
TOS2GEM.PRX
MACCEL3.PRG
DMIRROR.PRX
DRVIN.PRG
MFP.PRG
SCC.PRG
RSVX.PRG
IPRN.PRG
STIK.PRG
MINTNP.PRG
STING.PRX

I have to run FPU__3.PRG first, but then XBOOT is next with MAGXBOOT later. This seems to work well. I don't see XBOOT twice when I am booting MagiC, but I always see XBOOT after first switching on which enables me to choose a non-MagiC set if I want to - which is nearly always !

The AUTOEXEC.BAT file is between STiK and STinG, but I don't know is the position of that matters at all.

HTH

Cheers

Paul

5102. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 01:25:23 UTC
From: swampfax@atlantic.net
Message-ID: <7QEI7.218$pu1.136245@news1.atlantic.net>
Source record: 40365

On 14 Nov 2001 08:46:32 , "Flowers 'n' Fliers" wrote:
>Do you know who "Flowers 'n' Fliers" is? It's my wife's business. I'll
>even leave the link I usually delete, so you can go there yourself and see
>if you like anything there. As for why I post under that name, I'm on my
>wife's laptop in the mornings (like now) and sometimes during the day. The
>other times/posts, I'm on my computer out in the workshop in the backyard.
>
>Good day... and visit the link, will ya? My wife could use more business!
>
>Jared & Judy Falvo
>www.flowersnfliers.com

Jared,
I'm thrilled! Great way to follow up on your own posts!
Now where's that letter you sent to Infogrammes? My E-mail address above
is still good (as it was when I offered my support the first go around
as you insulted people for not getting involved)!
John G.

5103. Telnet to worlds only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 03:00:47 UTC
From: ncc0106@nbc.netcom.ca
Message-ID: <zdGI7.3780$qb4.28238@tor-nn1.netcom.ca>
Source record: 40366

We're back! (never really left, but had ISP issues for awhile). IF
you want to play good old classic ST online games or get a good retro-on,
heres where to do it ;) And if you have any suggestions for cool things to
do on an ST BBS, let me know. (ie: Games are not enough to make it worth
coming back to.. we need to have some more twisted retro fun..)

http://www.skeleton.org/bbsindex.html

or telnet to..

shadow.skeleton.org, login "bbs".

jeff

5104. Re: Telnet to worlds only online Atari ST BBS!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 04:57:59 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <wRHI7.15563$va4.2945561@news20.bellglobal.com>
Source record: 40367

"Jeff Mitchell" <ncc0106@nbc.netcom.ca> wrote in message
news:zdGI7.3780$qb4.28238@tor-nn1.netcom.ca...
>
> We're back! (never really left, but had ISP issues for awhile). IF
> you want to play good old classic ST online games or get a good retro-on,
> heres where to do it ;) And if you have any suggestions for cool things to
> do on an ST BBS, let me know. (ie: Games are not enough to make it worth
> coming back to.. we need to have some more twisted retro fun..)
>
> http://www.skeleton.org/bbsindex.html

Speaking of Retro Atari BBS Coolness...

Is there a version of Space Empire Elite online?

Crackers

--

Ghastly's Ghastly Comic - http://ghastly.keenspace.com

5105. My first recording is up!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 06:00:51 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-0030F0.01005115112001@news.bellglobal.com>
Source record: 40369

well, I finally went and did it!

Had the day off today, so I spent some time this afternoon and this evening working on the home studio and the apartment. And finally got up the nerve to do final mixdown of my first digital recording with Cubasis VST 2.

All things considered, I don't think I did too bad a job on this. It's certainly not as professional sounding as a good studio, but it certainly doesn't sound too bad. :)

Anyway, tonight I put together a small site using my Apple iTools/iDisk account and uploaded an MP3 version of the song to it. The only thing I'm a bit worried about is that it may have been saved in a format that only a Mac could read, although I re-downloaded it to my computer and it appeared to have read and saved it okay in the proper format without invoking Stuffit.

So it's called "May I, Mr. Beck?", a nice little blues-rocker that pays some small tribute to two of my influences, Brian May and Jeff Beck. Particularly the guitar harmonies, which I'm quite pleased with how those turned out. There's also a couple of MIDI guitar solos on it, too, but please don't hold that against me :)

I look forward to what you think, and advice on how I can improve.

http://homepage.mac.com/ddreibelbis/FileSharing1.html

BTW, the song originally started life on my Falcon a few years ago, so I think I'm pretty much on-topic :)

5106. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 07:14:27 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <HUJI7.724$287.56443953@news.incc.net>
Source record: 40370

Hey, Baiz...

If only the majority here were more like you... if only! This might be a
lot easier task than it is...

Thanks for the vote of confidence. It means a lot to me.

Jared

Edward S. Baiz Jr. wrote in message ...
>On 14 Nov 2001 06:49:22 , "Clockmeister" wrote:
>>
>>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>>news:J_dI7.679$wL5.50905223@news.incc.net...
>>> Dear Jared,
>>>
>>> Nancy Bushkin has referred your inquiry to me for response.
>>>
>>> We thank you for your interest in Infogrames and in the Atari brand.
>>> Unfortunately, at the present moment we are not considering proposals of
>>the
>>> nature you described in your email.
>>>
>>> Please stay in touch.
>>>
>>
>>Roughly translated meaning "we think you are a fruitcake, have a nice
day".
>
>Well I do not think it is that bad. Hopefully the words "at the present
>moment" mean something.
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

5107. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 08:29:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3bf37cbe6ce270@tripnet.se>
Source record: 40371

On Wed 14-11-2001 05:34 (GMT) Hallvard Tangeraas wrote:

>I want someone to check out what's on a particular disk and mail me the
>contents of it (folders, sub-folder, files).

The old PD program CONTENTS.TOS does exactly this.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5108. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 13:05:10 UTC
From: ebaiz@skyenet.net
Message-ID: <a4PI7.1394$fL.47551@newsfeed.slurp.net>
Source record: 40372

On 14 Nov 2001 08:46:32 , "Flowers 'n' Fliers" wrote:
>Do you know who "Flowers 'n' Fliers" is? It's my wife's business. I'll
>even leave the link I usually delete, so you can go there yourself and see
>if you like anything there. As for why I post under that name, I'm on my
>wife's laptop in the mornings (like now) and sometimes during the day. The
>other times/posts, I'm on my computer out in the workshop in the backyard.
>
>Good day... and visit the link, will ya? My wife could use more business!
>
>Jared & Judy Falvo
>www.flowersnfliers.com

I give it a look. I am in the same boat. My wife also has her own business.
She is a financial consultant/accountant and does her work out of our
house. Now and then I have to use her PC. Hopefully that will stop.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5109. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 13:05:11 UTC
From: ebaiz@skyenet.net
Message-ID: <b4PI7.1395$fL.47422@newsfeed.slurp.net>
Source record: 40373

On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
>
>Jared Falvo wrote:
>>
>> Hey, at least I'm TRYING to make things a little better for Atarians, while
>> the rest of you all sit around and live life as it is... with NO future.
>>
>
>I would appreciate it if you prove this.

He really does not have to. Just the fact that he is trying should be
good enough. I know the odds are against him, but his efforts should be
appreciated. I did the same thing in the last days of the Atari 8-bit.
I wrote so many letters.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5110. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 13:05:13 UTC
From: ebaiz@skyenet.net
Message-ID: <d4PI7.1397$fL.47402@newsfeed.slurp.net>
Source record: 40374

On 15 Nov 2001 00:14:27 , "Jared Falvo" wrote:
>Hey, Baiz...
>
>If only the majority here were more like you... if only! This might be a
>lot easier task than it is...
>
>Thanks for the vote of confidence. It means a lot to me.

No problem. There is probably more people out there who support you
than you think. Remember, even if Infogrames does not do what you want,
they are at least flashing the Atari logo which does alot for all
Atarians.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5111. Re: Atari ST Mice $5 each! Check the website!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 14:37:12 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <sqQI7.333$s33.114545@paloalto-snr1.gtei.net>
Source record: 40375

Just to warn people in the newsgroup here. I got word from a trusted friend
that you should be careful of anything you buy from these people.

He said they are "Super Jerks!" They bait and switch and nothing is as it
is described.

Just wanted to share that before someone here falls victim.

Glenn

P.S. - I did search through the pictures on their website. There was Atari
stuff pictured, but according to their message group all the Atari stuff has
been bought.

"bob" <puppycock@mac.com> wrote in message
news:622fee4a.0111131808.7420d08d@posting.google.com...
> We are a non-profit computer recycling center.
>
> http://www.aftermathtechnologies.com
>
>
> We have a veritable cornucopia of computer odds and ends.
>
> Macintosh product:
> 500's, 7600's, 8500's, Motorola Starmax 3000/180's, Powerbook 1XX
> models. Each only $20.
>
> Mainframes:
> SGI Power Series, Onyx, MIPS RC6280, HP servers, Compaq Proliants,
> Compaq SCSI-2 RAIDs
>
> Vintage computers:
> Sharp PC-5000 laptops new in the box! ($250) Bubble Memory too!
> Apple IIc, Apple IIe, C64, tons of TRS-80's (model III and IV) All
> only $20 each.
> Powerbook 100's ($100)
> Atari ST Mice $5 each! All new!
>
> All our prices are negotiable. post in our forums, or email us for a
> purchase. All proceeds go to fund our computer placement programs. We
> place ONLY Linux PC's (over 50,000 a year) with underprivlidged
> families and 3rd world nations. Come by and check us out!
>
>
> http://www.usedtech.org

5112. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 16:18:57 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <2URI7.730$Xg7.56825999@news.incc.net>
Source record: 40377

Hey, I *contacted *Infogrames, Milan, and some software title programmers
and I'm yakking my @$$ off trying to prove a point. Need any more proof?
There are even a couple (maybe even a few? I know it probably isn't enough
to be several) people who seem to agree with my views.

I've got plenty of time on my hands... so what's a few Emails and reply
sessions sent out that take a few days. Beats twiddling my thumbs waiting
til the day I can afford an Xbox. :-)

Jared

"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:3BF2F567.7F2EC597@chello.nl...
>
>
>
> Jared Falvo wrote:
> >
> > Hey, at least I'm TRYING to make things a little better for Atarians,
while
> > the rest of you all sit around and live life as it is... with NO future.
> >
>
> I would appreciate it if you prove this.
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
> A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
> Interactive disassembler: TT-Digger; http://digger.atari.org
> Experimental text editor: AHCX

5113. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 16:23:56 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <IYRI7.731$8j7.56964146@news.incc.net>
Source record: 40378

I don't have the letter anymore. I deleted it off my computer when it looked like all the efforts I put out availed little to nothing the first time around.

However, I have a more focused plan these days... but no letter has been written just yet. I'm going to put a little more background homework into my idea first, before tossing another letter off to Infogrames.

Jared

"John Garone" <swampfax@atlantic.net> wrote in message news:7QEI7.218$pu1.136245@news1.atlantic.net...
> On 14 Nov 2001 08:46:32 , "Flowers 'n' Fliers" wrote:
> >Do you know who "Flowers 'n' Fliers" is? It's my wife's business. I'll
> >even leave the link I usually delete, so you can go there yourself and see
> >if you like anything there. As for why I post under that name, I'm on my
> >wife's laptop in the mornings (like now) and sometimes during the day. The
> >other times/posts, I'm on my computer out in the workshop in the backyard.
> >
> >Good day... and visit the link, will ya? My wife could use more business!
> >
> >Jared & Judy Falvo
> >www.flowersnfliers.com
>
> Jared,
> I'm thrilled! Great way to follow up on your own posts!
> Now where's that letter you sent to Infogrammes? My E-mail address above
> is still good (as it was when I offered my support the first go around
> as you insulted people for not getting involved)!
> John G.
>
>
>

5114. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 16:42:33 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <9eSI7.732$yf7.56736840@news.incc.net>
Source record: 40379

Ah, and look at this reply I got from the people who wrote Calamus...

----Email Start----
Hi Jared.

Give us a computer (what machine ever) with a current TOS version and
Calamus will run on it.
----Email End----

Now, I'm *hoping* they aren't misunderstanding what I wrote, but you tell me
if my Email was clear enough...

----Email Start----
Thanks for your prompt reply...

Now for a question:

If Atari were to make a comeback and start selling computers again
(hypothetically speaking, of course), would you be willing or able to port
Calamus to the new computers/hardware (most likely PowerPC 603e or
G3-based)?

Jared
----Email End----

5115. Re: Cubase on Atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 16:47:47 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3BF3F1B3.13751C9A@tm.net.my>
Source record: 40381

bakedbean wrote:
> Does anyone out there know how to change MSB and LSB values on the sequencer
> when hooked up with a MC303?

Try asking at news:rec.music.makers.synth instead!

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

5116. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 16:52:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <NqSI7.28$zC2.569@nsw.nnrp.telstra.net>
Source record: 40380

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:IYRI7.731$8j7.56964146@news.incc.net...
> I don't have the letter anymore. I deleted it off my computer when it
> looked like all the efforts I put out availed little to nothing the first
> time around.
>
> However, I have a more focused plan these days... but no letter has been
> written just yet. I'm going to put a little more background homework into
> my idea first, before tossing another letter off to Infogrames.
>

A persistant fruitcake then ;-)
What do you hope to achieve by writing letters to a software company?
They are not in the hardware business, and the thought of going into the
business of producing hardware based on some ancient long forgotten platform
(by the majority of people, not everyone obviously) must be an amusing
proposition.

How do you explain such a business plan to your investors I wonder when your
target market probably consists of a few hundred hardcore Atari platform
users...

To me, and most people I would hazard to guess, the Atari name is synonimous
with games, not computers.
Infogrames bought the Atari name with that in mind, a theory that seems to
be strenghtened by the atari.com website and the products they are marketing
using the Atari name and logo.

Good luck anyway,

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

5117. Re: Atari ST Mice $5 each! Check the website!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 18:34:24 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3BF40B1E.9B8F1CC2@ataritimes.com>
Source record: 40382

Glenn Bruner wrote:

> Just to warn people in the newsgroup here. I got word from a trusted friend
> that you should be careful of anything you buy from these people.
>
> He said they are "Super Jerks!" They bait and switch and nothing is as it
> is described.
>
> Just wanted to share that before someone here falls victim.
>
> Glenn
>
> P.S. - I did search through the pictures on their website. There was Atari
> stuff pictured, but according to their message group all the Atari stuff has
> been bought.

We'll see, since I did order 2 mice from them. Should anything be awry,
I'm certain to write an expose on The Atari Times.

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

=-=-=-

5118. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 19:45:33 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <tp58vtgjieeg9m2qh3e00l3kd1186tuhke@4ax.com>
Source record: 40383

On Wed, 14 Nov 2001 05:34:41 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>I want someone to check out what's on a particular disk and mail me the
>contents of it (folders, sub-folder, files).
>
>I usually use a command line interpreter such as "Gemini" for this sort
>of thing where I enter something like the following UNIX command:
>
> ls -lR D:\xxxxx\ > C:\results.txt
>
>(which will look through the folder named "xxxxx" and any folders within
>on drive D:\, list them all and save the results to a file on
>drive C:\ called "results.txt"
>
>..... but I need a program which can do the same thing, only a lot
>easier for someone who's not a computer expert (not saying that
>I'm one ;-)
>
>It has to look inside any sub-folder (if any).
>I believe I had a program which could do this sort of thing, but can't
>seem to find it anywhere.
>
>
>Hallvard

I can't remember the names of any of the programs I've used, but I
know there were several "Directory Lister" or "Directory Printer"
programs which would do what you want.

These all ran under TOS, not from a command line.

I'd check in the "Disk Utilities" areas in the Atari archive sites for
likely candidates.

BobR

5119. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 20:10:52 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.titbbchr@localhost>
Source record: 40391

Jared,

> Hey, I *contacted *Infogrames, Milan, and some software title
> programmers and I'm yakking my @$$ off trying to prove a point. Need
> any more proof? There are even a couple (maybe even a few? I know it
> probably isn't enough to be several) people who seem to agree with my
> views.

Only positive thing I can say is you seem devoted. However, it is
obvious you know nothing of the tos platform of today, you proved that
time and time again. All talk about GEMillenium and stuff like that
clearly shows you are ignorant to the great work that actually has been
done.

You are also completely incapable of actually _REPLYING_ to postings!
Yes, you really are! You often neglect to comment facts and questions
you don't like. You also are completely incapable of correctly quoting
the message you are replying to.

I would not mind seeing the name atari stuck on computers one day, even
if I doubt it will happen (and don't think it is important), but I
surely hope you will have nothing to do with that if it actually
happens.

Regards,

Joakim

5120. Re: Porthos 1.26

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:17:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf59cbe318480@madasafish.com>
Source record: 40149

Hi Edward,

>The manual has always come up for me. The one thing is that under Magic
>it would come up in black/white. Now in 1.26, it comes up in color. It
>still crashes when used with large PDF's. I have one over 9meg. Porthos
>loads the first page fine, but crashes if I go to any other page.

I have problem with PDFs, not getting more than one page. These all came
from same source though (philips semiconductors). Just sent a bug report.

>The author says that a newer version, 1.27 is coming out soon. I just
>hope people have registered this program. The author deserves support
>for his efforts.

Yes, if it doesn't bloch me from doing other stuff while it loads PDFs and
can load these philips ones (GS can't either) then I'd be happy to
register.

--
Lyndon Amsdon

5121. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:25:28 UTC
From: swampfax@atlantic.net
Message-ID: <cpWI7.267$pu1.179319@news1.atlantic.net>
Source record: 40392

On 15 Nov 2001 13:05:11 , Edward S. Baiz Jr. wrote:
>On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
>>
>>Jared Falvo wrote:
>>>
>>> Hey, at least I'm TRYING to make things a little better for Atarians, while
>>> the rest of you all sit around and live life as it is... with NO future.
>>>
>>
>>I would appreciate it if you prove this.
>
>He really does not have to. Just the fact that he is trying should be
>good enough. I know the odds are against him, but his efforts should be
>appreciated. I did the same thing in the last days of the Atari 8-bit.
>I wrote so many letters.....
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
To a point I agree also. But when someone questions Jared or politely disagrees with him, he then insults them for their "lack of intelligence" or "laziness" when you don't immediately jump on the Jared Falvo bandwagon. In my case, asking him for his letter to Infogrammes when he originally wrote it months ago and before he deleted it (so I may review the ideas he has and possibly add my support) prooved fruitless! This can't help leading me to believe he is all talk and makes me wonder if any letter was written in the first place (and now if there was a real reply!).
If I am wrong, good! He did his best. If I am right then he is just a disruptor!!! Who knows what was in that so called letter? If it contained anything in the way he responds to people in this NG, he surely, at the very least, insulted the people at Infogrammes also! And I certainly don't want anyone thinking that all Atari enthusiasts are the same way!!! But, no proof! A 1k byte letter was too big and not important enough for him to save for supporters!!!
John G.

5122. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:28:57 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.ehaimdif@localhost>
Source record: 40297

STEve,

> | I'm surprised you're not jumping up and down with glee over my
> recent | "defeat" Email from Infogrames, yelling "Finally that idiot,
> Jared, will | finally shut up and go away!"
>
> Ive heard that before, you just dont get the message do you.
>
> | However, I still press them in another Email. I'm awaiting a reply.
> ..
>
> Doesnt this kind of contradict the previous sentence. Arsehole!!.

You don't wish to have to use your killfile or scan headers for
commercial postings, will I have to do that to avoid postings with
immature language and insults? This last posting of yours is nowhere
near the worst I've seen , but still I don't think anyone is interested
in what body parts you are comparing various usenet posters with. Could
you please stop that?

I am the first one to say Jared is clueless here, but I am extremely
fed up with your debating technique.

My advice is, if you can't prove your point by using proper language,
you should remain silent.

Regards,

Joakim

5123. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:31:16 UTC
From: swampfax@atlantic.net
Message-ID: <EuWI7.270$pu1.179321@news1.atlantic.net>
Source record: 40393

On 15 Nov 2001 13:05:11 , Edward S. Baiz Jr. wrote:
>On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
>>
>>Jared Falvo wrote:
>>>
>>> Hey, at least I'm TRYING to make things a little better for Atarians, while
>>> the rest of you all sit around and live life as it is... with NO future.
>>>
>>
>>I would appreciate it if you prove this.
>
>He really does not have to. Just the fact that he is trying should be
>good enough. I know the odds are against him, but his efforts should be
>appreciated. I did the same thing in the last days of the Atari 8-bit.
>I wrote so many letters.....
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
To a point I agree also. But when someone questions Jared or politely disagrees with him, he then insults them for their "lack of intelligence" or "laziness" when you don't immediately jump on the Jared Falvo bandwagon. In my case, asking him for his letter to Infogrammes when he originally wrote it months ago and before he deleted it (so I may review the ideas he has and possibly add my support) prooved fruitless! This can't help leading me to believe he is all talk and makes me wonder if any letter was written in the first place (and now if there was a real reply!).
If I am wrong, good! He did his best. If I am right then he is just a disruptor!!! Who knows what was in that so called letter? If it contained anything in the way he responds to people in this NG he surely, at the very least, insulted the people at Infogrammes also! And I certainly don't want anyone thinking that all Atari enthusiasts are the same way!!! But, no proof! A 1k byte letter was too big and not important enough for him to save or show supporters!!!
John G.

5124. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:40:10 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005940937.26102.2@iapetus>
Source record: 40337

Hi Paul

| >The AUTOEXEC.BAT file sounds interesting.
| >My NVDI manual says that: With MagiC (version 4 or later) you can fix
| >the sequence of AUTO folder programs in the file AUTOEXEC.BAT
| >My MagiC manual doesn't say anything about an AUTOEXEC.BAT file.
| >
| >Can you give me an example of how you call in a program?
|
| My AUTOEXEC.BAT file is as follows:
|
| FPU__3.PRG
| NVDI.PRG
| SLECTRIC.PRG
| REDIRECT.PRG
| SLCT_DEV.PRG
| INITCHRO.PRG
| DRVIN.PRG
| MFP.PRG
| SCC.PRG
| IPRN.PRG
| STING.PRG
| STIK.PRG
| MACCEL3.PRG
|
| This looks odd at first, as it appears to load both STiK and STinG, but
| this is dealt with by a command in X-BOOT which renames either STiK or
| STinG to .PRX depending which set I boot. There is a commands section in
| XBOOT and mine looks like this:
|
| name c:\auto\sting.prx c:\auto\sting.prg
| name c:\auto\stik.prg c:\auto\stik.prx

And how does that work if you've not got xboot set to run also??.

--

Steve. S.

5125. FS: STE configuration

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 21:57:03 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <9t1dnb$bj2c$2@as201.hinet.hr>
Source record: 40395

FS:

- Atari 1040 STE, 4 Mb RAM,
- 250 IDE 2.5" HDD,
- IDE controller by M. Becroft,
- ATAPI CD rom 48 x in external case with PS, TOS 1.06 GER and TOS 2.06 UK
- VGA adapter for ST High
- ICD Link ACSI to SCSI controller
- SM 146 monitor
- 2 mice, new Atari joystick
- CDs loaded with software
- Omikron basic book
- MIDI cables

make an offer

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

5126. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 22:00:07 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <1TWI7.740$7r7.57475197@news.incc.net>
Source record: 40394

I've also written up a tenative licensing proposition to send to Infogrames, if and/or when I get enough people to stop thinking I'm an idiot for "going against the impossible", trying to change history, or whatever and start believing that maybe my effort is just *possibly* worthwhile, if anyone would like to see it.

Not to say it WILL happen (afterall I'm not Infogrames and have no say so in their final decisions whatsoever), just that it *could* happen (if we really try our best and put our best foot forward)... and I believe that if we present a good enough image, incentive, and focus to Infogrames, it's a lot more likely than if one person stands alone.

Afterall, no team consists of just one person... and never will. Ony by projecting a strong image of our goals and direction will we have any chance to sway Infogrames in the direction we would like. Not to say that we will, but just that we could...

Jared

Edward S. Baiz Jr. wrote in message ...
>On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
>>
>>Jared Falvo wrote:
>>>
>>> Hey, at least I'm TRYING to make things a little better for Atarians,
while
>>> the rest of you all sit around and live life as it is... with NO future.
>>>
>>
>>I would appreciate it if you prove this.
>
>He really does not have to. Just the fact that he is trying should be
>good enough. I know the odds are against him, but his efforts should be
>appreciated. I did the same thing in the last days of the Atari 8-bit.
>I wrote so many letters.....
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

>--
>
>

5127. Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 22:28:53 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <ZhXI7.741$Bp7.57376810@news.incc.net>
Source record: 40296

Let's just do a "what if":

"What if" I did manage to somehow ACTUALLY get the license for the name "Atari" and access to all pre-aquisition assets, such as schematics, chassis molds, TOS source code, etc. and we had 1 year in which to conceive of and present at least a prototype of any product(s) we decided on to seell under this "new Atari division"?

Would you:

A) Still say "Who the fuck cares. Go away!" and go on about your business.
B) Do a double take and mutter something like, "How did he DO it?"

If B), would you then:

1) Get excited and "join up" in whatever capacity you felt capable of
2) Take a "wait and see" attitude and watch to see what transpires

If 1), Do you feel you'd be most suited within or outside the division? If outside, in what capacity? If within, what position/capacity? What do you think would be a good first product to prototype/sell? How much do you think it should sell for?

If 2), may I ask: Why?

Jared

5128. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 23:26:10 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF44F12.5860EFF3@chello.nl>
Source record: 40298

Hi Edward

"Edward S. Baiz Jr." wrote:
>
> On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
> >
> >Jared Falvo wrote:
> >>
> >> Hey, at least I'm TRYING to make things a little better for Atarians, while
> >> the rest of you all sit around and live life as it is... with NO future.
> >>
> >
> >I would appreciate it if you prove this.
>
> He really does not have to. Just the fact that he is trying should be
> good enough. I know the odds are against him, but his efforts should be
> appreciated. I did the same thing in the last days of the Atari 8-bit.
> I wrote so many letters.....
>

You are obviously a nice guy. ;-)
But I really was refering to the words about "sitting around as it is.. with NO
future."

One of the methods to ensure the future of your work is making it ultimately
hardware independent. :-)
Every compiler and operating system writer knows this.

I would love to have a computer that runs GEM programs 10 times faster
than my Milan.
I do not care how this is achieved. It wont be achieved by endlessly chasing
after a name.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5129. V-Trax

Newsgroup: comp.sys.atari.st
Date: 2001-11-15 23:32:55 UTC
From: carlos <nospam@please.no>
Message-ID: <9t0mkujaq2@uns-a.ucl.ac.uk>
Source record: 40376

Hi,
Does anyone out there use V-Trax for hard disk recording on the Falcon?
I'm interested in any tips that anyone could recommend in order to turn the combined tracks output into a single .wav file (other than to tape & then back in to Falcon). For example, an accessory that rips the Falcon's audio out and puts it onto disk.

If anyone has any English documentation for this program I'd be grateful.
cheers

5130. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 00:05:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF45812.CFEBE74F@chello.nl>
Source record: 40299

Hi Edward

"Edward S. Baiz Jr." wrote:
>
> On 14 Nov 2001 22:51:13 , Henk Robbers wrote:
> >
> >Jared Falvo wrote:
> >>
> >> Hey, at least I'm TRYING to make things a little better for Atarians, while
> >> the rest of you all sit around and live life as it is... with NO future.
> >>
> >
> >I would appreciate it if you prove this.
>
> He really does not have to. Just the fact that he is trying should be
> good enough. I know the odds are against him, but his efforts should be
> appreciated. I did the same thing in the last days of the Atari 8-bit.
> I wrote so many letters.....
>

I really was refering to the words about "sitting around as it is.. with NO
future."

One of the methods to ensure the future of your work is making it ultimately
hardware independent. :-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5131. Re: Please help me: attaching a Megafile 30 to my 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 01:59:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF472E4.A1D2B4D6@greeleynet.com>
Source record: 40300

Yala wrote:
>
> Does he need HDX or HINSTALL (I can't remember what they are for)?

I honestly do not remember. I haven't used Atari's hard disk software
for years. I'm using a combination of HDDriver 6.22 and 7.54, and Supra
3.21, depending on the computer.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5132. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 02:11:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3BF475BB.D55B8BEA@greeleynet.com>
Source record: 40301

Jared Falvo wrote:
>
> Let's just do a "what if":
>
> "What if" I did manage to somehow ACTUALLY get the license for the name
> "Atari" and access to all pre-aquisition assets, such as schematics, chassis
> molds, TOS source code, etc. and we had 1 year in which to conceive of and
> present at least a prototype of any product(s) we decided on to seell under
> this "new Atari division"?
>
> Would you:
>
> A) Still say "Who the fuck cares. Go away!" and go on about your business.
> B) Do a double take and mutter something like, "How did he DO it?"
>
> If B), would you then:
>
> 1) Get excited and "join up" in whatever capacity you felt capable of
> 2) Take a "wait and see" attitude and watch to see what transpires
>
> If 1), Do you feel you'd be most suited within or outside the division? If
> outside, in what capacity? If within, what position/capacity? What do you
> think would be a good first product to prototype/sell? How much do you
> think it should sell for?
>
> If 2), may I ask: Why?

Given the parameters stated above, I would be in group 2, taking a "wait
and see" attitude.

Why? You have not presented enough of a "goal" for me to get excited.
I would want to know more about where you want to end up, and to me your
statement in the initial paragraph indicates you want to determine that
goal within the first year. Logically, to me, you should already have
the goal of "where you want to end up" even before you make the attempt
to obtain all the necessary licenses and such.

I'm definitely -NOT- a Microsoft fan, but I think you need more than
just a new piece of hardware to sell the computer.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5133. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 03:29:51 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <8J%I7.747$QA7.58098837@news.incc.net>
Source record: 40302

What harm does it to try? I've got little else better to do with my time...
and if I succeeded, would not all of you rejoice/share in the victory, even
if you shared none of the effort in achieving it?

Jared

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:NqSI7.28$zC2.569@nsw.nnrp.telstra.net...
>
> "Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
> news:IYRI7.731$8j7.56964146@news.incc.net...
> > I don't have the letter anymore. I deleted it off my computer when it
> > looked like all the efforts I put out availed little to nothing the
first
> > time around.
> >
> > However, I have a more focused plan these days... but no letter has been
> > written just yet. I'm going to put a little more background homework
into
> > my idea first, before tossing another letter off to Infogrames.
> >
>
> A persistant fruitcake then ;-)
> What do you hope to achieve by writing letters to a software company?
> They are not in the hardware business, and the thought of going into the
> business of producing hardware based on some ancient long forgotten
platform
> (by the majority of people, not everyone obviously) must be an amusing
> proposition.
>
> How do you explain such a business plan to your investors I wonder when
your
> target market probably consists of a few hundred hardcore Atari platform
> users...
>
> To me, and most people I would hazard to guess, the Atari name is
synonimous
> with games, not computers.
> Infogrames bought the Atari name with that in mind, a theory that seems to
> be strenghtened by the atari.com website and the products they are
marketing
> using the Atari name and logo.
>
> Good luck anyway,

>
> Regards,
>
> Clockmeister.
>
> --
> ***
> * www.tnet.com.au/~gerryvdb
> *
> * Amiga hardware hacking links, A500/A2000 schematics
> * A1060 Sidecar manual, DKB MegaChip manual... more
> *
> ***
>
>
>
>
>
>
>
>

5134. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 05:57:21 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <jS1J7.751$OC7.58225709@news.incc.net>
Source record: 40304

Steve Sweet wrote in message <1005854477.15051.7@hebe.uk.clara.net>...
>Do you have her permission to discredit her buisness with your mindless
>ramblings.

Yes, as a matter of fact, I do! :-)

>No chance, now i know what sort of fckng nutters are behind it!!.

Um, is there somthing wrong with your keyboard or is it just you don't know how to spell? If you're gonna cuss, just come out and say it... not like you're really gonna hurt my feelings or anything. Dumb animals don't HAVE feelings, remember? HA! Try and out do that kind of self-depreciation, you nippin' mutter tucker! (laugh)

>Hey guys, buy some flowers or fliers, free Atari with every bunch, new
>design, TOS 2002, 32bit, runs OSX and windows XP.

You're funny... but you need something else...

Like enough brains to know that you can't actually *insult* me with stupid chaff like that.

Jared

P.S. If this plan ever happens, trust me... I will be the first to laugh so hard, my intestines will be piled on your head like a turban!

5135. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 06:22:58 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <ke2J7.752$kE7.58321993@news.incc.net>
Source record: 40305

Hey, Gorf Maze! Um, I mean Gokmase...

You best know I'm devoted... at least when I have reason to believe that it *could* work, with enough effort.

Of course, with people like you constantly berating me for my ideas, it'll be a miracle if I ever get anywhere.

Let me ask you this... how much effort would it actually take everyone to stop attacking me and start working with me on this? Unless you simply don't care or really DON'T want it to ever happen, it seems like it should take no effort at all.

I mean, if even to just friggin' humor me, for crying out loud. Am I asking for money? No. Am I asking for hours of your time? No. All I'm asking is for people to just simply put their doubts and distain aside and imagine "what if". Toss some ideas around. Some plans and concepts.

And, if after everything is said and done... and we actually send out the proposal and either get a negative response... or none at all...

THEN, you can berate me for it all. And I will leave. Having done all that I could, with no room for doubt any longer.

But, for now, I am too inspired by the *potential* of hope to let this fall away. Oh sure, y'all can just keep trying to insult me and berate me and verbally bash me around a bit and eventually you might get me to give up.

But in the process of doing do, you may suddenly wonder... *Could* it have worked? *Could* it have been done? He seemed awfully sure of himself... and confident. And you might never know if Atari ever *could* have been revived as a company again, because you drove away the only voice willing to believe in something no one else did.

Jared
"Impossible is only to those that never try... or believe someone else who says it's impossible... or who give up before they've completed the task, ragardless how long it takes."

5136. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 06:41:05 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <iv2J7.753$OB7.58162265@news.incc.net>
Source record: 40306

gokmase wrote in message ...
>Only positive thing I can say is you seem devoted. However, it is
>obvious you know nothing of the tos platform of today, you proved that
>time and time again. All talk about GEMillenium and stuff like that
>clearly shows you are ignorant to the great work that actually has been
>done.

What exactly is this "TOS platform" you speak of? What is this "great work" you make mention of? Please educate me, so that I may stop my incessant prattle in utter ignorance of the true facts.

>You are also completely incapable of actually _REPLYING_ to postings!
>Yes, you really are! You often neglect to comment facts and questions
>you don't like. You also are completely incapable of correctly quoting
>the message you are replying to.

I am not familiar to the *absolute protocol* of replying standards. Please educate me so that I may appear less foolish in my... um, efforts to reply.

>I would not mind seeing the name atari stuck on computers one day, even
>if I doubt it will happen (and don't think it is important), but I
>surely hope you will have nothing to do with that if it actually
>happens.

"Atari" won't be stuck on just any old computers. And you can kiss the PC-compatible idea good bye, cause I ain't NEVER going down that path. No, the future lies with PowerPC and an OS that is written to handle today's users and their needs on it.

And...

If it ever happens, which I seriously doubt (at the rate I'm fending off replies like this), I believe I *will* be the one responsible for it happening... and leader of the same. And if I do cause it to happen, I will gladly forgive you for your errant attitude and permit you to join and make it all the better with YOUR ideas and input... if you qualify. :-)

Jared

5137. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 07:03:14 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B81A0842.4C00%bengy@europe-shareware.org>
Source record: 40307

```
>> I would not mind seeing the name atari stuck on computers one day, even
>> if I doubt it will happen (and doni¿½t think it is important), but I
>> surely hope you will have nothing to do with that if it actually
>> happens.

I don't usually get involved in these types of discussions (I'm more of the
silent type), but I do think some of you guys are being too hard on Jared.
It's never a bad thing to be positive, and even if his approach is a bit
off, his heart is in the right place.... Honestly, he's not trying to do us
any harm (from what I can tell..)

Now I'll go back into the shadows,
Bengy
--
MagiC Online - magical-sides.de - support@magical-sides.de
ESNA - europe-shareware.org - bengy@europe-shareware.org
Lethbridge Herald - lethbridgeherald.com - bapril@lethbridgeherald.com
```

5138. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 07:11:12 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <yX2J7.754$0F7.58367014@news.incc.net>
Source record: 40308

John Garone wrote in message ...
>Hi Ed,
> To a point I agree also. But when someone questions Jared or politely
>disagrees with him, he then insults them for their "lack of intelligence"
>or "laziness" when you don't immediately jump on the Jared Falvo bandwagon.

Can't say many have ever been much polite about it, but that's 'cause we've all been here before since that last times I've visited with my crazy idea of restoring Atari.

> In my case, asking him for his letter to Infogrammes when he originally
>wrote it months ago and before he deleted it (so I may review the ideas he
>has and possibly add my support) prooved fruitless! This can't help
>leading me to believe he is all talk and makes me wonder if any letter was
>written in the first place (and now if there was a real reply!).

Let me say, for the last time, I hope...

I never *GOT* a reply from that letter and diskette I sent them. Believe me or don't believe me... I know what I did and where I sent it.

However, they DID reply to me a few days ago from a recent Email sent to them, in the negative (no interest). However, Baiz has seen a tiny loophole in their reply, offering just a hint of hope in an otherwise saddening Email.

Here is the reply I got:

Dear Jared,

Nancy Bushkin has referred your inquiry to me for response.

We thank you for your interest in Infogrames and in the Atari brand. Unfortunately, at the present moment we are not considering proposals of the nature you described in your email.

Please stay in touch.

Doreen Small
VP Legal & Business Affairs
Infogrames, Inc.

> If I am wrong, good! He did his best. If I am right then he is just a
>disruptor!!! Who knows what was in that so called letter? If it contained
>anything in the way he responds to people in this NG, he surely, at the
>very least, insulted the people at Infogrammes also! And I certainly don't
>want anyone thinking that all Atari enthusiasts are the same way!!! But,
>no proof! A 1k byte letter was too big and not important enough for him

>to save for supporters!!!
>John G.

Sadly, I cannot recall much, if any, of what I said in that letter. But it's a moot point. It never got a response. What matters is the response I *did* get, and a very nice, albeit slightly disheartening (but not unexpectedly so) reply from them it was!

What didn't get replied to was the followup Email I sent... and here it is:

Thank you for your prompt reply...

And now another Email from me:

May I ask, what exactly is the purpose of the "Atari" brand, if it is not a sole brand label on a product?

In other words, what weight does the name "Atari" bear when it is simply used alongside Infogrames and the actual manufacturer of the game itself?

Atari didn't program and isn't publishing Splashdown, Transworld Surf, or Transworld Snowboarding.

If Infogrames is the publisher of the title, why give any credit to "Atari" at all? What is the value of slapping another brandname on the box that really has NO relation at all to the game itself?

Surely there must be a hidden motive or reason. Are you trying to get the name "Atari" reassociated to the public in a way that will hopefully spawn enthusiasm to possibly a hardware division in the future?

If all you use (and plan to use) the name "Atari" for is to help pitch software titles published by Infogrames, that is, to me, perhaps the saddest end of a company's name ever. I call that "brandname prostitution", and I don't like it one bit.

Atari was a *company* that virtually *created* the gaming revolution. It created Pong. It created Asteroids. It created Centipede. It created Crystal Castles. It created a megaton of arcade games down through the years, not to mention a few pinball games as well. And that's just the arcade division. It also created the 2600VCS, 5200, 7800 Pro System, and Jaguar (the Lynx was actually developed by Epyx before Atari KILLED them off, from what I read) and that's just the home game systems. It also created the 400, 600XL, 800, 1200XL, 65XE, and 130XE. That's the 8-bit computers. It then created the 520ST, 1040ST, Mega ST2, Mega ST4, 1040STe, Mega STe, TT030, and Falcon030. And that's the 16/32-bit computer portion.

Let's not also forget the host of unreleased hardware. And you can add to that list the PC-clone attempt/flop, too. :-)

To take that vast lifetime of rich computing/gaming history and reduce it to nothing but an "also" name on a game title for the PlayStation 2 or Xbox...

Have you no realization of the utter loss? Atari didn't die because it made bad products. It died because it was utterly *stabbed in the back* by the very people who, a mere 10 years earlier, saved it back in '85!

Atari is NOT just a brandname. It is a COMPANY name. And the only way you will ever see it carry the kind of weight it USED to carry is to restore it as both a brandname AND a company name.

I mean, think of it... how hard (expensive) would it be to create an Atari software division that publishes titles of it's own? THAT'S where it all begins. Give "Atari" the distinction and entity it once had. And, you may well soon find out how much money you will rake in on that name alone!

As long as Atari stands alongside Infogrames, who is to know if people are buying the game based on brandname recognition (and is it Infogrames or Atari they recognize?) or just because the game looks/is fun. What is your objective?

Tossing a bunch of names onto a game title looks pretty haphazard to me and not something I would find appealing when buying the game.

I really like Splashdown and I hope it makes it's way to the PC or Xbox soon. I have no plans to buy a Playstation2.

When I went to: www.atari.com, and saw that it was back, I got really excited! Atari is back! ATARI IS BACK! And what cool game titles too!

Isn't that the kind of enthusiasm you want from brandname loyalists like me?

I like Infogrames, too. No question about that. I remember the Atari ST heyday... all those European titles for them. Ah... the memories.

Infogrames, as a brandname, has stood on it's own for years... Atari has too. But I believe the REALLY defining moment will be when Atari is the only name at the top (or bottom) of the box and sells a title based on IT'S name as a publisher, not just a "tack on" with others.

It all begins with making "Atari" a division again. Let it stand on it's own. Let games like "Splashdown" ride on the waves that "Atari" (as a brandname) and the fun and graphical "wow" of the game itself produce.

I mean, think of it for a moment... you "create" an Atari software division that publishes games for the PS2, Xbox, and PC under it's own name. You take the money from sales and keep stashing it right back into the division. From registration forms received, you notice that people bought the game mostly based on the name "Atari". Atari becomes "in" and recognized again. People really associated quality games/gaming with that name.

You then create a small hardware division. You release one or two small devices (hand-held LCD games or even possibly a Cybiko-type device). They sells like hotcakes! People buy them based on the association that Atari represents fun and entertainment!

From there... Atari begins it's comeback as a COMPANY! Selling it's own software, it's own devices... it's own games... it's own game systems...

and... it's own COMPUTERS!!!

And THAT, my friend, is how Atari is restored to it's former glory. One small step at a time. If the small step fails... you've lost little or nothing in the process. You back up and keep things the way they are.

But if the small step succeeds... and the next one succeeds... and the next... Infogrames could stand to make MILLIONS based solely on a brandname (and now a company) that was just a "tack on" brandname on a few game titles earlier.

As long as you just tack on "Atari" along with Infogrames, it shows to me that Infogrames doesn't have any real faith that the name "Atari" means enough to people/gamers to stand on it's own.

And if that's the case, then what value does "Atari" really have to you? Not a whole lot as far as I can see...

And that's the saddest thing of all...

Jared

P.S. Give me a game with the name Atari on it and I'll buy it, based on the name and the fun of the game. Give me a game system with the name Atari on it and I'll buy it. Give me a (non-Intel (or clone)) computer with the name Atari on it...and you'll have me flying all over the house like a red rubber bouncing ball shot out of a rifle!

I think you can see just how fond I am of what Atari has meant to me through the years...

Give Atari the chance to be reborn and people like me will line up around the block to buy products based on that name alone.

As to who (or how many of) those people are, you'll never know... until you risk just enough to take the first small step towards a potentially HUGE new future.

At least think about it... won't you?

Critique as you like...

Jared

5139. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 08:17:07 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9t2i23$4p8$2@dos.canit.se>
Source record: 40309

Flowers 'n' Fliers <jaju@azob.quik.com> skrev:
: Hey, I *contacted *Infogrames, Milan, and some software title programmers
: and I'm yakking my @$$ off trying to prove a point. Need any more proof?
: There are even a couple (maybe even a few? I know it probably isn't enough
: to be several) people who seem to agree with my views.

No-one has asked you to do anything. And you're just a bother around here.
And what is the point in writing to someone about licensing when you
haven't got the slightest funds to back your offer up?
Give it up, let the Atari users manage their future themselves.

: I've got plenty of time on my hands... so what's a few Emails and reply
: sessions sent out that take a few days. Beats twiddling my thumbs waiting
: til the day I can afford an Xbox. :-)

You really like Micro$oft, don't you? Get a PC and leave Atari alone.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5140. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 08:25:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9t2ihm$4p8$3@dos.canit.se>
Source record: 40310

Jared Falvo <luposian@azob.quik.com> skrev:

: You best know I'm devoted... at least when I have reason to believe that it
: *could* work, with enough effort.

That's exactly what the Japanese thought in WW2. If you just work hard
enough, you'll manage.

: Let me ask you this... how much effort would it actually take everyone to
: stop attacking me and start working with me on this? Unless you simply
: don't care or really DON'T want it to ever happen, it seems like it should
: take no effort at all.

You're my last choice for cooperation. There are so many people who are so
much brighter, so much more enlightened and in the know than you. Working
with you is like appointing the gardener as prime minister.
Even if we did want it to happen, we wouldn't trust you to do it.

: I mean, if even to just friggin' humor me, for crying out loud. Am I asking
: for money? No. Am I asking for hours of your time? No. All I'm asking is
: for people to just simply put their doubts and distain aside and imagine
: "what if". Toss some ideas around. Some plans and concepts.

No. No no no.
Besides, you have asked us for money. And you're a bother. You're
pestering people.

: And, if after everything is said and done... and we actually send out the
: proposal and either get a negative response... or none at all...

: THEN, you can berate me for it all. And I will leave. Having done all
: that I could, with no room for doubt any longer.

You'll have to manage on your own. Or are you too thick to see that no-one
wants you here? You're out of touch with the Atari world as well as with
the world at large.

: But, for now, I am too inspired by the *potential* of hope to let this fall
: away. Oh sure, y'all can just keep trying to insult me and berate me and
: verbally bash me around a bit and eventually you might get me to give up.

You really are thick, aren't you? Leave us the bloody hell alone!

: But in the process of doing do, you may suddenly wonder... *Could* it have
: worked? *Could* it have been done? He seemed awfully sure of himself...
: and confident. And you might never know if Atari ever *could* have been
: revived as a company again, because you drove away the only voice willing to
: believe in something no one else did.

You're a fool, Jared Falvo. Fools are often very sure of themselves. But
you've never done anything but send emails and pester people on USENET.
Milan have made machines, Medusa have made machines, lots of enthusiasts
have been making programs and OSes. You have sent a few mails with your
crazy ideas to companies who would only reply out of politeness.
So far, you've been detractive rather than contributive to the Atari
world.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5141. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 08:27:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9t2ikv$4p8$4@dos.canit.se>
Source record: 40312

Jared Falvo <luposian@azob.quik.com> skrev:

: If it ever happens, which I seriously doubt (at the rate I'm fending off
: replies like this), I believe I *will* be the one responsible for it
: happening... and leader of the same. And if I do cause it to happen, I will
: gladly forgive you for your errant attitude and permit you to join and make
: it all the better with YOUR ideas and input... if you qualify. :-)

Thank you, you've finally proved that you're A) an imbecile. B) a troll.

--
/Iggy, the irregular regular

5142. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 08:28:35 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9t2inj$4p8$5@dos.canit.se>
Source record: 40311

Edward S. Baiz Jr. <ebaiz@skyenet.net> skrev:

: No problem. There is probably more people out there who support you
: than you think. Remember, even if Infogrames does not do what you want,
: they are at least flashing the Atari logo which does alot for all
: Atarians.

It does me about as much good as seeing the Commodore logo on a PC. It's
detrimental to the name.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5143. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 08:53:06 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Ev4J7.9$xT2.468@nsw.nnrp.telstra.net>
Source record: 40313

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:yX2J7.754$0F7.58367014@news.incc.net...
> John Garone wrote in message ...
> >Hi Ed,
> > To a point I agree also. But when someone questions Jared or politely
> >disagrees with him, he then insults them for their "lack of intelligence"
> >or "laziness" when you don't immediately jump on the Jared Falvo
bandwagon.
>
> Can't say many have ever been much polite about it, but that's 'cause
we've
> all been here before since that last times I've visited with my crazy idea
> of restoring Atari.
>

Look, Jared, your heart is in the right place but you are dealing with a
huge corporate entity that won't (and cannot) make business decisions based
on emotions.

Commodore branded computers did not save Tulip from going broke, and Amiga
isn't exactly having people line up to buy the next generation whatever...
BeOS failed miserably, Apple is struggling, and god knows how many
innovative companies have gone under in the last year or so...

At the moment, asking a software company to start investing in hardware in
this economic climate is futile IMO.

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
** .

5144. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 09:05:21 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <5H4J7.11$xT2.501@nsw.nnrp.telstra.net>
Source record: 40314

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9t2ikv$4p8$4@dos.canit.se...
> Jared Falvo <luposian@azob.quik.com> skrev:
>
> : If it ever happens, which I seriously doubt (at the rate I'm fending off
> : replies like this), I believe I *will* be the one responsible for it
> : happening... and leader of the same. And if I do cause it to happen, I
will
> : gladly forgive you for your errant attitude and permit you to join and
make
> : it all the better with YOUR ideas and input... if you qualify. :-)
>
> Thank you, you've finally proved that you're A) an imbecile. B) a troll.
>

A bit of both I think. Ofcourse, if his Atari quest fails again, he will
surely try to revive BeOS or perhaps even the Tandy TRS-80 once again...

Thinking about it, I suspect A) to be the only correct answer.

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

5145. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 09:11:58 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <hN4J7.12$xT2.342@nsw.nnrp.telstra.net>
Source record: 40315

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:jS1J7.751$OC7.58225709@news.incc.net...
>
> Steve Sweet wrote in message <1005854477.15051.7@hebe.uk.clara.net>...
> >Do you have her permission to discredit her buisness with your mindless
> >ramblings.
>
> Yes, as a matter of fact, I do! :-)

You have permission to discredit her business?

Hmmm...

Regards,

Clockmeister.

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

5146. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 09:29:39 UTC
From: nospam@zonnet.nl
Message-ID: <705J7.10349$LK4.40405@zonnet-reader-1>
Source record: 40316

On 14 Nov 2001 10:57:12 , Derryck Croker wrote:
>From: Ken Kosut <kjcat@shell.voyager.net>
>Date: Tue, 13 Nov 2001 22:27:52 -0600
>
>If you want to use STiK instead you can download it from
>http://www.netset.com/~baldrick/ , not forgetting to grab the dialler and the
>CAB overlay (get the latest versions of all).
>
>
>STinG. Get this from http://www.ettnet.se/~dlanor/index_nc.htm
>
>You can use the same overlay from the first URL, and there is an alternative
>overlay that you can use for STiK or STinG from http://obooklage.free.fr/
>
>>Which one is better to use with CAB 2.7?
>
>IConnect is much easier to set up but locks you into using its clients, STiK is
>the next easier and STinG the hardest. What you lose in ease of setting up
>(with STiNG) you gain in the ability to network with other computers.
>
>My advice would be to go with STiK, there are plenty of clients out there.
>

I have tried STiK, STiNG, as well as MiNTNET.
Now I'm using MiNTNET with my FreeMiNT/SpareMiNT multitasking setup.
In single TOS I'm using STiNG together with DEVSET.PRG in my autofolder. This last
program I found somewhere on the http://obooklage.free.fr site and makes it possible
to use STiNG without needing XCONTROL and that CPX stuff.

I quite like STiK2. I used too use it a lot, and also installed it on the Atari of a friend
of mine. But suddenly my Falcon started to crash with 2 bombs during the execution of
STIK.PRG
in my autofolder. I haven't found out why. I didn't have any trouble with it in the past.
With NVDI + STIK2 in my autofolder also a message appears: "can't install AES resource"
three
times in a row. But even if STiK is my only autofolderprogram I still get 2 bombs.
What is happening here ?

5147. Atari/Amiga mess K&#65533;ln

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 09:35:43 UTC
From: nospam@zonnet.nl
Message-ID: <P55J7.10350$LK4.40405@zonnet-reader-1>
Source record: 40317

17+18 november: Atari Park at Amiga 2001 messe in K&#65533;ln, Germany.
I'm going, you too ?

I'll tell you about what I've seen next week !

5148. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 11:43:15 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.rcegmlio@localhost>
Source record: 40318

Jared,

> What exactly is this "TOS platform" you speak of? What is this
> "great work" you make mention of? Please educate me, so that I may
> stop my incessant prattle in utter ignorance of the true facts.

TOS platform would be the platform where people are running TOS/GEM compatible software on hardware setups allowing them to do so. For native use that would include everything from STfm to Falcon and TT. Running TOS/GEM, TOS/GENEVA, MiNT/AES (sometimes refered to as MultiTOS), MagiC. You could ask for second opinions, I guess some may wish to extend it to MagiC-PC and MagiC-mac and other emulators as well.

I consider the work on MiNT to be great work, they are actually keeping the OS kernel up-to-date.

I consider the work on XaAES (a GEM-compatible freeware AES for MiNT) and N.AES (a commercial dito) to be great work, and extremely important for the future of the TOS-platform.

I consider work by programmers that stayed with their TOS-computers through the years to be extremely important. They are the ones who kept things going. They are too many to list here, but has made our machines able to play mp3:s, browse, do word processing etc.

I consider clone manufacters to have done a great job, by making new hardware, although price has kept some from getting it.

All this has been mentioned by other before, so I realize you won't understand and appreciate the importance of these things this time either.

> I am not familiar to the *absolute protocol* of replying standards.
> Please educate me so that I may appear less foolish in my... um,
> efforts to reply.

Well I can't believe you have missed some thing which have been mentioned several times. I think many would appreciate if you don't:

a) reply to your own postings
b) try to remove parts of the old posting, if that stuff is not needed for a reader to get the point c) actually try to reply to what is said in a posting (on this one you actually did ok)

> >I would not mind seeing the name atari stuck on computers one day,
> >even if I doubt it will happen (and don't think it is important),
> >but I surely hope you will have nothing to do with that if it

> >actually happens.
>
> "Atari" won't be stuck on just any old computers. And you can kiss
> the PC-compatible idea good bye, cause I ain't NEVER going down that
> path.

When did I mention PC-compatible idea?

> No, the future lies with PowerPC and an OS that is written to handle
> today's users and their needs on it.

So in your mind, you need a new OS, written from scratch?

> If it ever happens, which I seriously doubt (at the rate I'm fending
> off replies like this), I believe I *will* be the one responsible for
> it happening... and leader of the same.

So you think that if the step to PPC is to be taken, you're the only
one who would be able to make it happen? Would you care to elaborate?

> And if I do cause it to happen, I
> will gladly forgive you for your errant attitude and permit you to
> join and make it all the better with YOUR ideas and input... if you
> qualify.

Oh well, how noble. I don't think I'd either qualify nor be interested.

Regards,

Joakim

5149. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 11:59:28 UTC
From: gokmase <fale@cybercrap.no>
Message-ID: <Usenet.gqeebkbe@localhost>
Source record: 40319

Jared,

> Hey, Gorf Maze! Um, I mean Gokmase...

Ok, what was that for?

> You best know I'm devoted... at least when I have reason to believe
> that it *could* work, with enough effort.
>
> Of course, with people like you constantly berating me for my ideas,
> it'll be a miracle if I ever get anywhere.

I believe I do have the right to have opinions here.

> Let me ask you this... how much effort would it actually take
> everyone to stop attacking me and start working with me on this?
> Unless you simply don't care or really DON'T want it to ever happen,
> it seems like it should take no effort at all.

You need to find people who believe in your ideas and are willing to support you in achieving them. To not support you and your ideas is not the same as insulting and attacking you. You also have been pretty hard on ppl who don't share your ideas and ways to see things, so you should not be surprised if some are finally losing their temper here.

> But, for now, I am too inspired by the *potential* of hope to let
> this fall away. Oh sure, y'all can just keep trying to insult me and
> berate me and verbally bash me around a bit and eventually you might
> get me to give up.

I am very sceptical about your ideas, but can't recall intentionally insulting you. What I am saying, is that I don't think you are the right man to take TOS-platform into the future.

> But in the process of doing do, you may suddenly wonder... *Could*
> it have worked? *Could* it have been done? He seemed awfully sure
> of himself... and confident. And you might never know if Atari ever
> *could* have been revived as a company again, because you drove away
> the only voice willing to believe in something no one else did.

I don't think the name Atari is the key here, as stated many times by me and others. However, if you had detailed plans to have a PPC-board adapted to run MiNT, and were trying to adapt to the reality of TOS computing of today, you might have seen a lot of positive feedback in here. Now it has been all talk about a company and its name.

Regards,

Joakim

5150. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 12:17:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005911608-770404AEicMi@ntlworld.com>
Source record: 40321

Hi Steve,

>| These days Connect is the one to go for.
>
>And is free to use, although I recall a conversation with Karl Brandt some
>months back who wasn't aware of the free status, so this might not apply to
>the versions he was selling.

He might have been giving the prog away but selling the manual!

Or just hoping that someone might come along who didn't know!

--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5151. Re: Any attempt at an Atair Revial is I

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 12:20:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005911610-770848AEicMi@ntlworld.com>
Source record: 40322

Hi Steve,

>| I've still got my setup here, just in case it all bursts into life again!
>;-)
>
>Your not still holding your breath as well are you??..

Not at all, it's a great pity though that it all went west :-(

>Them was the days. I've still got your STFM backup on DAT as well, that's a
>bit of personal history for you.

I shouldn't think there's anything of note on that, I've also got a cupboard
full of floppy backups made using Turtle "way back" :-)
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5152. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 12:35:20 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bf5077a_2@news2.vip.uk.com>
Source record: 40320

Hi Steve,

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1005854466.15051.3@hebe.uk.clara.net...
> | These days Connect is the one to go for.
>
> And is free to use, although I recall a conversation with Karl Brandt
some
> months back who wasn't aware of the free status, so this might not apply
to
> the versions he was selling.

Yeah, Steve I think it is free but they (System Solutions) charged for the
manual - which is really good, Although I don't think they have any left
now.

Regards
KapMaN

5153. synthesizer voice editors

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 13:02:49 UTC
From: Peter Machala <Peter.Machala@alcatel.de>
Message-ID: <3BF50E79.A5DEA0B3@alcatel.de>
Source record: 40326

Hello all.

(Sorry if this is off-topic here.)

My question is: Are editors these synthesizers' sounds for Atari ST
available?

1. Korg WaveStation A/D
2. Yamaha SY-35
3. Yamaha SY-99

I could even pay (VISA?), but there are no reactions to my
advertisements at home in Slovak Republic and some www I found don't
seem to support my beloved Atari for a long time.

--
Peter.Machala@alcatel.de
till 23rd of November'01
in Stuttgart, ext. 45656

5154. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 13:15:14 UTC
From: ebaiz@skyenet.net
Message-ID: <Cj8J7.437$sP1.56282@newsfeed.slurp.net>
Source record: 40325

On 15 Nov 2001 20:29:51 , "Flowers 'n' Fliers" wrote:
>What harm does it to try? I've got little else better to do with my time...
>and if I succeeded, would not all of you rejoice/share in the victory, even
>if you shared none of the effort in achieving it?
>
>Jared

That is what I say. What is the harm? The deck is stacked against you,
but what the heck....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5155. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 13:15:17 UTC
From: ebaiz@skyenet.net
Message-ID: <Fj8J7.438$sP1.56357@newsfeed.slurp.net>
Source record: 40324

On 15 Nov 2001 15:28:53 , "Jared Falvo" wrote:
>Let's just do a "what if":
>
>"What if" I did manage to somehow ACTUALLY get the license for the name
>"Atari" and access to all pre-aquisition assets, such as schematics, chassis
>molds, TOS source code, etc. and we had 1 year in which to conceive of and
>present at least a prototype of any product(s) we decided on to seell under
>this "new Atari division"?
>
>Would you:
>
>A) Still say "Who the fuck cares. Go away!" and go on about your business.
>B) Do a double take and mutter something like, "How did he DO it?"
>
>If B), would you then:
>
>1) Get excited and "join up" in whatever capacity you felt capable of
>2) Take a "wait and see" attitude and watch to see what transpires
>
>If 1), Do you feel you'd be most suited within or outside the division? If
>outside, in what capacity? If within, what position/capacity? What do you
>think would be a good first product to prototype/sell? How much do you
>think it should sell for?

My answer is 1... If a new computer came out under the Atari name, I
would probably buy it. However, it would have to be quite powerful
(more than my Hades060) and should run more than one platform.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5156. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 13:15:19 UTC
From: ebaiz@skyenet.net
Message-ID: <Hj8J7.439$sP1.55894@newsfeed.slurp.net>
Source record: 40323

On 9 Nov 2001 22:39:33 G, Martin Tarenskeen wrote:
>I downloaded the new Porthos v1.25 update on http://www.dsd.net and gave this PDF
>viewer a second try. The previous version wouldn't start on my MiNT/N.AES Falcon.
>This one does. That's better! But I can't load the manual.pdf file: It starts loading
>but crashes with a BUS ERROR before I can see and read it. Then I tried loading and
>reading some very small readme.pdf files I had somewhere. More success here. It loads
>faster than with Ghostscript/GEMGS but the fonts don't look just as good. Does not
>surprise me: for ghostscript a big folder with many fonts is installed, whereas
>porthos only has a fontfolder with a small number of fonts.
>Bigger and more serious pdf files won't load on my 14 MB Falcon030 (yet?).
>
>Please try 1.25 on your system and react in this newgroup and to Porthos' author

Version 1.25 ran much like verion 1. I hear there is another version
out, 1.26.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5157. Re: TT-RAM, MMU... is it possible?

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 13:45:50 UTC
From: gregory@atari.pl
Message-ID: <9t35ae$c6i$1@news.tpi.pl>
Source record: 40327

On 12 Nov 2001 03:59:00 , "Lyndon Amsdon" wrote:
> Hi Grzegorz,
>
> >Hi,
> >I need to remove the MMU from my old TT-RAM card (CA400312, 4Mb max.)
> >It is socketed, in a quite wierd black socket. I tried removing
> >it but without any success - it didn't even move. Why? It should
> >be removable since it is socketed, shouldn't it? Or maybe it
> >is glued to the socket? Is there any way I could remove it without
> >desoldering the socket itself?
>
> IIRC, these are PLCC sockets. If you look on the socket you notice some
> gaps in the corners. Prise one corner up half a mm then repeat on the
> oppsite side. Keep on wiggling it up slowy and soon it pops out. I do
> recommend a proper tool if you want to make this a habit.

The point is that it doesn't move even half a mm ;-(

--
G.

5158. Re: synthesizer voice editors

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 15:10:27 UTC
From: Paul CAILLET <paul.caillet@free.fr>
Message-ID: <3bf52bfc$0$32068$626a54ce@news.free.fr>
Source record: 40328

Hello Peter !

> My question is: Are editors these synthesizers' sounds for Atari ST
> available?
>
> 1. Korg WaveStation A/D
> 2. Yamaha SY-35
> 3. Yamaha SY-99
>
> I could even pay (VISA?), but there are no reactions to my
> advertisements at home in Slovak Republic and some www I found don't
> seem to support my beloved Atari for a long time.

You can go to the MIDI Quest Atari Web site :
http://www.squest.com./Atari/index.html

This software support for over 250 instruments ...

Bye ...

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

5159. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 15:21:46 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <9t3aua$e98$1@news.tpi.pl>
Source record: 40329

On 16 Nov 2001 13:15:19 , Edward S. Baiz Jr. wrote:
> On 9 Nov 2001 22:39:33 G, Martin Tarenskeen wrote:
> >I downloaded the new Porthos v1.25 update on http://www.dsd.net and gave this PDF
> >viewer a second try. The previous version wouldn't start on my MiNT/N.AES Falcon.
> >This one does. That's better! But I can't load the manual.pdf file: It starts loading
> >but crashes with a BUS ERROR before I can see and read it. Then I tried loading and

> >Please try 1.25 on your system and react in this newgroup and to Porthos' author
>
> Version 1.25 ran much like verion 1. I hear there is another version
> out, 1.26.

Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.
It is possible to open the manual pdf file ;-), and it runs happily with
MagiC 6.2, MiNT 1.16.0+N.AES 2.0.0 and even on SingleTOS (although the
toolbar looks weird then).

--
G.

5160. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 16:15:23 UTC
From: jba4@po.cwru.edu
Message-ID: <3bf53941.278596541@news.cwru.edu>
Source record: 40303

On Thu, 15 Nov 2001 15:28:53 -0700, "Jared Falvo"
<luposian@azob.quik.com> wrote:

>
>1) Get excited and "join up" in whatever capacity you felt capable of
>2) Take a "wait and see" attitude and watch to see what transpires
>

I'd be in group 2 because, what the hell can I do? I have no training
in hardware design, marketing, or sales.

I am a pretty good Fortran 90 programmer. But, alas, there are no
Fortran 90 compilers for the Atari platform :-(. So if someone writes
a compiler, I'd be happy to help!

I think one problem is that a great deal of Atari users are users.
Not programmers or hardware designers. So what are they supposed to
do? They are not lazy, they're just not trained in computer design.

I use an Atari computer. And as a user, if there were a new Atari
computer to use, I'd consider buying it. If that doesn't happen, I'll
be dissapointed, 'cause at some point the TT may have to leave my desk
for a faster machine.

I'll wait for the Pegasus if it actually comes out next year as
promised. Why not contact Medusa and tell them some of your ideas?
They are actually building a next-generation Atari (or so they say).
They might take you more seriously than Infogrames or some people in
this group. I bet they would like to have a liscense to print Atari
on the front of their computers 'cause it might boost sales a bit.

Jeffrey Armstrong (jba4@po.cwru.edu)
Case Western Reserve University

5161. Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 16:40:22 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <7ibJ7.760$0N7.58686582@news.incc.net>
Source record: 40330

The full URL is this: http://www.osopinion.com/perl/story/14824.html

But, here is a small section quoted from OS Opinion on the licesning of BeOS from Palm:

Why Not?

There doesn't appear to be any specific reason why licensing the BeOS would cause Palm to lose anything, as its plans don't reside in that arena of computing. Instead, a licensing program would bring about revenue where before there was none.

It seems like a no-brainer to me. If I were Palm's CEO I'd do it in a second.

My effort to license the Atari brandname for use in a division that develops hardware is no different. Palm would profit from licensing BeOS... Infograms would profit from licensing the Atari name and access to certain assets related to it, which they have little to no interest in, plus gain profits from the division itself. "Atari" belongs to Infogrames and, therefore, any division created, by them or not. So, it only makes sense we should get what we want (Atari back as a computer and entertainment hardware company/division) while giving them something they want (mo money! mo money! mo money!) All we ask is that we be allowed to keep enough to pay our employees, keep the business running, plus expand if needed.

Oddly, no one has yet asked to see my proposal... hmm.

Jared

5162. [ebay] Falcon CD

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 17:04:08 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3BF54708.5E03BD36@jps.net>
Source record: 40331

Offering the wonderful All Things Falcon CD ROM disk:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1298346953

Click on Seller's Other Auctions for other Atari items listed, many
closing today.

Thanks for looking,

John

5163. Transferring Files Over Serial to UNIX

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 17:05:24 UTC
From: mlake@melake.erols.com
Message-ID: <slrn9vahqj.i5c.mlake@melake.erols.com>
Source record: 40332

I'm trying to transfer a *large* number of files from an STe to a UNIX box over a serial connection and I'm having trouble. I don't want to use xmodem since I can do only one file at a time with that protocol. Using zmodem and ymodem both die after a short time transferring without rhyme nor reason (at different spots everytime).

Does anyone know if there exist any UNIX-like commands (ftp or even better, rcp) that have been ported to run under TOS or GEM ?

Or maybe someone has an alternative solution to moving my files over?

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com

5164. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 17:24:16 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bf54d68523a770@free.fr>
Source record: 40334

Hello,

in article <9t3aua$e98$1@news.tpi.pl> (comp.sys.atari.st)
Grzegorz Pawlik wrote on Fri 16-11-2001 15:21 (GMT):

> On 16 Nov 2001 13:15:19 , Edward S. Baiz Jr. wrote:

> > Version 1.25 ran much like verion 1. I hear there is another version
> > out, 1.26.
>
> Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.

But is it available yet ? I could just find v1.25.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

5165. Re: Atari/Amiga mess Köln

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 17:24:38 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bf54afe1ae5aa1@pandora.be>
Source record: 40333

on Fri 16-11-2001 09:35 Martin Tarenskeen wrote:

>17+18 november: Atari Park at Amiga 2001 messe in Kï¿½ln, Germany.
>I'm going, you too ?

Although it will be just some kind of Atari corner inside a larger
Amiga fair I certainly go.
Always nice to meet some Atari guys.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5166. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 17:56:26 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B81AA1AE.1AA6F%nameerf@flash.net>
Source record: 40335

> Oddly, no one has yet asked to see my proposal... hmm.

Yes, I have, as well as a number of others. Have you not seen these many posts? If not, I'll ask again. Please let me see the details of your plan. My e-mail is at the bottom of this post. Please send it there for my perusal and review. Thanks!

Mike Freeman
nameerf@flash.net

5167. Atari Times Update - 11-16-2001

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 18:55:23 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3BF55E59.996E1A40@ataritimes.com>
Source record: 40336
Cross-posted to: rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

New this update!

* NEW! Review of (my) Atari ST game, Four-F
* NEW! Robotron 2084 review
* NEW! Dear Fruitman (this is a must-read!)
* Revisit the Guilty Pleasures of Jagging
* Don't forget to check out all the links!
* Visit the Article Submission website! Get paid for your written work!

See you there!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it
with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

5168. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:27:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997345.16519.1@eurus>
Source record: 40259

Hi Asshole

| But, here is a small section quoted from OS Opinion on the licesning of
BeOS
| from Palm:
| -------

Off topic, take it to a relevant base, with the rest of your dribble.

| Why Not?
|
| There doesn't appear to be any specific reason why licensing the BeOS
would
| cause Palm to lose anything, as its plans don't reside in that arena of
| computing. Instead, a licensing program would bring about revenue where
| before there was none.

Are you trying to kill this base as well as this platform now anus!!.

| It seems like a no-brainer to me.

Are they refering to you here.

| My effort to license the Atari brandname for use in a division that
develops
| hardware is no different. Palm would profit from licensing BeOS...
| Infograms would profit from licensing the Atari name and access to certain
| assets related to it, which they have little to no interest in, plus gain
| profits from the division itself. "Atari" belongs to Infogrames and,
| therefore, any division created, by them or not. So, it only makes sense
we
| should get what we want (Atari back as a computer and entertainment
hardware
| company/division) while giving them something they want (mo money! mo
| money! mo money!) All we ask is that we be allowed to keep enough to pay
| our employees, keep the business running, plus expand if needed.

I thought you said you'd been defeated, kindly piss off!!.

| Oddly, no one has yet asked to see my proposal... hmm.

Because we think your medication needs tweaking!!.

--

Steve. S.

5169. Re: Any attempt at an Atair Revial is I

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:34:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997350.16519.2@eurus>
Source record: 40258

Hi Delbiy

| >| I've still got my setup here, just in case it all bursts into life again!
| >;-)
| >
| >Your not still holding your breath as well are you??..
|
| Not at all, it's a great pity though that it all went west :-(

Goodo, you was in danger of turning blue shortly!. 8-)

| >Them was the days. I've still got your STFM backup on DAT as well, that's a
| >bit of personal history for you.
|
| I shouldn't think there's anything of note on that, I've also got a cupboard
| full of floppy backups made using Turtle "way back" :-)

Eeek!, scary, actually the other day while I was doing a backup after my fallover, I was wondering how many floppies it would take to Diamond-back a pair of 4.5 gig drives. 8-\, I'm glad I got the DAT machine.

BTW, have you tried plugging that DAT into your scsi card don't PoC's yet. That Retrospect worked well, and I've summat else here if your interested, mucho more respectable, offering one touch crash recovery, off topic, so email if interested?.

5170. Kick Off 2 - Still going strong

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:45:51 UTC
From: Steve Camber <no@no.com>
Message-ID: <1005943728.10757.1.nnrp-14.9e984ed6@news.demon.co.uk>
Source record: 40339

Kick Off 2, the classic soccer game on AtariST back in 1990 still has a strong following. Two weeks ago an international competition was held in London, and more competitions are planned for the future worldwide.

If you can play the game, or know someone who was a fan, then go here for more details :

www.ko-gathering.com

Join the Kick Off Association and jump into the busy forum !

5171. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:54:45 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997355.16519.3@eurus>
Source record: 40262

Hi Derryck

| >| These days Connect is the one to go for.
| >
| >And is free to use, although I recall a conversation with Karl Brandt
some
| >months back who wasn't aware of the free status, so this might not apply
to
| >the versions he was selling.
|
| He might have been giving the prog away but selling the manual!
|
| Or just hoping that someone might come along who didn't know!

I think he had exclusive distribution rights.

5172. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:56:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997358.16519.4@eurus>
Source record: 40264

Hi, again

| Let's just do a "what if":

What, again, and how many more times until you get the message that we think youre an acehole who should be subjected to a painfull, slow, lingering death, and yes i'm volunteering.

| "What if" I did manage to somehow ACTUALLY get the license for the name
| "Atari" and access to all pre-aquisition assets, such as schematics, chassis
| molds, TOS source code, etc. and we had 1 year in which to conceive of and
| present at least a prototype of any product(s) we decided on to seell under
| this "new Atari division"?

I think its time i forwarded your dribble to InfoGames and requested then to shut you up legally.

| Would you:

Smash your face with a brick!!, YES PLEASE!!!

| A) Still say "Who the fuck cares. Go away!" and go on about your business.

Havent i tried this, and doesnt your nurse still let you out!!.

| B) Do a double take and mutter something like, "How did he DO it?"

I would refuse to buy it due to my knowledge of the personality of the person behind it.

| If B), would you then:
|
| 1) Get excited and "join up" in whatever capacity you felt capable of

Senior psycopath to the MD!!.

| 2) Take a "wait and see" attitude and watch to see what transpires

Atari did just that sh!thead and look what happened.

| | If 1), Do you feel you'd be most suited within or outside the division? If
| outside, in what capacity? If within, what position/capacity? What do you
| think would be a good first product to prototype/sell? How much do you
| think it should sell for?

To sell me anything that you have nothing to do with, it would have to exceed what I have now, I.e., 2Ghz processor, 512M of ram, a 80Gig hard drive, a 64Mbyte Graphics card at 400MhzFSB, that's what I run Magic PC on when I'm not playing with my real Atari.

--

Steve. S.

5173. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 20:58:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997361.16519.5@eurus>
Source record: 40263

Hi Jared

| I've also written up a tenative licensing proposition to send to
Infogrames,
| if and/or when I get enough people to stop thinking I'm an idiot for
"going
| against the impossible", trying to change history, or whatever and start
| believing that maybe my effort is just *possibly* worthwhile, if anyone
| would like to see it.

I just think you're an idiot, the rest is secondary!!!.

--

Steve. S.

5174. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 21:00:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997364.16519.6@eurus>
Source record: 40260

Hi Clockmeister

| > Steve Sweet wrote in message <1005854477.15051.7@hebe.uk.clara.net>...
| > >Do you have her permission to discredit her buisness with your mindless
| > >ramblings.
| >
| > Yes, as a matter of fact, I do! :-)
|
| You have permission to discredit her business?

LMAO

--

Steve. S.

5175. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 21:14:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005997367.16519.7@eurus>
Source record: 40261

Why look, its Jared

| Hey, Gorf Maze! Um, I mean Gokmase...

Ah!, he obviously doesnt agree with someone.

| | You best know I'm devoted... at least when I have reason to believe that
it
| *could* work, with enough effort.
|
| Of course, with people like you constantly berating me for my ideas, it'll
| be a miracle if I ever get anywhere.
|
| Let me ask you this... how much effort would it actually take everyone to
| stop attacking me and start working with me on this? Unless you simply
| don't care or really DON'T want it to ever happen, it seems like it should
| take no effort at all.
|
| I mean, if even to just friggin' humor me, for crying out loud. Am I
asking
| for money?

Yes you have.

| No. Am I asking for hours of your time?

Yes, you have.

| No. All I'm asking is for people to just simply put their doubts and
distain aside and imagine
| "what if".

OK, done that, youre still a blot on your family name.

|Toss some ideas around. Some plans and concepts.

OK, how about a TOS running, 2Ghz with 512Meg of RAM and an 80G hard drive. That's the 'current' market spec for a serious machine, how close do you plan to come to this. Can you guarantee regular upgrades of the flash-ROM or disk based OS, via the web, updated versions of all currently available software, not like the current situation of having 68000 versions crippling their 030/060 hosts, support for any available graphics card, I'd want to try my 64Mbyte@400Mhz NVIDIA graphics card and expect drivers available on the WEB, would you promise support for 5.1 sound, so that when I smash my current PC I can also use its sound card, I'm planning an upgrade to 1Gig of memory soon, so I'd also expect to be able to plug RIMMS into it as well, it would be useful to be able to plug in my dual booting hard drive and use its

NTFS partitions, could you guarantee hard disk drivers, tape drive drivers, printer drivers, scanner drivers.

Now, I want a definitive answer to each of these serious requests.

--

Steve. S.

5176. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 21:51:42 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9t41pe$1hft$1@news.bbnetworks.net>
Source record: 40340

Jared Falvo <luposian@azob.quik.com> wrote:

: Afterall, no team consists of just one person... and never will. Ony by
: projecting a strong image of our goals and direction will we have any chance
: to sway Infogrames in the direction we would like. Not to say that we will,
: but just that we could...

Unfortunately that just wont be enough. You have to show them there's profit
to be made. That a business can function around your ideas. Otherwise there
simply is no chance.

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5177. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 22:06:51 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9t42lr$1hft$2@news.bbnetworks.net>
Source record: 40341

Michael and Nicole Freeman <nameerf@flash.net> wrote:
:> Oddly, no one has yet asked to see my proposal... hmm.

: Yes, I have, as well as a number of others. Have you not seen these many
: posts? If not, I'll ask again. Please let me see the details of your plan.
: My e-mail is at the bottom of this post. Please send it there for my perusal
: and review. Thanks!

I'm sure the rest of this newsgroup would be interested so why not post here?
;-)

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5178. Re: TT-RAM, MMU... is it possible?

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 23:18:45 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <p9hJ7.13444$Xf3.1037168658@newssvr21.news.prodigy.com>
Source record: 40343

Hi Grzegorz,

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bf1a1d451c7f0@madasafish.com...
> Hi Grzegorz,
>
> >On 12 Nov 2001 03:59:00 , "Lyndon Amsdon" wrote:
> >> Hi Grzegorz,
> >>
> >> >Hi,
> >> >I need to remove the MMU from my old TT-RAM card (CA400312, 4Mb max.)
> >> >It is socketed, in a quite wierd black socket. I tried removing
> >> >it but without any success - it didn't even move. Why? It should
> >> >be removable since it is socketed, shouldn't it? Or maybe it
> >> >is glued to the socket? Is there any way I could remove it without
> >> >desoldering the socket itself?
> >>
> >> IIRC, these are PLCC sockets. If you look on the socket you notice
some
> >> gaps in the corners. Prise one corner up half a mm then repeat on the
> >> oppsite side. Keep on wiggling it up slowy and soon it pops out. I do
> >> recommend a proper tool if you want to make this a habit.
> >
> >The point is that it doesn't move even half a mm ;-(
>
> Are you sure it is really socketed? Is there space to lever at it? PLCC
> sockets can be very tight.
> --
> Lyndon Amsdon

In the earlier days of the ST, when I use to repair them, they had a lot of
problems
with intermittent connections on their PLCC sockets. My first test on a
520, when
someone would bring one in, was to twist the unit--this would often bring
the unit back
to life, and I knew that I would need to go through the sockets and tighten
the connections.
To correct the problems they were having, they tried a variety of things:
clips, spacers, clips
with spacers, etc. I seem to recall, among their many attempts, the use of
a thin double-sided
adhesive strip. If this is the case, I believe that you can usually get the
chip out. I would take
a little more force than you would normally want to use, but, of course, you

don't want to crack
the socket. You may be able to use something to break down the adhesive,
such as lighter fluid,
but you will want to make sure you clean the entire area well with alcohol
afterwards. These
suggestions do have their risks associated with them. The socket should be
replaceable, if
it were to break, but it is a big desoldering/sodering job.

Good luck,
Richard Anderson

5179. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 23:24:31 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BF5A03A.393430AA@chello.nl>
Source record: 40342

```
Flowers 'n' Fliers wrote:
>
>
> Oddly, no one has yet asked to see my proposal... hmm.
>

You told us yourself you have deleted it from your computer.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX
```

5180. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-16 23:42:48 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bf596ec5dc160@ic24.net>
Source record: 40344

Hi GokMasE,

on Fri 16-11-2001 11:59 (GMT) gokmase wrote:

>> Hey, Gorf Maze! Um, I mean Gokmase...
>
>Ok, what was that for?

This is the easy way out for ppl who have no other way of defending
themselves - we've seen that before I think on here and are getting
fairly tired of seeing it...

>> Of course, with people like you constantly berating me for my ideas,
>> it'll be a miracle if I ever get anywhere.
>
>I believe I do have the right to have opinions here.

hmmm, what makes you think that? the fact that you have actually
done something "concrete" for the platform (hEARcoach & Aicq) rather than
spout a lot of ideas which you have no money or technical expertise to back up?

I mean best of luck to you Jared for your persistance *but* if you
seriously think that your output outweighs the contributions of active
programmers and developers here you are totally misguided. *These* are
the important ppl here as without them we would not have new apps or
hardware mods, translations etc.

>> Let me ask you this... how much effort would it actually take
>> everyone to stop attacking me and start working with me on this?

Jared, You are attacking the ppl who you need you "scheme" to work! can you
not see that? If you really are serious just get on and do something
yourself.

>I am very sceptical about your ideas, but canï¿½t recall intentionally
>insulting you. What I am saying, is that I donï¿½t think you are the
>right man to take TOS-platform into the future.

Yes, you disagreed with him!

>I donï¿½t think the name Atari is the key here, as stated many times by
>me and others. However, if you had detailed plans to have a PPC-board
>adapted to run MiNT, and were trying to adapt to the reality of TOS
>computing of today, you might have seen a lot of positive feedback in
>here. Now it has been all talk about a company and its name.

Talk is cheap, actions speak louder than words. I personally don't
have the hardware to run MiNT/XaAES to appreciate the great time and

work being put in here but these ppl seem to be the future of the platform from what I can see - whatever hardware it ends up running on eventually. I now only run atari apps under emulation but it makes no bones to me whether my machine has atari logos on it at all as long as it can run the up to date software I want to use and the OS and extensions I prefer in my system environment. This to me is _the_ most important thing. If I could run a native Atari OS (MagiC or MiNT) on available PC hardware I would be more than happy.

--
Regards
KapMaN

comp.sys.atari.st
* Location: England(UK) ICQ :79233293 *

5181. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 00:21:54 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3bf5ada2$0$8558@news.zetnet.co.uk>
Source record: 40345

Hi Steve,

On 15 Nov 2001 21:40:10 , "Steve Sweet" wrote:

>| My AUTOEXEC.BAT file is as follows:
>|
>| FPU__3.PRG
>| NVDI.PRG
>| SLECTRIC.PRG
>| REDIRECT.PRG
>| SLCT_DEV.PRG
>| INITCHRO.PRG
>| DRVIN.PRG
>| MFP.PRG
>| SCC.PRG
>| IPRN.PRG
>| STING.PRG
>| STIK.PRG
>| MACCEL3.PRG
>|
>| This looks odd at first, as it appears to load both STiK and STinG, but
>| this is dealt with by a command in X-BOOT which renames either STiK or
>| STinG to .PRX depending which set I boot. There is a commands section in
>| XBOOT and mine looks like this:
>|
>| name c:\auto\sting.prx c:\auto\sting.prg
>| name c:\auto\stik.prg c:\auto\stik.prx
>
>And how does that work if you've not got xboot set to run also??.

XBOOT always runs from a cold boot, so after switiching on I can choose a
set in XBOOT with the above commands as part of the set, and also
MAGXBOOT. (Below is the set taken from the XBOOT SETS.DAT file)

#SET MagiC STiK
#DATE 2605142
#INFO1 C:\XBOOT\NEWDESK.INF
#INFO2 C:\XBOOT\ASSIGN.SYS
#COMMAND
name c:\auto\sting.prg c:\auto\sting.prx
name c:\auto\stik.prx c:\auto\stik.prg
#PRG
FPU__3
MAGXBOOT
NVDI

```
SLECTRIC
REDIRECT
INITCHRO
DRVIN
MFP
SCC
IPRN
STIK
SLCT_DEV
MACCEL3
#ACC
MAXIFILE
HADES_B3
XCONTROL
ST-GUIDE
QDIALER
#CPX
BUBGEM_E
COLOR
COOKIES
GENERAL
HDDRCONF
IPRN
KEYBOARD
KONFIG
MOUSE
NCACHE
NPRNCONF
NVDICONF
SERIAL
SI
WCOLOURS
TSLICE
MACCEL
#ENDSET
```

XBOOT then loads this set, which reads the AUTOEXEC.BAT file and loads the required PRGS but without XBOOT. (Thinking about it, I suppose this set could be much simpler as the AUTOEXEC.BAT file does the loading anyway, but as it ain't broke I'll leave it !)

After this, a re-start re-loads MagiC without XBOOT appearing, but a cold boot brings in XBOOT.

It all seems to work OK.

Cheers

Paul

5182. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 00:37:32 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3bf5b2e7$0$8556@news.zetnet.co.uk>
Source record: 40246

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:ke2J7.752$kE7.58321993@news.incc.net...
| . . . .
| And, if after everything is said and done... and we actually send
out the
| proposal and either get a negative response... or none at all...
|
| THEN, you can berate me for it all. And I will leave. Having done
all
| that I could, with no room for doubt any longer.
| . . . .

There has a lot been said (not much done admittedly) and you have been getting largely negative responses. So what is the problem? Why don't you stop?

You mentioned getting all the moulds etc that used to belong to Atari. That is of no use. If you want an ST you can buy one now. If you want something bigger and faster there is the Hades, Milan etc. What then? People buy for function - they will ask themselves, what can I do with this thing? - and compared with what is functional elsewhere, the answer must be a certain amount but a heck of a lot less than can be down with a peecee.

If you have hordes of people thinking they can make money from your machine by writing an OCR program, a speech recognition program, a whatever program, then you are flying. But if you don't then you aren't. And you don't at the moment, and you won't in the future.

You are like someone who is trying to revive the production of the Model T Ford. I can understand an enthusiast wanting to promote his hobby; I can understand him wanting to continue to have spare parts available so that he can run his car; but I can't understand a prolonged effort to revive the Model T production in the expectation that everyone will suddenly switch to the Model T from their modern air-conditioned luxurious saloon.

There is a saying round here: "Give my head peace." I commend it to you.

--
JI Logan

5183. Re: Any attempt at an Atair Revial is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 00:41:56 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3bf5b2e9$0$8556@news.zetnet.co.uk>
Source record: 40247

UniTerm was good. I was charged for Connect (by Sys Sol) and when I
got it I found that it was a) shareware and b) not as good as UniTerm
for my purpose :-)

--
JI Logan
"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:1005911608-770404AEicMi@ntlworld.com...
| >| These days Connect is the one to go for.
| >
| >And is free to use, although I recall a conversation with Karl
Brandt some
| >months back who wasn't aware of the free status, so this might not
apply to
| >the versions he was selling.
|
| He might have been giving the prog away but selling the manual!
|
| Or just hoping that someone might come along who didn't know!

5184. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 00:53:18 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <iviJ7.781$yY7.59420741@news.incc.net>
Source record: 40248

Hey, Bengy...

Thanks for your vote of support. It makes me feel a little better knowing that not everyone thinks I'm a blithering idiot for being so adamant about this.

Jared

Bengy wrote in message ...
>
>>> I would not mind seeing the name atari stuck on computers one day, even
>>> if I doubt it will happen (and don't think it is important), but I
>>> surely hope you will have nothing to do with that if it actually
>>> happens.
>
>I don't usually get involved in these types of discussions (I'm more of the
>silent type), but I do think some of you guys are being too hard on Jared.
>It's never a bad thing to be positive, and even if his approach is a bit
>off, his heart is in the right place.... Honestly, he's not trying to do us
>any harm (from what I can tell..)
>
>Now I'll go back into the shadows,
>Bengy
>--
>MagiC Online - magical-sides.de - support@magical-sides.de
>ESNA - europe-shareware.org - bengy@europe-shareware.org
>Lethbridge Herald - lethbridgeherald.com - bapril@lethbridgeherald.com
>

5185. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 01:21:47 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B81B09BE.4C76%bengy@europe-shareware.org>
Source record: 40249

On 11/16/01 5:53 PM, in article iviJ7.781$yY7.59420741@news.incc.net, "Jared Falvo" <luposian@azob.quik.com> wrote:

> Thanks for your vote of support. It makes me feel a little better knowing
> that not everyone thinks I'm a blithering idiot for being so adamant about
> this.

Sure, but what I said goes both ways. Pay attention to what people are telling you, at times you seem to simply disregard valid points that they have. If you want your valid points to be acknowledged, you have to start by showing that you are not immune to realizing certain truths.

5186. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 02:36:30 UTC
From: swampfax@atlantic.net
Message-ID: <O2kJ7.312$pu1.227247@news1.atlantic.net>
Source record: 40250

Jared,
see inserts:

On 16 Nov 2001 00:11:12 , "Jared Falvo" wrote:
>John Garone wrote in message ...
>>Hi Ed,
>> To a point I agree also. But when someone questions Jared or politely
>>disagrees with him, he then insults them...

>Can't say many have ever been much polite about it,

That's becuase you call them stupid (or similar) for disagreeing!

>
>> In my case, asking him for his letter to Infogrammes when he originally
>>wrote it months ago and before he deleted it......
>Let me say, for the last time, I hope...
>
>I never *GOT* a reply from that letter and diskette I sent them. Believe me
>or don't believe me... I know what I did and where I sent it.
>

And hopefully for the last time I'll say:
You asked for support, I offered, you refused it!

>However, they DID reply to me a few days ago from a recent Email sent to
>them, in the negative (no interest). However, Baiz has seen a tiny loophole
>in their reply, offering just a hint of hope in an otherwise saddening
>Email.
>
>Here is the reply I got:
>
>Dear Jared,
>
>Nancy Bushkin has referred your inquiry to me for response

snip

>
>Sadly, I cannot recall much, if any, of what I said in that letter. But
>it's a moot point. It never got a response.
> What matters is the response I
>*did* get, and a very nice, albeit slightly disheartening (but not
>unexpectedly so) reply from them it was!
>
>What didn't get replied to was the followup Email I sent... and here it is:
>

>--------------
>Thank you for your prompt reply...
>
>And now another Email from me:
>
>May I ask, what exactly is the purpose of the "Atari" brand, if it is not a
>sole brand label on a product?
>
>In other words, what weight does the name "Atari" bear when it is simply
>used alongside Infogrames and the actual manufacturer of the game itself?
>

Using a name that is more known = more exposure = more sales!
Smart move in my opinion! Also, it could'nt have cost them much to buy an
innactive company's name!

>Atari didn't program and isn't publishing Splashdown, Transworld Surf, or
>Transworld Snowboarding.
>
>If Infogrames is the publisher of the title, why give any credit to "Atari"
>at all?

Why not? They ARE Atari!

> What is the value of slapping another brandname on the box that
>really has NO relation at all to the game itself?
>
>Surely there must be a hidden motive or reason.

Hidden? I think they are open about it!

>Are you trying to get the
>name "Atari" reassociated to the public in a way that will hopefully spawn
>enthusiasm to possibly a hardware division in the future?
>

Vale implication!

>If all you use (and plan to use) the name "Atari" for is to help pitch
>software titles published by Infogrames, that is, to me, perhaps the saddest
>end of a company's name ever. I call that "brandname prostitution", and I
>don't like it one bit.
>

There you go! True or not, that's insulting! If I were at Infogrammes
reading that I'd easily click delete and block any further E-mails from
you and not finish reading this one!

>Atari was a *company* that virtually *created* the gaming revolution. It
>created Pong. It created Asteroids. It created Centipede. It created
>Crystal Castles. It created a megaton of arcade games down through the
>years, not to mention a few pinball games as well. And that's just the
>arcade division. It also created the 2600VCS, 5200, 7800 Pro System, and

>Jaguar (the Lynx was actually developed by Epyx before Atari KILLED them
>off, from what I read) and that's just the home game systems. It also
>created the 400, 600XL, 800, 1200XL, 65XE, and 130XE. That's the 8-bit
>computers. It then created the 520ST, 1040ST, Mega ST2, Mega ST4, 1040STe,
>Mega STe, TT030, and Falcon030. And that's the 16/32-bit computer portion.
>
>Let's not also forget the host of unreleased hardware. And you can add to
>that list the PC-clone attempt/flop, too. :-)
>
>To take that vast lifetime of rich computing/gaming history and reduce it to
>nothing but an "also" name on a game title for the PlayStation 2 or Xbox...
>

Infogrammes has'nt reduced anything. "Atari" was already gone!

>Have you no realization of the utter loss? Atari didn't die because it made
>bad products. It died because it was utterly *stabbed in the back* by the
>very people who, a mere 10 years earlier, saved it back in '85!
>

A bit harsh and I don't think accurate! Poor marketing is closer.

>Atari is NOT just a brandname. It is a COMPANY name. And the only way you
>will ever see it carry the kind of weight it USED to carry is to restore it
>as both a brandname AND a company name.
>
>I mean, think of it... how hard (expensive) would it be to create an Atari
>software division that publishes titles of it's own? THAT'S where it all
>begins. Give "Atari" the distinction and entity it once had. And, you may
>well soon find out how much money you will rake in on that name alone!
>

Decent pitch but you offer no suggestions on implimetation.

>As long as Atari stands alongside Infogrames, who is to know if people are
>buying the game based on brandname recognition (and is it Infogrames or
>Atari they recognize?) or just because the game looks/is fun. What is your
>objective?
>

Again, they ARE Atari and their objective is the same as any company
looking to increase profits!

>Tossing a bunch of names onto a game title looks pretty haphazard to me and
>not something I would find appealing when buying the game.
>
>I really like Splashdown and I hope it makes it's way to the PC or Xbox
>soon. I have no plans to buy a Playstation2.
>

Why mention PC's or X-Box at all?

>When I went to: www.atari.com, and saw that it was back, I got really
>excited! Atari is back! ATARI IS BACK! And what cool game titles too!
>
>Isn't that the kind of enthusiasm you want from brandname loyalists like me?
>
>I like Infogrames, too. No question about that. I remember the Atari ST
>heyday... all those European titles for them. Ah... the memories.
>
>Infogrames, as a brandname, has stood on it's own for years... Atari has
>too. But I believe the REALLY defining moment will be when Atari is the
>only name at the top (or bottom) of the box and sells a title based on IT'S
>name as a publisher, not just a "tack on" with others.
>

a mere technicality! As others have mentioned to you (who I also agree
with), it sounds like you're obsessed with the name "Atari"! Should I not
have bought my Falcon because it says C-LAB on the case and not Atari?

>It all begins with making "Atari" a division again. Let it stand on it's
>own. Let games like "Splashdown" ride on the waves that "Atari" (as a
>brandname) and the fun and graphical "wow" of the game itself produce.
>
>I mean, think of it for a moment... you "create" an Atari software division
>that publishes games for the PS2, Xbox, and PC under it's own name. You
>take the money from sales and keep stashing it right back into the division.
>From registration forms received, you notice that people bought the game
>mostly based on the name "Atari". Atari becomes "in" and recognized again.
>People really associated quality games/gaming with that name.
>
>You then create a small hardware division. You release one or two small
>devices (hand-held LCD games or even possibly a Cybiko-type device). They
>sells like hotcakes! People buy them based on the association that Atari
>represents fun and entertainment!
>
>From there... Atari begins it's comeback as a COMPANY! Selling it's own
>software, it's own devices... it's own games... it's own game systems...
>and... it's own COMPUTERS!!!
>
>And THAT, my friend, is how Atari is restored to it's former glory. One
>small step at a time. If the small step fails... you've lost little or
>nothing in the process. You back up and keep things the way they are.
>

Too much dreaming and not enough hard, cold facts! That is not enough
to a "how" to. Dig a bit deeper on how Infogrammes is to go about
implimenting your ideas. Give them a study containing stats, results of
nationwide poles (the good ol' pie-chart still works), marketing
strategies, costs of gear-up, resumes' of technicians and programmers
that are willing to apply themselves. Plan it out for them!

>But if the small step succeeds... and the next one succeeds... and the
>next... Infogrames could stand to make MILLIONS based solely on a brandname

>(and now a company) that was just a "tack on" brandname on a few game titles
>earlier.
>

A mere assumption on your part.

>As long as you just tack on "Atari" along with Infogrames, it shows to me
>that Infogrames doesn't have any real faith that the name "Atari" means
>enough to people/gamers to stand on it's own.
>
>And if that's the case, then what value does "Atari" really have to you?
>Not a whole lot as far as I can see...
>
>And that's the saddest thing of all...
>
>Jared
>

Sad? Corporations have no feelings!

>P.S. Give me a game with the name Atari on it and I'll buy it, based on the
>name and the fun of the game. Give me a game system with the name Atari on
>it and I'll buy it. Give me a (non-Intel (or clone)) computer with the name
>Atari on it...and you'll have me flying all over the house like a red rubber
>bouncing ball shot out of a rifle!
>
>I think you can see just how fond I am of what Atari has meant to me through
>the years...
>
>Give Atari the chance to be reborn and people like me will line up around
>the block to buy products based on that name alone.
>

not entirely accurate. If I have the story right, parents bought
Jaguars for their children at Christmas only to be returned to be left
on Walmart's shelves because the kids did'nt see it on TV like Genesis
and Nintendo! Give Infogrammes your marketing strategy!

>As to who (or how many of) those people are, you'll never know... until you
>risk just enough to take the first small step towards a potentially HUGE new
>future.
>

Better yet, get someone else to take the risk for them!!! Have you
contacted Gates? He may do it just for the fun of it :)
Hmmm....Atari's new X-BOX !!! (omitting the name Microsoft :).

>At least think about it... won't you?
>----------
>
>Critique as you like...
>
>Jared

>
>

OK! At least I had something to critique after all this time!!!

John G.

5187. FA: more misc computer items

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 02:52:03 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B81B3B03.339%atari@bright.net>
Source record: 40251
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I posted some more items for auction which Atari users might find useful.

http://members.ebay.com/aboutme/atarilp/

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5188. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 03:20:56 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <HFkJ7.788$_Z7.59512983@news.incc.net>
Source record: 40252

Iggy Drougge wrote in message <9t2i23$4p8$2@dos.canit.se>...
>No-one has asked you to do anything. And you're just a bother around here.
>And what is the point in writing to someone about licensing when you
>haven't got the slightest funds to back your offer up?

Well, if y'all would stop working against me and started working WITH me, we might actually be able to get some material drawn up and get more people involved.

>Give it up, let the Atari users manage their future themselves.

If Atari users, alone, were my reason for this tirade I'm on again, I surely would have given up and stayed given up. But it's more than that. It's an emotional tie to something that never should have died and never would have died had things been done differently.

It goes without saying, and I use www.beunited,com as my reference to reality in all this, that if we actually work together towards restoring what once was and make it live again, you and all original Atari and Atari clone users will have, again, reason to stand proudly in the face of the majority and not flinch in the fear and reality of obsolescence... because obsolescence will be a thing of the past!

This is all I can say and all I can offer... hope and dreams for a generation left behind by careless management of a company we all drew great enjoyment and enthusiasm from.

It should NOT have happened, but it did. All I want to do is to at least do my best to try and undo the damage done by the fools who ran Atari into the ground and six feet under it.

>You really like Micro$oft, don't you? Get a PC and leave Atari alone.

I utterly dispise Microsoft (and, yes, I own/use a PC running Win98)... it's the graphics chipset of the Xbox that has me so excited. Without that, and the people who made it, I would have utter distain for the Xbox.

Jared

5189. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 05:54:39 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <NVmJ7.792$M5.59711601@news.incc.net>
Source record: 40253

I am going to cease striving against you. Rattle on as much as you like.
There are a few who see my points. The rest simply don't.

Jared

Iggy Drougge wrote in message <9t2ihm$4p8$3@dos.canit.se>...
>Jared Falvo <luposian@azob.quik.com> skrev:
>
>: You best know I'm devoted... at least when I have reason to believe that
it
>: *could* work, with enough effort.
>
>That's exactly what the Japanese thought in WW2. If you just work hard
>enough, you'll manage.
>
>: Let me ask you this... how much effort would it actually take everyone to
>: stop attacking me and start working with me on this? Unless you simply
>: don't care or really DON'T want it to ever happen, it seems like it
should
>: take no effort at all.
>
>You're my last choice for cooperation. There are so many people who are so
>much brighter, so much more enlightened and in the know than you. Working
>with you is like appointing the gardener as prime minister.
>Even if we did want it to happen, we wouldn't trust you to do it.
>
>: I mean, if even to just friggin' humor me, for crying out loud. Am I
asking
>: for money? No. Am I asking for hours of your time? No. All I'm asking
is
>: for people to just simply put their doubts and distain aside and imagine
>: "what if". Toss some ideas around. Some plans and concepts.
>
>No. No no no.
>Besides, you have asked us for money. And you're a bother. You're
>pestering people.
>
>: And, if after everything is said and done... and we actually send out the
>: proposal and either get a negative response... or none at all...
>
>: THEN, you can berate me for it all. And I will leave. Having done all
>: that I could, with no room for doubt any longer.
>

>You'll have to manage on your own. Or are you too thick to see that no-one
>wants you here? You're out of touch with the Atari world as well as with
>the world at large.
>
>: But, for now, I am too inspired by the *potential* of hope to let this
fall
>: away. Oh sure, y'all can just keep trying to insult me and berate me and
>: verbally bash me around a bit and eventually you might get me to give up.
>
>You really are thick, aren't you? Leave us the bloody hell alone!
>
>: But in the process of doing do, you may suddenly wonder... *Could* it
have
>: worked? *Could* it have been done? He seemed awfully sure of himself...
>: and confident. And you might never know if Atari ever *could* have been
>: revived as a company again, because you drove away the only voice willing
to
>: believe in something no one else did.
>
>You're a fool, Jared Falvo. Fools are often very sure of themselves. But
>you've never done anything but send emails and pester people on USENET.
>Milan have made machines, Medusa have made machines, lots of enthusiasts
>have been making programs and OSes. You have sent a few mails with your
>crazy ideas to companies who would only reply out of politeness.
>So far, you've been detractive rather than contributive to the Atari
>world.
>
>--
>Vi m�ste vara r�dda om varandra
> - det �r det enda reciproka pronomen vi har.

5190. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 05:58:36 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <sZmJ7.793$Q6.59780197@news.incc.net>
Source record: 40254

Clockmeister wrote in message ...
>At the moment, asking a software company to start investing in hardware in
>this economic climate is futile IMO.

You assume that I would actually ask Infogrames to provide funds to start
the division... I wouldn't, hence why my offer would possibly be even MORE
attrative to them

Jared

5191. NIB Atari 4 Sale! FREE Atari Catalogs! Via E-Mail or Web Site!

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 07:11:59 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111162259420.21815-100000@shell.pacifier.com>
Source record: 40255
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,fr.comp.sys.atari,rec.games.video.atari

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Software, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains of Atari (Mt. Fuji) Inventory, +NEW in BOX! Much of it Hard to Find! Discover Atari Treasures you didnt know you wanted, Forgotten in youth or maybe you never stopped searching for! The Rainbow Ends @Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com call Ben 24Hrs (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalog Area
http://www.pacifier.com/~atari/stsales.htm ST Sales Page
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales News!
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5192. BIG NEWS! The Atari Hotz MIDI Translator is Now RELEASED!

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 07:35:56 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111162335.47eb3d15@posting.google.com>
Source record: 40256

Hello All:

BIG NEWS

It is now a reality. One of the most sought after , coveteted and rare MIDI systems is now released as FREEWARE. The Atari Version of the Hotz MIDI Translator.

I have been working closly with Jimmy Hotz and Accordance Music Systems in creating a license Agreement and also special ZIPS of the software. The download page at Accordance is now completed, which is linked to my page:

http://tamw.atari-users.net/hotz.htm

This page also contains a Tutorial on how to use the software as well as Pics of the Hotz Box with many links to other Hotz pages on the net.

This is a very unique tool which is now released to an unsuspecting Atari-MIDI community. Please go to the page to find out more info about it as well as the download page of the software itself. However, you will need to agree to the license before you can download it. You will also need to provide your Email address and location. This is for Accordances's internal tracking purposes only. They just want to know who is actually interested in this type of software. Lets not dissapoint them!!

This is the cumulation of many months and YEARS of waiting on my part for this to finally happen! I was able to contact Jimmy Hotz thru formor Hybrid Arts programmer Tom Bajoras (who was the actual programmer for the Atari version of the Hotz Translator!) There were some legal issues to clear up before the release. Finally I contacted Accordance itself, which was the "current" Hotz Corporation. I had favourable response, and after several months now , it is finally released.

I am now happy to present the Atari Version of the Hotz MIDI translator. ENJOY!

Tim Conrardy

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm

Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

5193. Re: synthesizer voice editors

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 09:00:33 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111170100.74efde76@posting.google.com>
Source record: 40257

> My question is: Are editors these synthesizers' sounds for Atari ST
> available?
>
> 1. Korg WaveStation A/D
> 2. Yamaha SY-35
> 3. Yamaha SY-99

Go here for a Korg Wave Station Editor:

http://groups.yahoo.com/group/atari-midi-archives/files/SOUNDS/KORG/

Tim

Tims Atari MIDI World
http://tamw.atari-users.net

5194. Re: Who's behind Maxon's Atari software?

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 10:15:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200111171115.a53501@b.maus.de>
Source record: 40265

HT>WinRec definitely sounds like a PC program.

No.

WinRec Pro and WinCut Pro are programs for Atari Falcon030.

Gerhard

5195. Re: BIG NEWS! The Atari Hotz MIDI Translator is Now RELEASED!

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 11:56:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006089544.22615.1@iapetus>
Source record: 40291

Hi Tim

"Tim Conrardy" <tconrardy@hotmail.com> wrote in message
news:ce22d101.0111162335.47eb3d15@posting.google.com...
| Hello All:
|
| BIG NEWS
|
| It is now a reality. One of the most sought after , coveteted and rare
| MIDI systems is now released as FREEWARE. The Atari Version of the
| Hotz MIDI Translator.

This doesn't apply to me as I'm a listener not a muso, but here's a big slap on the back for your achievement, I just hope it doesn't lead to the creation of a new Hearsay like band. 8-)

5196. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 11:59:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006089488.22439.1@iapetus>
Source record: 40290

```
Hi Paul

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3bf5ada2$0$8558@news.zetnet.co.uk...
| Hi Steve,
|
| On 15 Nov 2001 21:40:10 , "Steve Sweet" wrote:
|
| >| My AUTOEXEC.BAT file is as follows:
| >|
| >| FPU__3.PRG
| >| NVDI.PRG
| >| SLECTRIC.PRG
| >| REDIRECT.PRG
| >| SLCT_DEV.PRG
| >| INITCHRO.PRG
| >| DRVIN.PRG
| >| MFP.PRG
| >| SCC.PRG
| >| IPRN.PRG
| >| STING.PRG
| >| STIK.PRG
| >| MACCEL3.PRG
| >|
| >| This looks odd at first, as it appears to load both STiK and STinG, but
| >| this is dealt with by a command in X-BOOT which renames either STiK or
| >| STinG to .PRX depending which set I boot. There is a commands section
in
| >| XBOOT and mine looks like this:
| >|
| >| name c:\auto\sting.prx c:\auto\sting.prg
| >| name c:\auto\stik.prg c:\auto\stik.prx
| >
| >And how does that work if you've not got xboot set to run also??.
|
| XBOOT always runs from a cold boot, so after switiching on I can choose a
| set in XBOOT with the above commands as part of the set, and also
| MAGXBOOT. (Below is the set taken from the XBOOT SETS.DAT file)

OIC, i figured it out now, i'm not an autoexec user myself and i'd loaned
out my brain for the day when i read this.

Did you see my comments elsewhere about an autoexec equivalent for the
auto\apps folder, i dont recall the required name of the bat file concerned.
```

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5197. Re: Transferring Files Over Serial to UNIX

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 14:01:09 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <G4uJ7.1681$RL6.53285@news.cpqcorp.net>
Source record: 40266

Hi,

There a number of atari TCP/IP packages. However for use on an STE you might
find
that the old KA9Q stuff would do nicley. Its on the UMICH archives
(www.umich.edu/~archive).
That will give you FTP. One of the later packages might have RCP but I have
not used them.

Dave.

"Marshall Lake" <mlake@melake.erols.com> wrote in message
news:slrn9vahqj.i5c.mlake@melake.erols.com...
> I'm trying to transfer a *large* number of files from an STe to a UNIX
> box over a serial connection and I'm having trouble. I don't want to
> use xmodem since I can do only one file at a time with that protocol.
> Using zmodem and ymodem both die after a short time transferring without
> rhyme nor reason (at different spots everytime).
>
> Does anyone know if there exist any UNIX-like commands (ftp or even
> better, rcp) that have been ported to run under TOS or GEM ?
>
> Or maybe someone has an alternative solution to moving my files over?
>
> --
> Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
>

5198. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 17:37:45 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <TdxJ7.803$Zg.60231751@news.incc.net>
Source record: 40267

Too much to wade through and stick my comments in, so I'll just reply at the top.

The progress that has been made in the Atari community is to be well and heartily commended. Of that I will not deny. What I see, however, is the downward spiral that is befalling the Atari community as we speak. Without Atari, it's all slowly winding down. Obsolesence is on your heels. Not just because you choose to use a non-majority computer (PC or Mac), but because people just choose to move on to a fully supported platform, even if they hate the thought of doing so.

The *really* lucky ones are those for whom the 1040ST (or any other Atari ST or Atari clone) is still their main computer and need nothing more/better. But the Internet is the "main show" and 3D games are the "main gig". Without modern hardware support, the systems just can't keep up and there isn't enough user-support to warrant doing so.

Now, think about another Atari clone being made by a company called Neotari (just for example). It's a PowerPC G3 model with a whopping 256Mb of DDR SDRAM memory (upgradable via 4 DDR SDRAM slots), [whatever Atari-compatible OS] in EEPROM (so that it's software upgradable), and all the slots and features you could possibly ask for. And it sells for $1,500.00!

Great, so you can run your old apps blindingly fast. Oh ,wait, you can't because they're not PowerPC native yet... gotta use emulation. What hardware do we emulate? But does that mean those apps will be improved or upgraded? Great, so you have a ton of memory and video fast enough to slap every web page silly, but does that mean that outside vendors will write drivers for their hardware so you can run it on your new system?

Unless every single Atarian and Atari developer and reseller band together to actually CREATE a clone community, any clone effort will be just like the last. And it won't last. And the outside world, if they even notice, will just chuckle.

The PC clone era occured because EVERYONE was making them. The brandname of a clone was as good as the original IBM's from whence they spawned. They created themselves out of the source original (IBM) and later BECAME the source original! And now there's no stopping them!

PC clones are nothing but a collection of similar, compatible parts that run the same OS. Faster CPU, more RAM, larger hard drive, better motherboard, etc. We choose what parts we want to make our PC's and then do benchmarks to brag about it.

In order for any Atari clone effort to have a lasting, permanant effect, we have to get the embers of the fire that has died down and rekindle it into a

blaze! But that takes organization and commitment to the cause.

It means deciding on an Atari OS standard, be it TOS/GEM, MagiC, MiNT, or whatever. It means deciding on a components standard that make up the motherboard. It means deciding that WE WILL NOT BE DENIED OUR FUTURE! The Atari clone effort, if it is to succeed and flourish, must be so organized and dedicated to the task, that we litterly recreate ourselves out of the ashes... just like the Phoenix.

It means having people create Atari-compatible motherboards and do nothing else (just like Abit, and Asus and others). It means having people organizing user groups and reinspiring the masses. It means creating enough models of Atari clones, from difference sources, that everyone has a choice! It means standing by the OS standard, optimizing it, improving it, and promoting it.

A clone effort, to really take hold and flourish, as the PC clones have, takes a lot of variety and willingness to not settle to one manufacturer and one brandname. It5 has to prove itself worthwhile and help inspire others to follow after it.

I've already written to the Calamus people and they've replied, stating support for any system that is TOS-compatible. If you didn't catch that reply I posted, just ask for it, I'll send it directly.

But the future of the processor standard is an issue. Do we make a clean break from the 680x0 line and it's kin and go with PowerPC or do we go with another processor/parts standard with an equally lengthy lifespan?

If we're going to do this, we have to be willing to make a lifelong commitment to the cause. Not just a few years more down the road, but forever. Can we do it? Are we willing to do it?

And where do we begin?

Jared

5199. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 18:06:34 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <1ExJ7.804$9i.60299294@news.incc.net>
Source record: 40268

Kristoffer Lawson wrote in message <9t41pe$1hft$1@news.bbnetworks.net>...
>Unfortunately that just wont be enough. You have to show them there's
profit
>to be made. That a business can function around your ideas. Otherwise there
>simply is no chance.

The first line of profit they make is from licensing the Atari brandname to us for use in a specific division that we (as a team) create. The second line of profit they make is from sales. They get everything we make, just outside of paying our employees and keeping the business running + some expansion, as needed, if needed.

The sweet part is that they pay nothing to start or continue the business. It's all profit for them and no expense. And it's their division! Afterall, it HAS to be laid out that way for them to have ANY interest. Otherwise, we have to show statistical facts and pie-charts and a whole bunch of other (probably unattainable) material to prove to them it would work, especially if they'd have to put money of theirs into a division they apparently have little to no interest in currently.

Now, if they would be willing to license the brandname "Atari" for use in this specific area, would we be willing to do all we could to actually make it happen? Would we be willing to spend the money to design the motherboards and port the OS to PowerPC and advertize and promote our new Atari division at such time as was appropriate? Or would we get the license and just sit on it until it expired?

What I propose is that we offer Infogrames a no-lose situation. We spend all the money and they make all the profit. We keep just enough to pay our employees and keep the business running and expand the business as needed. Personally, I think this is the only real, relatively easy way to get them to agree to it.

Jared

5200. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 18:14:12 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <bLxJ7.805$Id.60208247@news.incc.net>
Source record: 40269

Coming right up....

Here it is:

Atari "brandname license" Proposition

As per this proposition, we request certain specifics and will abide by certain rules:

Specifics:

1) We wish to license the name "Atari", specifically related to creating a division that manufacturers hardware devices (computers, game systems, hand-held units, etc.)

2) We wish access to and permission to use certain pre-JTS/Hasbro aquisition assets, as available, if still available. Specifically, any and all computer and games system-related schematics, chassis mold designs, TOS/GEM source code, registration cards/lists, etc.

3) Licensing fees for use of the "Atari" brandname be paid on a per product sold basis.

Rules:

1) This proposal, once accepted, has a duration of one (1) year from the date of acceptance to yield at least one prototype of a working product. If no such product is created, this proposal and the acceptance of the specifics listed above will be considered null and void.

2) Any intended division, named "Atari", will not be made public knowledge until such time as there is at least one prototype of a product for production.

3) Any intended division, named "Atari" will be a sole subsidiary of Infogrames, if so required.

4) Any intended division, named "Atari" will be the full responsibility of those involved in it, neither requiring nor requesting any financial or decisionary involvement from Infogrames, unless deemed appropriate to do so by Infogrames.

5) Any intended division, named "Atari" will not manufacture nor sell it's own software. That will be left to Infogrames' "Atari" brandname.

6) Any profit brought in, minus amounts to pay employee wages and expand the division (if needed) go to Infogrames, unless decided otherwise by Infogrames.

Jared

Kristoffer Lawson wrote in message <9t42lr$1hft$2@news.bbnetworks.net>...
>Michael and Nicole Freeman <nameerf@flash.net> wrote:
>:> Oddly, no one has yet asked to see my proposal... hmm.
>
>: Yes, I have, as well as a number of others. Have you not seen these many
>: posts? If not, I'll ask again. Please let me see the details of your
plan.
>: My e-mail is at the bottom of this post. Please send it there for my
perusal
>: and review. Thanks!
>
>I'm sure the rest of this newsgroup would be interested so why not post
here?
>;-)
>
>--
>Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5201. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 18:15:26 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <kMxJ7.806$Ji.60334177@news.incc.net>
Source record: 40270

That was the letter, not the proposal.

I've just posted the proposal. Amend as you see fit, if desired.

Jared

Henk Robbers wrote in message <3BF5A03A.393430AA@chello.nl>...
>
>
>
>Flowers 'n' Fliers wrote:
>>
>>
>> Oddly, no one has yet asked to see my proposal... hmm.
>>
>
>You told us yourself you have deleted it from your computer.
>
>--
>Groeten; Regards.
>Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
>A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
>Interactive disassembler: TT-Digger; http://digger.atari.org
>Experimental text editor: AHCX

5202. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 18:29:42 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3bf6b2fefeb301@free.fr>
Source record: 40271

Hello,

in article <3bf54d68523a770@free.fr> (comp.sys.atari.st)
Pascal Ricard wrote on Fri 16-11-2001 18:24 (+0100):

> in article <9t3aua$e98$1@news.tpi.pl> (comp.sys.atari.st)
> Grzegorz Pawlik wrote on Fri 16-11-2001 15:21 (GMT):

> > Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.
>
> But is it available yet ? I could just find v1.25.

Got it now :-)
Still some runtime errors though. I'll send a bug report to the author.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

5203. Xenomorph...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 19:32:54 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1006029458-088029AEicMi@xs4all.nl>
Source record: 40274

Is thee still anyone who works with Xenomorph I and/or II? When I load an RD1 adjustment from Xenomorph I the update version crashes with the message: "memory block destroyed by user program" each and every time....

The strange thing is that this adjustment gives no problem in the previous version...But because Xenomorph II is enhanced with many more functions I prefer the update to work with. But I cannot use any former examples anymore...

Is there someone who recognizes this and has a solution?

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5204. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 19:43:24 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bf6bd161e2dd81@pandora.be>
Source record: 40272

on Fri 16-11-2001 18:24 Pascal Ricard wrote:

>Hello,
>
> in article <9t3aua$e98$1@news.tpi.pl> (comp.sys.atari.st)
> Grzegorz Pawlik wrote on Fri 16-11-2001 15:21 (GMT):
>
>> On 16 Nov 2001 13:15:19 , Edward S. Baiz Jr. wrote:
>
>> > Version 1.25 ran much like verion 1. I hear there is another version
>> > out, 1.26.
>>
>> Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.
>
>But is it available yet ? I could just find v1.25.

It should be available at this very moment.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5205. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 19:48:45 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9t6eur$2r05$1@news.bbnetworks.net>
Source record: 40273

Jared Falvo <luposian@azob.quik.com> wrote:

: Kristoffer Lawson wrote in message <9t41pe$1hft$1@news.bbnetworks.net>...
:>Unfortunately that just wont be enough. You have to show them there's
: profit
:>to be made. That a business can function around your ideas. Otherwise there
:>simply is no chance.

: The first line of profit they make is from licensing the Atari brandname to
: us for use in a specific division that we (as a team) create. The second
: line of profit they make is from sales. They get everything we make, just
: outside of paying our employees and keeping the business running + some
: expansion, as needed, if needed.

Yes, off the profits. But how does one make those profits? Building a new system is far from cheap. Marketing it, even less so. How to get more developers? Users? Distribution? There have been many new hardware platforms. Most have been failures. Why would this succeed? What edge does it have on competitors? Even if Infogrames doesn't have to answer those questions, surely we certainly would?

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5206. Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 22:51:57 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <xPBJ7.809$oi.60314716@news.incc.net>
Source record: 40275

You replied to all of my posts (or someone elses to mine) with equally hilarity. It's people like you who keep me going... really! If you weren't half so funny as you are, I would probably get so bored I'd probably have given up days ago...

But you know, you and I make such a team... I keep going and you keep bashing and I keep laughing and you keep bashing... it's like a vicious cycle of going and laughing and bashing! They should make our repitoire (sp?) into a stage show!

Although I hate to suggest something like this, since laughter doeth good like a medicine (and I'm so fit and healthy from all the joyous laughter you've pounded on my head, it's unreal!), but you might just want to ignore me awhile... it mgiht JUST get rid of me. But then, what would you do with all the spare time? With no one to insult and crash upon, you'd probably die of boredom!

Oh, and as a parting gift, for making me laugh so hard, here's a few feet of my lower intestines you can pile on your head like a turban! You should wear it with pride, you've earned it!

Jared

5207. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 22:52:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9t6po7$3a4$1@thorium.cix.co.uk>
Source record: 40276

In message <TdxJ7.803$Zg.60231751@news.incc.net>, jaju@azob.quik.com said:

--BIG SNIP--
>But the future of the processor standard is an issue. Do we make a clean
>break from the 680x0 line and it's kin and go with PowerPC or do we go with
>another processor/parts standard with an equally lengthy lifespan?

Jared

FYI, Falkemedia (publishers of /ST-Computer/) in Germany have
located a stock of Umax Mac clones and are selling them with
MagiCMac 6.20 on board starting (in their advert) from 499 DM or
160 UKP (without monitor - uses standard VGA). In the review the
prices are a little different: There is an Apus 2000 desktop
version for 549 DM (~177 UKP) and an Apus 3000 minitower at 599 DM
(~193 UKP). Both use a PowerPC 603e chip running at 200 MHz
(upgradeable to 280 MHz), with a 40 MHz system bus, have 4 MB ROMs
and 32 MB RAM (16 MB on board) expandable by another (now rather
rare) 2 x 64 MB 168-pin EDO DIMMs (the 2000 model needs an extra
riser/angle adaptor), with 1 MB video RAM (which may be replaced
by a more powerful PCI graphics card if required though low-priced
PCI models are hard to get new now), 2 PCI slots, sound on board,
2.1 GB IDE hard disk and 8x SCSI CD-ROM drives plus a Mac 1.4 MB
floppy drive, Global Village 33.6 Fax-modem, mouse, English
keyboard (but German MagiCMac).

Apart from MagiCMac there is an installed licenced Mac OS 7.6,
which can be upgraded to 9.04 (but not X as MagiCMac doesn't run
on that). Extras available include 512 kB and 256 kB cache
modules, 10/100 Mbit Ethernet card and 2-port USB cards at 45 GM
(~15 UKP) each, FireWire card, IDE and SCSI PCI adapter.

There is also a Super Pulsar dual 233 MHz processor model at a
higher price, but that does not include MagiCMac for some reason.

>If we're going to do this, we have to be willing to make a lifelong
>commitment to the cause. Not just a few years more down the road, but
>forever. Can we do it? Are we willing to do it?

Do you really think you can come up with *anything* that could
compete with that? Admittedly once their stock is gone, there will
be no more (unless someone can locate another unsold stash of Mac
clones somewhere). But at least this runs most ST/Falcon
applications, and around twice as fast as a Milan 040/25.

Regards, /Peter/

5208. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 23:08:05 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <E2CJ7.810$hl.60493967@news.incc.net>
Source record: 40277

Steve Sweet wrote in message <1005997358.16519.4@eurus>...
>Hi, again
>
>| Let's just do a "what if":
>
>What, again, and how many more times until you get the message that we
think
>youre an acehole who should be subjected to a painfull, slow, lingering
>death, and yes i'm volunteering.

With me dead, wouldn't your life become awefully dull and borning?

>I think its time i forwarded your dribble to InfoGames and requested then
to
>shut you up legally.

Gee, can't even spell the company name right, eh? Miranda says you have the
right to remain silent... I suggest you take her advice. :-)

>| Would you:
>
>Smash your face with a brick!!, YES PLEASE!!!

Bwahahahahaha! COUGH! Oops, here's another few feet of my intestines you
can pile on your head... gee, that turban is looking awefully tall! :-)

>Havent i tried this, and doesnt your nurse still let you out!!.

COUGH! Here's some more!

>I would refuse to buy it due to my knowledge of the personality of the
>person behind it.

COUGH! And some more!

>Senior psycopath to the MD!!.

C O U G H ! Oh, wait, here's my spleen and a kidney you can tie on to that
intestinal turban you're wearing and put the spleen on top and the kidney on
the side like ornaments of a Christmas tree!

>| 2) Take a "wait and see" attitude and watch to see what transpires
>
>Atari did just that sh!thead and look what happened.

Ok, so basically the "Atari" division wouldn't do that, but I was asking
about people doing that, not the company itself, Spongebob Dorkpants!

>To sell me anything that you have nothing to do with, it would have to
>exceed what I have now, I.e., 2Ghz processor, 512M of ram, a 80Gig hard
>drive, a 64Mbyte Graphics card at 400MhzFSB, that's what I run Magic PC on
>when I'm not playing with my real Atari.

Ok, so basically, you've confessed to being a PC user, content to be a PC user, and will always REMAIN a PC user. And what about this doesn't fit in the plans of which I'm discussing? Um... E V E R Y T H I N G !!!

Jared

5209. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 23:10:23 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <O4CJ7.811$en.60619829@news.incc.net>
Source record: 40278

Steve Sweet wrote in message <1005997364.16519.6@eurus>...
>Hi Clockmeister
>
>| > Steve Sweet wrote in message <1005854477.15051.7@hebe.uk.clara.net>...
>| > >Do you have her permission to discredit her buisness with your
mindless
>| > >ramblings.
>| >
>| > Yes, as a matter of fact, I do! :-)
>|
>| You have permission to discredit her business?
>
>LMAO

Hey, look! Steve has just coughed up a few feet of HIS intestines from laughing so hard... can I pile them on my head like a turban, too? That way we'll match!

Jared

5210. Amiga/Atari fair pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-17 23:54:10 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B81C46B6.4CBF%bengy@europe-shareware.org>
Source record: 40279

Benjamin Kirchheim has already put up some pictures from the Amiga fair (with an atari corner :-) on his page. Looks like there is lots of fun and activity going on around those Atari booths:

http://www.bkx.de/ataripark/

5211. Re: Looking for MK68901 plcc

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 00:27:52 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf6f6f658b142@madasafish.com>
Source record: 40178

Hi Joop,

>I'm in need for a MK68901 in PLCC case. It is used in the Atari TT.
>
>Anybody has a spare chip for me against reasonable costs ?

Check out:

http://www.debco.com
http://www.futurebots.com

--
Lyndon Amsdon

5212. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 00:30:57 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <jgDJ7.812$Vn.60661848@news.incc.net>
Source record: 40280

Steve Sweet wrote in message <1005997367.16519.7@eurus>...
>Why look, its Jared
>
>
>| Hey, Gorf Maze! Um, I mean Gokmase...
>
>Ah!, he obviously doesnt agree with someone.

Not half so much as disagreeing with you! :-)

>| I mean, if even to just friggin' humor me, for crying out loud. Am I
>asking
>| for money?
>
>Yes you have.

Ok, maybe the first time around, but this is a different plan!

>| No. Am I asking for hours of your time?
>
>Yes, you have.

No, just free time... if you have none, then go on about your normal life,
assuming your life can ever be considered normal. (grin)

>| No. All I'm asking is for people to just simply put their doubts and
>distain aside and imagine
>| "what if".
>
>OK, done that, youre still a blot on your family name.

How would you know? Are you related to me? I sure hope not... family
reunions would be murder... probably mine.

>OK, how about a TOS running

Possible, if someone can port it to PowerPC

>2Ghz with 512Meg of RAM

If we went with a G5 processor (for speed), yes, but I doubt the system
would be very affordable ($1,500.00 or less). The memeory would be nooo
problem... seen Crucial's pricing on PC2100 DDR SDRAMs (256Mb)... stack that
bugger with four and you'd have 1Gb of RAM all for under $100!

> And an 80G hard drive.

No problem! IDE or SCSI? Next...

>That's the 'current' market spec for a serious machine

I'd agree...

> Can you guarantee regular upgrades of the flash-ROM or
>disk based OS, via the web

Sure would try!

>updated versions of all currently available
>software

That's up to the individual programmers of the software in question.

>not like the current situation of having 68000 versions crippling
>their 030/060 hosts

Yup, don't want that! But the host would be PowerPC, so... um, maybe the "crippling" would be quite so... um, crippling? Look at how Apple managed emulation with their PowerPC systems. Very nice!

>support for any available graphics card

Eh... I'm figuring that would create too many driver developer headaches. How about if we just solder the guts of a nice Geforce 3 Ti500 (or ATi Radeon) to the motherboard and call it even?

>I'd want to
>try my 64Mbyte@400Mhz NVIDIA graphics card and expect drivers available on
>the WEB,

That would be default, if that's the chipset we used on the motherboard.

>would you promise support for 5.1 sound, so that when I smash my
>current PC I can also use its sound card

the nVidia nForce chipset has this...

I'm planning an upgrade to 1Gig of
>memory soon

Gotcha covered!

>so I'd also expect to be able to plug RIMMS into it as well

Nope, not going that Intel proprietary route.

it
>would be useful to be able to plug in my dual booting hard drive and use
its
>NTFS partitions, could you guarantee hard disk drivers, tape drive drivers,
>printer drivers, scanner drivers.

As provided by independant software/driver programmers.

>Now, I want a definitive answer to each of these serious requests.

I think I did a good job...

Jared

5213. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 01:14:47 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.hbaaqghe@localhost>
Source record: 40284

Jared,

Flowers 'n' Fliers wrote:
>
> Too much to wade through and stick my comments in, so I'll just reply
> at the top.

So, why should people bother to read and reply to you if you won't go through that trouble yourself? I think it is lack of respect to ignore peoples response really. You ask for response, and neglect the replies you get. Some are asking questions, those should be answered in replies. I think that is what usenet is all about.

> But the future of the processor standard is an issue. Do we make a
> clean break from the 680x0 line and it's kin and go with PowerPC or
> do we go with another processor/parts standard with an equally
> lengthy lifespan?

Have you tried to see what projects are initiated already? There are projects that could have better chances of succeeding if they got help, instead of ppl starting things all over again.

I think the best bet when it comes to PPC-clones is to adapt OS's (MiNTor/and MagiC) to run with any of the existing PPC-boards.

There are efforts to make Atari software run on foreign CPU's, recently there was ARAnyM for example. It will for starters need a host OS though, but I guess it might be possible in the long run to have eg. MiNT running on "foreign" CPU's without need for Linux or Windows.

All in all, try and see if some project is already running that you can help out with. And do consider dropping the brandname issues, those are irrelevant to the vast majority of atari (or clone) users of today.

At last, a friendly tip: It is more likely ppl will bother reading your suggestions if you try and shorten things down a bit.

Regards,

Joakim

5214. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 01:33:31 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.qtejqbrf@localhost>
Source record: 40281

Jared and Steve,

<big snip>

I suggest you move on to email to continues this vendetta. It is most likely not in the interest of others in the forum to put up with postings like this. You won't gain anything by lowering yourself to using insults and immature language like this, it will only drive ppl away from this forum.

If I am mistaken on this and people are happy to see things like this posted here, then fine, I'll leave.

Regards,

Joakim

5215. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 01:39:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9t73g5npf1@snipp.uninett.no>
Source record: 40282

Jared Falvo <luposian@azob.quik.com> wrote:
> Coming right up....

Jared, if I buy you a six-foot Fuji for your bedrom, so you can have
something to drool on while jerking off, would you go away and leave us
alone? Please?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5216. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 01:51:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9t746knpf2@snipp.uninett.no>
Source record: 40283

Jared Falvo <luposian@azob.quik.com> wrote:

> all the spare time? With no one to insult and crash upon, you'd probably
> die of boredom!

Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
Now piss off, take a wank and leave the real Atari users alone.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5217. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 03:45:55 UTC
From: Daniel Dreibelbis <dreibel@sympatico.ca>
Message-ID: <dreibel-0150B8.22455517112001@news.bellglobal.com>
Source record: 40285

In article <9t6po7$3a4$1@thorium.cix.co.uk>, xlator@cix.compulink.co.uk
wrote:

> FYI, Falkemedia (publishers of /ST-Computer/) in Germany have
> located a stock of Umax Mac clones and are selling them with
> MagiCMac 6.20 on board starting (in their advert) from 499 DM or
> 160 UKP (without monitor - uses standard VGA). In the review the
> prices are a little different: There is an Apus 2000 desktop
> version for 549 DM (~177 UKP) and an Apus 3000 minitower at 599 DM
> (~193 UKP). Both use a PowerPC 603e chip running at 200 MHz
> (upgradeable to 280 MHz), with a 40 MHz system bus, have 4 MB ROMs
> and 32 MB RAM (16 MB on board) expandable by another (now rather
> rare) 2 x 64 MB 168-pin EDO DIMMs (the 2000 model needs an extra
> riser/angle adaptor), with 1 MB video RAM (which may be replaced
> by a more powerful PCI graphics card if required though low-priced
> PCI models are hard to get new now), 2 PCI slots, sound on board,
> 2.1 GB IDE hard disk and 8x SCSI CD-ROM drives plus a Mac 1.4 MB
> floppy drive, Global Village 33.6 Fax-modem, mouse, English
> keyboard (but German MagiCMac).

if anyone in the US is reading this, these models are known in North
America as the UMAX C500 (desktop) and C600 (mini-tower). The C600 is
the more desirable model, as not only does it have more room for
expansion, it also has an extra PCI slot. The DIMMs for these actually
have dropped in price in the last year, and can be had quite cheaply
(I've seen the 64 MB DIMMs for as low as $24.99 US). Also, you can get
an L2-slot based G3 upgrade for these from Sonnet as high as 400 MHz.

I had one of these for about a year, and it was an excellent little
computer for day-to-day tasks. I sold it to my co-worker when I got my
J700, and he's quite pleased with it as well.

--
For your listening pleasure - my first MP3, "May I, Mr. Beck?"
http://homepage.mac.com/ddreibelbis/FileSharing1.html

5218. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 10:29:46 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <h6MJ7.22$So3.470@nsw.nnrp.telstra.net>
Source record: 40287

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:xPBJ7.809$oi.60314716@news.incc.net...
> You replied to all of my posts (or someone elses to mine) with equally
> hilarity. It's people like you who keep me going... really! If you
weren't
> half so funny as you are, I would probably get so bored I'd probably have
> given up days ago...
>
> But you know, you and I make such a team... I keep going and you keep
> bashing and I keep laughing and you keep bashing... it's like a vicious
> cycle of going and laughing and bashing! They should make our repitoire
> (sp?) into a stage show!
>
> Although I hate to suggest something like this, since laughter doeth good
> like a medicine (and I'm so fit and healthy from all the joyous laughter
> you've pounded on my head, it's unreal!), but you might just want to
ignore
> me awhile... it mgiht JUST get rid of me. But then, what would you do
with
> all the spare time? With no one to insult and crash upon, you'd probably
> die of boredom!
>
> Oh, and as a parting gift, for making me laugh so hard, here's a few feet
of
> my lower intestines you can pile on your head like a turban! You should
> wear it with pride, you've earned it!
>

Dead set Falvo, you are a moron. Listen to yourself FFS.

5219. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 10:30:11 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bf78db3$0$8560@news.zetnet.co.uk>
Source record: 40286

On 15 Nov 2001 15:28:53 , "Jared Falvo" wrote:

>"What if" I did manage to somehow ACTUALLY get the license for the name
>"Atari" and access to all pre-aquisition assets, such as schematics, chassis
>molds, TOS source code, etc. and we had 1 year in which to conceive of and
>present at least a prototype of any product(s) we decided on to seell under
>this "new Atari division"?

It's never going to happen. Infogrames are never going to do this with
you. Their threats of legal action against a few Atari websites prove that
they will never co-operate with Atari computer users. They are just
interested in making money out of games.

You are one person. You'll never be able to get your ideas past the paper
stage. If you want to continue, as someone else said, approach Medusa
Systems and work with them.

PLEASE stop pestering us Atari users. I bet you don't even use an Atari
yourself.

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5220. Re: Amiga/Atari fair pictures

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 10:52:52 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bf792cc141a351@pandora.be>
Source record: 40288

on Sat 17-11-2001 23:54 Bengy wrote:

>Benjamin Kirchheim has already put up some pictures from the Amiga fair
>(with an atari corner :-) on his page. Looks like there is lots of fun and
>activity going on around those Atari booths:

Any idea of one can ask money for the pictures where one stands on? ;-)
if so I'm going make some money. My son and I stands on at least 6
pictures.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5221. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:01:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006097658-115039AEicMi@gmx.net>
Source record: 40196

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Sat, 17 Nov 2001 11:14:12 -0700

Hi Jared,

>Coming right up....
>
>Here it is:
>-------------
>Atari "brandname license" Proposition

Michael didn't ask for your licence proposition, but for the *details* of your plan. You do have a plan I hope? As far as that proposition goes, if you want to be taken seriously then may I suggest to throw it in the garbage can? If you post your plan then outline the financial aspect also, I'm interested in how you propose to "collect" at least 5 million dollars... if you think this sum is ridiculous , think again.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5222. Re: An interesting new product from...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:01:48 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006097654-114363AEicMi@gmx.net>
Source record: 40295

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Sat, 10 Nov 2001 22:48:18 -0700

Hi Jared,

>>Name me one company that has produced a kid/teen version of a successfull
>>produc and scored big with it....
>
>Ever heard of Cybiko? Go to their website (www.cybiko.com) and take look at
>their units.

No never heard of them, and from what I just saw on that website I'll probably never will. I've asked you to name me a company that marketed a kid version of one of their succesfull products and scored big with it, I didn't ask for a link to a toy company. Just in case you come up with another link: "scoring big" means that everyone on this planet wants it...
Search as much as you like, you will not find anything that qualifies. Kids don't want a "kid version" of a product. Kids want to be taken seriously and treated like adults.

>Think of it as a kind of "Pokemon PDA" (grin)

Keep on grinning.... but didn't you wanted *us* to take *you* seriously?

>These devices, however, would not cost anywhere near as much and are much
>more usable. Besides, it's something Atari never made!

There's a lot out there that Atari never made....

Cheers from Belgium
Dennis
--

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dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5223. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:01:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006097664-116359AEicMi@gmx.net>
Source record: 40198

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Fri, 16 Nov 2001 00:11:12 -0700

Hi Jared,

>And now another Email from me:

If you want to be taken seriously then at least you should show that you know what you're talking about... if I would be the CEO of Infogrames and receive a mail like the one you wrote...

The http://jaguar.infogrames.com/corporate/uk/corp_index.php" pages hold the necessary information to at least give you an idea what Infogrames is up to with the "Atari" brandname.

>May I ask, what exactly is the purpose of the "Atari" brand, if it is not a
>sole brand label on a product?

It *is* a sole brand, all future Infogrames products will be labeled Atari.

>Atari didn't program and isn't publishing Splashdown, Transworld Surf, or
>Transworld Snowboarding.

Infogrames is now Atari, meaning that Atari *did* program the games and they are also published under the Atari label.

>If Infogrames is the publisher of the title, why give any credit to "Atari"
>at all? What is the value of slapping another brandname on the box that
>really has NO relation at all to the game itself?

Atari is the publisher of the title....

>Surely there must be a hidden motive or reason. Are you trying to get the
>name "Atari" reassociated to the public in a way that will hopefully spawn
>enthusiasm to possibly a hardware division in the future?

Ever heard of a web based search engine? go and look for the Infogrames press releases from the last 11 months. These will answer the questions.

>If all you use (and plan to use) the name "Atari" for is to help pitch
>software titles published by Infogrames, that is, to me, perhaps the saddest
>end of a company's name ever. I call that "brandname prostitution", and I
>don't like it one bit.
Snipped the remaining drivel....

Jared, you want something badly that they've got. Accusing them of brandname prostitution is IMO not the smartest idea... nobody likes to be called a pimp.... don't forget they've payed 100 million dollars for it. That's a whole lot of money just to get laid ;-)

>Atari is NOT just a brandname. It is a COMPANY name. And the only way you
>will ever see it carry the kind of weight it USED to carry is to restore it
>as both a brandname AND a company name.

But Atari is a company again :-), it's a registered company under French law
with the major stockholder being SA Infogrames. They've registered Atari in
june 2001.

>I mean, think of it... how hard (expensive) would it be to create an Atari
>software division that publishes titles of it's own? THAT'S where it all
>begins. Give "Atari" the distinction and entity it once had. And, you may
>well soon find out how much money you will rake in on that name alone!

But that's what they are doing !!

>You then create a small hardware division. You release one or two small
>devices (hand-held LCD games or even possibly a Cybiko-type device). They
>sells like hotcakes! People buy them based on the association that Atari
>represents fun and entertainment!

Please forward your business plan and market anylysis that shows that these
small devices will sell like hot cakes.

>And THAT, my friend, is how Atari is restored to it's former glory. One
>small step at a time. If the small step fails... you've lost little or
>nothing in the process. You back up and keep things the way they are.

After calling him a pimp I don't think he'll want to be your friend....

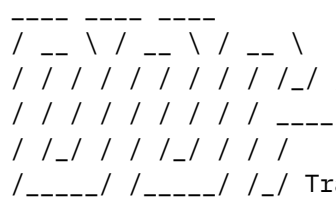
>But if the small step succeeds... and the next one succeeds... and the
>next... Infogrames could stand to make MILLIONS based solely on a brandname
>(and now a company) that was just a "tack on" brandname on a few game titles
>earlier.

But they make millions... their net revenue is nearly 8 times higher then
what Atari made in 1990 (their best year). You do realise that you're telling
the second largest software publisher in the world how to conduct business?

>As to who (or how many of) those people are, you'll never know... until you
>risk just enough to take the first small step towards a potentially HUGE new
>future.

Multinationals don't like to take risks... since you claim it will be a huge
success and will sell as hot cakes, you're the one that will have to come up
with the papers and details to back up this statement.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5224. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:05:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006097660-115599AEicMi@gmx.net>
Source record: 40197

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Fri, 16 Nov 2001 09:40:22 -0700

Hi Jared,

>Infograms would profit from licensing the Atari name and access to certain
>assets related to it, which they have little to no interest in, plus gain
>profits from the division itself.

That's your perception.... but in real life things tend to be just a little more complicated. IMO if Infogrames would licence the Atari name (which will never happen) instead of profit from it they would lose fortunes. With the market situation being not exactly rosy at the moment, it could even mean the end of Infogrames AND Atari...

>"Atari" belongs to Infogrames and, therefore, any division created, by them
>or not. So, it only makes sense we should get what we want (Atari back as a
>computer and entertainment hardware company/division) while giving them
>something they want (mo money! mo money! mo money!)

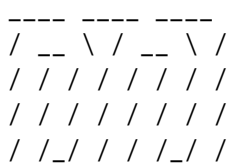
No way...
Infogrames now is Atari and *that* makes a hell of a difference. Infogrames decided to use "Atari" as its global lead brand name while only retaining the Infogrames name for the holding company. You may not like this but viewed from a Wallstreet analyst or bankers viewpoint this was a master move. They could have invested fortunes in trying to make Infogrames a well known brand in the US or simply use Atari, which everyone after all already knows and loves. Does it surprise you that after this announcement in july their shares haven't stopped climbing, not even a tiny dip in september...
Now, imagine the impact on these shares if "your" product wouldn't be doing very well, everything Infogrames or Atari do or are involved with from now on has an impact on the stockmarket, if there's one thing a shareholder doesn't like then surely it's an investment without a guaranteed return. All you can offer is a dream, and a lot of "if"... you haven't got a clue if there is a potential market, and you don't have the money to research it either.

Infogrames has made it very clear that they will maximise the ownership of Atari and the CEO Bruno Bonnel has in several statements declared that if Atari wouldn't have been part of the Hasbro Interactive aquisition there wouldn't have been a deal at all. And this last bit has nothing to do with money but probably a lot with nostalgic feelings.

To rub it in:
Mr. Bonnel has done what you are dreaming off : revive Atari :-)

Cheers from Belgium
Dennis

--



Translations
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xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5225. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:49:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006118304.28408.1@demeter.clara.net>
Source record: 40208

"Francisco L Fernandez" <fran@tkp390.flunet> wrote in message
news:3bf7ad5f$1_2@news.landsraad.net...
| Hi all,
| This is mainly for Dr. Uwe Seimet.
| Some year in the past I tried to install a Quantum Fireball 850 MB to
replace
| an internal 48 MB HD in my Mega STE.

I had an 850M Quantam in my MegaSTE for some while.

| The software wich I used to partition the disk and install the driver was
| Atari's own AHDI utilities.

I couldnt do this step with AHDI, i used ICD, that was successful.

| I think I tried v4.x and v5.x. None of them recognized the drive, so I had
to
| purchase an ICD Link II external adapter and an SCSI case.

It would have worked with the Atari adaptor.

| Now I wonder if it was an issue of the driver software and HDDRIVER coud
| have done the job. Perhaps Atari software was restricted to "official
units".

I couldnt format and partition, i got the complaint that wincap wasnt up to
the job in some way.

| Is there rally a hardware limitation with bunled internal adapter?.

Only as far as parity is concerned, and you could have turned that off with
the Quantam.

| I'd rather prefer to have the unit internally.

You can, mione was there up until the point it died, and now i have a 4.5Gig
seagate internal with a Link 97.

--

Steve. S.

5226. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 13:52:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006118307.28408.2@demeter.clara.net>
Source record: 40209

Hi Joakim

| <big snip>
|
| I suggest you move on to email to continues this vendetta. It is most
| likely not in the interest of others in the forum to put up with
| postings like this. You won't gain anything by lowering yourself to
| using insults and immature language like this, it will only drive ppl
| away from this forum.

Point taken, but why single me out, I'm not the only respondent in this thread.

--

Steve. S.

5227. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 14:18:21 UTC
From: ebaiz@skyenet.net
Message-ID: <NqPJ7.3096$VS3.60762@newsfeed.slurp.net>
Source record: 40292

On 16 Nov 2001 21:51:42 , Kristoffer Lawson wrote:
>Jared Falvo <luposian@azob.quik.com> wrote:
>
>: Afterall, no team consists of just one person... and never will. Ony by
>: projecting a strong image of our goals and direction will we have any chance
>: to sway Infogrames in the direction we would like. Not to say that we will,
>: but just that we could...
>
>Unfortunately that just wont be enough. You have to show them there's profit
>to be made. That a business can function around your ideas. Otherwise there
>simply is no chance.

Unfortunately you are correct. Too bad they could not be interested
just to keep the Atari name alive. Money rules.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5228. Porthos 1.26

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 14:18:23 UTC
From: ebaiz@skyenet.net
Message-ID: <PqPJ7.3097$VS3.60869@newsfeed.slurp.net>
Source record: 40293

On 16 Nov 2001 15:21:46 , Grzegorz Pawlik wrote:

>Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.
>It is possible to open the manual pdf file ;-), and it runs happily with
>MagiC 6.2, MiNT 1.16.0+N.AES 2.0.0 and even on SingleTOS (although the
>toolbar looks weird then).

The manual has always come up for me. The one thing is that under Magic it would come up in black/white. Now in 1.26, it comes up in color. It still crashes when used with large PDF's. I have one over 9meg. Porthos loads the first page fine, but crashes if I go to any other page.

The author says that a newer version, 1.27 is coming out soon. I just hope people have registered this program. The author deserves support for his efforts.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5229. Re: Porthos 1.25

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 14:18:24 UTC
From: ebaiz@skyenet.net
Message-ID: <QqPJ7.3098$VS3.60685@newsfeed.slurp.net>
Source record: 40294

On 16 Nov 2001 18:24:16 , "Pascal Ricard" wrote:

>> Version 1.26 is *much* more stable than 1.25, and has no problems on TTs.
>
>But is it available yet ? I could just find v1.25.

Try again, it is now...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5230. HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 14:48:45 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bf7ad5f$1_2@news.landsraad.net>
Source record: 40289

Hi all,
This is mainly for Dr. Uwe Seimet.
Some year in the past I tried to install a Quantum Fireball 850 MB to replace an internal 48 MB HD in my Mega STE.
The software wich I used to partition the disk and install the driver was Atari's own AHDI utilities.
I think I tried v4.x and v5.x. None of them recognized the drive, so I had to purchase an ICD Link II external adapter and an SCSI case.
Now I wonder if it was an issue of the driver software and HDDRIVER coud have done the job. Perhaps Atari software was restricted to "official units".
Is there rally a hardware limitation with bunled internal adapter?.
I'd rather prefer to have the unit internally.

Thanks in advance.

5231. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 16:38:02 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <TrRJ7.842$TL1.61229128@news.incc.net>
Source record: 40199

Take your six foot Fuji and stuff it up your south-end hole! I don't want the name Atari and the fuji symbol just for the sake of the name and symbol alone... or have you been listening at all? I have NOTHING of either of those in my house (which I would if I was so enamoured by them as you believe me to be) and never will so long as no company is associated with them. The name and symbol mean *NOTHING* to me if they do *not* belong to a *company*! And I don't mean Infogrames, either. I mean Atari AS a company. On it's own. Selling it's own products, either software or (preferrably) hardware.

Than and *only* then will Atari and the fuji symbol truely mean anything to me once more. I just want to help that happen, hence why I am so adamant about all this.

Jared

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message news:9t73g5npf1@snipp.uninett.no...
> Jared Falvo <luposian@azob.quik.com> wrote:
> > Coming right up....
>
> Jared, if I buy you a six-foot Fuji for your bedrom, so you can have
> something to drool on while jerking off, would you go away and leave us
> alone? Please?
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

5232. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 16:54:37 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <rHRJ7.843$xu.61077595@news.incc.net>
Source record: 40200

I can appreciate your view, Gokmase, but the only reason I'm here is because everyone else is. If I just wanted to argue for arguings sake, I would reply in Email. But that's not my point.

Now if everyone truely WANTS me to leave, lets have a tally of votes. Or maybe everyone can pretend I'm just not here and eventually I'll get so bored with the lack of replies I'll just disappear naturally...

It's worked in the electronics repair newgroup. And I was looking for help there, too! Not trying to excite people with some insane ideas.

Isn't it odd that I should actually be giving people the secret of getting rid of me. A rather noble gesture, considering that if I were the muck and mire troll most seem to think I am, I surely wouldn't.

Jared

"gokmase" <gokmase@fakemail.no> wrote in message
news:Usenet.qtejqbrf@localhost...
> Jared and Steve,
>
> <big snip>
>
> I suggest you move on to email to continues this vendetta. It is most
> likely not in the interest of others in the forum to put up with
> postings like this. You won't gain anything by lowering yourself to
> using insults and immature language like this, it will only drive ppl
> away from this forum.
>
> If I am mistaken on this and people are happy to see things like this
> posted here, then fine, I'll leave.
>
>
> Regards,
>
> Joakim
>

5233. Sony CDRW CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 17:12:02 UTC
From: ebaiz@skyenet.net
Message-ID: <CZRJ7.3139$VS3.94232@newsfeed.slurp.net>
Source record: 40201

Hello all,

I was wondering if anyone has gotten one of the newer Sony SCSI CDRW drives to work on an Atari computer. I picked one up recently and tried to install it in my Hades. HDDriver and the installation program for Extendos recognize the drive perfectly. However, when I try to boot up the Extendos driver, it does not work. Strangely enough, after the attempted Extendos boot-up, the drive loses it's power. The only way to get it back is to turn of the computer and re-boot. Any ideas?? Should I try one of the other drives out or just call it quits?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
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5234. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 18:18:42 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bf7eed07fdd10@ic24.net>
Source record: 40202

Hi Jared,

on Sun 18-11-2001 09:38 (-0700) Flowers 'n' Fliers wrote:

>The name and symbol mean *NOTHING* to me if they do *not* belong to a
>*company*! And I don't mean Infogrames, either. I mean Atari AS a company.
>On it's own. Selling it's own products, either software or (preferrably)
>hardware.

Seriously, why don't you start your own company Jared - you are obviously very motivated to do this - and then, try to buy the rights from Infogames then? This will obviously cost you a *lot* of money I guess but surely this is what you are ultimately saying - as you want to be the "head" of this so called revised Atari company......I quote:

"happening... and leader of the same."

People who are heads of companies are normally either the owners who have put their _own_ money/houses/futures/wife's buisnesses on the line with all the risks involved. Or indeed, have been elected by shareholders (other ppl who have also put _their_ money in with all the risks etc etc...) so where do you stand in this equasion? As you have said in a previous quote:

"You assume that I would actually ask Infogrames to provide funds to start the division... I wouldn't, hence why my offer would possibly be even MORE attrative to them"

This wound mean either _you_ funding such a project or getting investers who trusted you with their money.............and as you would want to have licence to procure the following statement too:

"I will gladly forgive you for your errant attitude and permit you to join and make it all the better with YOUR ideas and input... if you qualify."

You would want substantial control?

As an observation, if you were not to have ideas and input from the more technically aware ppl left in the Atari world - of course only the ones who qualify(?) - where would that exactly leave your scheme?

Good luck to you, but please construct something more substantial and viable yourself before trying to ram it down ppl's throats here. (After all these postings I'm _still_ not sure what you want) If you did this maybe you would have recieved a different reaction possibly....I'm not sure.

--
Regards

KapMaN

comp.sys.atari.st
* Location: England(UK) ICQ :79233293 *

5235. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 20:23:43 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <AKUJ7.848$BN1.61333632@news.incc.net>
Source record: 40203

Jo Even Skarstein wrote in message <9t746knpf2@snipp.uninett.no>...
>Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
>Now piss off, take a wank and leave the real Atari users alone.

Oh, I see *you* FOUND the site! Now how much wanking have YOU done?!?

Stuff like this just backfires on you, buddy. So, how about if you buy a clue and do us all a favor by not trying push porn (that you obviously enjoy more than me, since you went to the trouble (and probably enjoyment) to locate) on me, ye ol' scabbie!

Jared

5236. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 20:26:57 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <CNUJ7.849$kN1.61318169@news.incc.net>
Source record: 40204

A moron would be incapable of replying to any messages in this newsgroup.
You might want to educate yourself by actually looking up the word in a
dictionary... provided you actually know how to read.

Jared

Clockmeister wrote in message ...
>Dead set Falvo, you are a moron. Listen to yourself FFS.

5237. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 20:54:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <qbVJ7.850$NN1.61345901@news.incc.net>
Source record: 40205

>Yes, off the profits. But how does one make those profits? Building a new
>system is far from cheap. Marketing it, even less so. How to get more
>developers? Users? Distribution? There have been many new hardware
platforms.
>Most have been failures. Why would this succeed? What edge does it have
>on competitors? Even if Infogrames doesn't have to answer those questions,
>surely we certainly would?

Ok, let's just assume we can hire Rudolph Czuba to design a motherboard based on our specs [whatever they might be]. He's done it before...anyone found out how much time and/or money he invested into it? And, if not him, why not Medusa or Milan? A few changes to the previous design... the work has already been done to a large degree. We take what exists, make a few changes, and sell it!

Advertizing need not be extremely expensive. How expensive is it to start a website and then punch it into a few dozen search engines, and tell everyone you know that it exists? Want to spend a little more money? Newspaper ads and even cable promo ads (like those you see for all sorts of products). Keep the advertizing venues as affordable as possible and let word of mouth do as much for you as possible.

The Atari name, itself, would create a good portion of the buzz for you right off. The rest is showing you're dedicated to keeping it going and providing support to the old users and new ones, as aquired. You get the backing of some dedicated software/driver programmers and pay them for the work done outright or give them share in the company, either as a team member (VP, COO, President, etc.) or portion of the revenues.

Distribution? We arrange to have resellers stock their shelves with items based on a "you pay us our portion when you sell it." premise. That way there's no investment overhead they have to justify. One reseller of old Atari hardware that I Emailed stated he wouldn't be willing to sell new Ataris based on the fact that it would be too much of an investment for him, that old hardware simply doesn't cost him. We make that a non-issue for him by doing it this way.

The biggest hurdle, as I see it, is manufacturing... if the systems are built overseas, what complications are there with getting them here to the US, FCC Class B approval, Quality control, power supply voltage requirements, video output standard (NTSC vs. PAL), etc.

And, again, I point to: www.beunited.com for source of business model and effort to succeed. It may not be related to Atari, but it's a method which I think we would do well to consider...

Jared

5238. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 20:57:54 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <FeVJ7.851$xm.60573810@news.incc.net>
Source record: 40206

If MagiCMac is PowerPC-native, then we have a good start for an emulator for
the PowerPC-based Atari system, right there!

Jared
---

xlator@cix.compulink.co.uk wrote in message
<9t6po7$3a4$1@thorium.cix.co.uk>...
>FYI, Falkemedia (publishers of /ST-Computer/) in Germany have
>located a stock of Umax Mac clones and are selling them with
>MagiCMac 6.20 on board starting (in their advert) from 499 DM or
>160 UKP (without monitor - uses standard VGA). In the review the
>prices are a little different: There is an Apus 2000 desktop
>version for 549 DM (~177 UKP) and an Apus 3000 minitower at 599 DM
>(~193 UKP). Both use a PowerPC 603e chip running at 200 MHz
>(upgradeable to 280 MHz), with a 40 MHz system bus, have 4 MB ROMs
>and 32 MB RAM (16 MB on board) expandable by another (now rather
>rare) 2 x 64 MB 168-pin EDO DIMMs (the 2000 model needs an extra
>riser/angle adaptor), with 1 MB video RAM (which may be replaced
>by a more powerful PCI graphics card if required though low-priced
>PCI models are hard to get new now), 2 PCI slots, sound on board,
>2.1 GB IDE hard disk and 8x SCSI CD-ROM drives plus a Mac 1.4 MB
>floppy drive, Global Village 33.6 Fax-modem, mouse, English
>keyboard (but German MagiCMac).
>
>Apart from MagiCMac there is an installed licenced Mac OS 7.6,
>which can be upgraded to 9.04 (but not X as MagiCMac doesn't run
>on that). Extras available include 512 kB and 256 kB cache
>modules, 10/100 Mbit Ethernet card and 2-port USB cards at 45 GM
>(~15 UKP) each, FireWire card, IDE and SCSI PCI adapter.
>
>There is also a Super Pulsar dual 233 MHz processor model at a
>higher price, but that does not include MagiCMac for some reason.
>
>>If we're going to do this, we have to be willing to make a lifelong
>>commitment to the cause. Not just a few years more down the road, but
>>forever. Can we do it? Are we willing to do it?
>
>Do you really think you can come up with *anything* that could
>compete with that? Admittedly once their stock is gone, there will
>be no more (unless someone can locate another unsold stash of Mac
>clones somewhere). But at least this runs most ST/Falcon
>applications, and around twice as fast as a Milan 040/25.
>
>Regards, /Peter/

>

5239. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 21:17:10 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <GwVJ7.852$HN1.61339705@news.incc.net>
Source record: 40207

gokmase wrote in message ...
>> Too much to wade through and stick my comments in, so I'll just reply
>> at the top.
>
>So, why should people bother to read and reply to you if you won't go
>through that trouble yourself? I think it is lack of respect to ignore
>peoples response really. You ask for response, and neglect the replies
>you get. Some are asking questions, those should be answered in replies.
> I think that is what usenet is all about.

When the message and it's replies are a mile long, it gets really difficult to go through and insert replies as needed. It wasn't intended as an insult, just a time-saving measure.

>Have you tried to see what projects are initiated already? There are
>projects that could have better chances of succeeding if they got help,
>instead of ppl starting things all over again.

I think this would also be good, but we need some way of reviving the sagging community in the clone sector. How do we do that?

>I think the best bet when it comes to PPC-clones is to adapt OS's
>(MiNTor/and MagiC) to run with any of the existing PPC-boards.

No question there... but we need to settle on a standard and go from there. Porting it to PowerPC is also necessary for efficient operation.

>There are efforts to make Atari software run on foreign CPU's, recently
>there was ARAnyM for example. It will for starters need a host OS
>though, but I guess it might be possible in the long run to have eg.
>MiNT running on "foreign" CPU's without need for Linux or Windows.

I think porting MiNT (or whatever) is more vital to the success than we think. If we run on a host OS (Linux, for example), the layers get complicated and head more and more in a non-Atari direction. Keep the OS "layers" as minimal as possible and as close to the original Atari version as possible, for best results.

>All in all, try and see if some project is already running that you can
>help out with. And do consider dropping the brandname issues, those are
>irrelevant to the vast majority of atari (or clone) users of today.

If we go the clone route, the brandname issue is moot, as it has been since it's inception. However, without brandname recognition, how do you propose we do any better than the current stock of efforts? I'm not out to just "do it again", I'm out to "do it to win!" If we don't succeed in actually recreating the Atari community and reviving it to self-sustainance, what

really is the point of doing it at all.

In analogy: I don't want to just have a few more hours to play at the park before I leave, with little to no hope of ever returning to play again. I want to build a home there and move in, so I can play there forever!

>At last, a friendly tip: It is more likely ppl will bother reading your >suggestions if you try and shorten things down a bit.

My apologies for being so long winded. I have a (bad?) habit of being rather lengthy in replies when using my computer. Give me paper and pencil to write down my replies and you'll find them to be VERY short! :-)

Jared

5240. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 21:21:16 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.mbjphlan@localhost>
Source record: 40212

Jared Falvo wrote:
>
> Jo Even Skarstein wrote in message <9t746knpf2@snipp.uninett.no>...
> >Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
> >Now piss off, take a wank and leave the real Atari users alone.
>
> Oh, I see *you* FOUND the site! Now how much wanking have YOU done?!?
>
> Stuff like this just backfires on you, buddy. So, how about if you
> buy a clue and do us all a favor by not trying push porn (that you
> obviously enjoy more than me, since you went to the trouble (and
> probably enjoyment) to locate) on me, ye ol' scabbie!

You should perhaps have checked what that picture really was.
But then you are constantly missing out on what ppl really are saying,
so noone is really surprised..

/Joakim

5241. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 21:23:28 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <ACVJ7.853$CN1.61334582@news.incc.net>
Source record: 40210

James Haslam wrote in message <3bf78db3$0$8560@news.zetnet.co.uk>...
>It's never going to happen. Infogrames are never going to do this with
>you. Their threats of legal action against a few Atari websites prove that
>they will never co-operate with Atari computer users. They are just
>interested in making money out of games.

If that's their attitude, then so be it. But I wouldn't mind seeing some evidence of this ill-will to the Atari community. Just for my own curiosity.

>You are one person. You'll never be able to get your ideas past the paper
>stage. If you want to continue, as someone else said, approach Medusa
>Systems and work with them.

I would gladly do that, if I felt it would yield any lasting results. But I doubt that, without a wholehearted, concerted effort behind a clone community revival, it would last little more than a few more years.

I'm here to play in the sandbox forever, not just a few more hours.

>PLEASE stop pestering us Atari users. I bet you don't even use an Atari
>yourself.

You're right. I don't own an Atari computer anymore. But that's because I don't see a reason to when PC technology is so vastly superior and cheaper. However, provided a lasting, permanant revival were to be established, I would dump my PC in a second and go back in a heartbeat!

Jared

5242. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 21:28:49 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3bf82a86$0$65161$272ea4a1@news.execpc.com>
Source record: 40211

On 15 Nov 2001, Paul Williamson wrote:

> On 13 Nov 2001 21:41:58 , Ken Kosut wrote:
> >The AUTOEXEC.BAT file sounds interesting.
> >Can you give me an example of how you call in a program?

> My AUTOEXEC.BAT file is as follows:
>
> FPU__3.PRG
> NVDI.PRG
> SLECTRIC.PRG
> REDIRECT.PRG
> SLCT_DEV.PRG
> INITCHRO.PRG
> DRVIN.PRG
> MFP.PRG
> SCC.PRG
> IPRN.PRG
> STING.PRG
> STIK.PRG
> MACCEL3.PRG
>
> This looks odd at first, as it appears to load both STiK and STinG, but
> this is dealt with by a command in X-BOOT which renames either STiK or
> STinG to .PRX depending which set I boot.

Hi Paul,
Thank you very much for your example of AUTOEXEC.BAT file.
Sorry for the delayed response. I have a couple of questions,
I hope you don't mind, 'cause there isn't very much information
on this in the NVDI or MAGIC manual.

AUTOEXEC.BAT: Are the *.PRG files above actual programs or
just the name of the program?

(I am only familiar with an AUTOEXEC.BAT file on PC platform.
BTW - not my setup.)
In that case I would use a command to call in the programs.
Ex.
PATH=C\WINDOWS;C:\;C:\DOS;C:\BATCH;C:

What is FPU__3.PRG used for?

> BTW, my AUTO folder order is as follows:
>
> FPU__3.PRG

> XBOOT.PRG
> EMULATOR.PRX
> NVDI.PRG
> REDIRECT.PRG
> SLCT_DEV.PRG
> INITCHRO.PRG
> MAGXBOOT.PRX
> JAR124.PRG
> XMENU.PRX
> STA_VDI.PRX
> SLECTRIC.PRG
> TOSFIX.PRG
> GEMRAMH.PRX
> WDIALOG.PRG
> WINX.PRX
> TOS2GEM.PRX
> MACCEL3.PRG
> DMIRROR.PRX
> DRVIN.PRG
> MFP.PRG
> SCC.PRG
> RSVX.PRG
> IPRN.PRG
> STIK.PRG
> MINTNP.PRG
> STING.PRX
>
> I have to run FPU__3.PRG first, but then XBOOT is next with MAGXBOOT
> later. This seems to work well. I don't see XBOOT twice when I am
> booting MagiC, but I always see XBOOT after first switching on which
> enables me to choose a non-MagiC set if I want to - which is nearly
> always !
>
> The AUTOEXEC.BAT file is between STiK and STinG, but I don't know is the
> position of that matters at all.

For the above *.PRG and *.PRX programs. I assume these are programs
in your AUTO folder and that you are referring to the running order
in xboot. Please correct me if I am wrong.

thank you

ken

5243. NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 22:05:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com>
Source record: 40213
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/auctions.htm Auctions SUCK!
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5244. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 22:41:35 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9t9dev$9b3$2@snipp.uninett.no>
Source record: 40214

Flowers 'n' Fliers <jaju@azob.quik.com> wrote:
> Take your six foot Fuji and stuff it up your south-end hole! I don't want
> the name Atari and the fuji symbol just for the sake of the name and symbol
> alone... or have you been listening at all? I have NOTHING of either of

Yes, you *do* want the name and the logo just for the sake of the name and
logo alone. There is absolutely nothing - I repeat *NOTHING* - amongst
Atari's assets and patents that can possibly be useful in a new
TOS-compatible machine.

Other than that I won't waste more time on you. You are an idiot. A
slightly amusing one, but you're starting to get on my nerves. Go away.

> Than and *only* then will Atari and the fuji symbol truely mean anything to
> me once more. I just want to help that happen, hence why I am so adamant

Blah blah blah blah. Aren't you finished wanking yet?

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5245. Atari Online News, Etc. #03-46

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 22:56:17 UTC
From: danap8@aol.com
Message-ID: <20011118175617.27419.00000633@mb-fl.aol.com>
Source record: 40215

```
A-ONE #0346 11/16/01

~ Video Game War Grows! ~ People Are Talking! ~ Xbox Debuts!
~ Enzi's New Net Tax Plan ~ Dot-Com Stunts Dead?! ~ Net Tax Ban Renewed!
~ Keeper of the Flame! ~ GameCube This Weekend! ~ Get Rid of Viruses!
~ Computer Worms Mystery ~ New Opera Windows Beta ~ Hewlett Proxy Fight?

-* U.S. Defends Case Settlement *-
-* Online Privacy Shifts To Security! *-
-* As Free Goes To Fee, Internet Users Say No *-

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/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
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5246. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:00:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006164556-58695AEicMi@gmx.net>
Source record: 40227

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Sat, 17 Nov 2001 17:30:57 -0700

Hi Jared,

>>Now, I want a definitive answer to each of these serious requests.
>
>I think I did a good job...

I disagree. You haven't answered one question properly. But this isn't really very surprising, these silly threads have been running long enough now, it's time to wake up and realise that you can't build a succesfull computer anymore from scratch and assemble it in your garage.

>>updated versions of all currently available software
>
>That's up to the individual programmers of the software in question.

No!! it's entirely up to you. You're the one building the computer, it's your responsibility to make sure that when its released the customers can actually use it. Get in touch with all the software houses and individual programmers, tell them what is coming soon and ask them very politely to update their apps, after what happened with the MilanII, you will need very strong arguments to convince them to take another (financial) risk.... so you better offer them a contract and pay up front. Oh and don't forget to send them a developers kit and computer as well.
If you want to sell more then a couple of hundred computers then you'll have to attract new users or put in other words: suck them away from the PC and/or Mac platform, even if you build a dream machine, it will only be usefull with software that exploits its features. The existing Atari software may be good enough for the ancient machines, but you will not attract one single new user with it. So, the very first thing you need to do is to convince all the major software publishers to support this platform and release their most succesfull titles, without Adobe, Lotus, Microsoft etc.. backing you *all the way* this new dream machine has no chance of ever becoming a huge success. All that you will be able to achieve is what Milan and Hades did before, sell a machine that only the die hard Atarians may want, and at $1500 a piece I don't think they will storm your shop either.

Put in other words: forget all about it. If you ask an ex-Atarian why he left this platform there's one consistency: they couldn't use the crap from M$ that their working with at work, games, MP3, Internet etc... you never told us why you needed to switch to a PC... The battle is over, and the winner is the PC. It's not the hardware that was the basis for this success but the software. So if you really want to do something for this platform start bothering Adobe, Lotus, Coral, Microsoft etc... once you've convinced them, come back here and

then start talking about that new Atari dream machine. In the mean time we'll
do what we've been doing for the last decade: move on....

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5247. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:03:37 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <R8XJ7.10$Dv3.463@nsw.nnrp.telstra.net>
Source record: 40216

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:CNUJ7.849$kN1.61318169@news.incc.net...

> A moron would be incapable of replying to any messages in this newsgroup.

Not true, as you have proven time and time again.

> You might want to educate yourself by actually looking up the word in a
> dictionary... provided you actually know how to read.

From the Collins...

Moron n 1. Informal, derogatory a foolish or stupid person. 2 (Formerly) a
person having an intelligence quotient of between 50 and 70. Moronic adj

You where saying?

--
****
* www.tnet.com.au/~gerryvdb
*
* Amiga hardware hacking links, A500/A2000 schematics
* A1060 Sidecar manual, DKB MegaChip manual... more
*
****

5248. Re: Bravo Sierra want's Your Money! NEW/Revised Links!

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:13:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006164564-60183AEicMi@gmx.net>
Source record: 40229

From: Ken Springer <wordworks@greeleynet.com>
Date: Sat, 10 Nov 2001 07:31:07 -0700

Hi Ken,

>How many postings a day were there 3 years ago? Will there be any postings
>3 years from now? Probably, but I think it would be a safe bet the number
>of postings will be far fewer than 60 a day. :-(

It's not the number of postings that is important put the number of people
following this group. Last week an idiot has nearly doubled the traffic in
this group here all by *himself*, I rather see the number of postings drop
then having to wade through heaps of postings containing only nonsense.

To stay on topic: threads like these do have a function, it might have gone
unnoticed but for the last three weeks Sierra Bravo has treated us only to
one SPAM posting a week. :-)

Cheers from Belgium
Dennis
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5249. Re: Hypothetically speaking....

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:21:07 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.plrpqlfq@localhost>
Source record: 40217

Steve Sweet wrote:

> | I suggest you move on to email to continues this vendetta. It is
> most | likely not in the interest of others in the forum to put up
> with | postings like this. You won't gain anything by lowering
> yourself to | using insults and immature language like this, it will
> only drive ppl | away from this forum.
>
>
> Point taken, but why single me out, I'm not the only respondent in
> this thread.

I was addressing the posting to both you and Jared , although you are perfectly correct that it applies to others too of course. I am not on a bashing mission here, it was a friendly advice with the forums best in mind really. Everybody in the forum is his/her own moderator at the end of the day you know :)

/Joakim

5250. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:21:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006164560-59519AEicMi@gmx.net>
Source record: 40228

From: xlator@cix.compulink.co.uk
Date: Sat, 17 Nov 2001 22:52:55 +0000 (UTC)

Hi Peter,

>FYI, Falkemedia (publishers of /ST-Computer/) in Germany have
>located a stock of Umax Mac clones and are selling them with
>MagiCMac 6.20 on board starting (in their advert) from 499 DM or
>160 UKP (without monitor - uses standard VGA). In the review the
>prices are a little different: There is an Apus 2000 desktop
>version for 549 DM (~177 UKP) and an Apus 3000 minitower at 599 DM
>(~193 UKP).

Falkemedia located these from http://www.newsell.de , Newsell their prices
are considerably lower and they offer a much wider variaton to choose from
as well. Don't forget that existing MagiC users can upgrade to MagiCMac
for a nice price and anyone who has bought something from ASH in the past
can buy it at "PowerUser" price...
Newsell also sells CD-R, Umax scanners and SCSI hard disks. Some of these
are priced very attractively. So, this is definitely a site to put in the
hotlist of CAB.

>But at least this runs most ST/Falcon applications, and around twice as
>fast as a Milan 040/25.

The Pulsar problaby is twice as fast a standard Milan, but the Apus models
will have a very tough time to keep up with a Milan... Falcon applications
don't run under MagiCMac on these machines. To run Falcon apps one still
needs a Falcon ;-)

Cheers from Belgium
Dennis
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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5251. Re: Looking for MK68901 plcc

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:34:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf84958681980@madasafish.com>
Source record: 40099

Hi Joop,

>> >I'm in need for a MK68901 in PLCC case. It is used in the Atari TT.
>> >
>> >Anybody has a spare chip for me against reasonable costs ?
>>
>> Check out:
>>
>> http://www.debco.com
>> http://www.futurebots.com
>
>Thanks,
>
>Checked them, and the futurebots.com has it on stock - but in
>DIL case.
>
>Still searching...

OK, try http://www.findchips.com and search for 68901.
--
Lyndon Amsdon

5252. Re: Porthos 1.26

Newsgroup: comp.sys.atari.st
Date: 2001-11-18 23:36:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf84958681981@madasafish.com>
Source record: 40100

Hi Edward,

>If you have not registered, then that is why you only get one page. If
>you load in the manual (I get it in color now with version 1.26), you
>will be able to get all the pages, but just the manual only until you
>register. Take care...

Yeah, I guess that makes sense :) The fact the manual loaded all pages
confused me a little. 69DM isn't bad but I have other people I should be
paying first for registering software.
--
Lyndon Amsdon

5253. FA: Atari TT030 among other things

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 00:47:27 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B81DC0CF.374%atari@bright.net>
Source record: 40218
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Click this link, scroll to the bottom for a list of all my auctions:

http://members.ebay.com/aboutme/atarilp/

Happy bidding...

--------------------------------------------------------------------------
Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/
```

5254. looking for ASCII editor as acc for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 02:02:06 UTC
From: Marco Vrouwe <vrouwe@xs4all.nl>
Message-ID: <3BF8681B.7C615614@xs4all.nl>
Source record: 40046

Hi,

I am looking for a simple ASCII editor which I can run as an acc. on my
Atari Mega STe.

Where can I find one?

Thanks,

Marco

5255. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 04:16:22 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <DG%J7.860$iW1.61889667@news.incc.net>
Source record: 40219

I think I found all I need... in the FAQ of the site you've listed.

Q: Through its acquisition of Hasbro Interactive in 2001, Infogrames
Entertainment became the owner of the Atari brand. What plans do you have
for the Atari brand?

A: Atari is perhaps the most illustrious name in the interactive game
industry and we are thrilled to have it as part of the Infogrames family. We
want to be true to the innovation that marked Atari's launch 20 years ago.
With that in mind, we are re-inventing Atari for a new generation. Our
inaugural titles, Splashdown, MXRider and Transworld Surf, all of which will
launch in November 2001, capture the qualities we believe will define the
re-invented Atari. They are innovative, unique, exhilarating, breakthrough,
and genre defining games. You can expect to see a great deal more from us
regarding Atari in the months ahead.

The "jaguar" prefix in the URL made me think they were actually considering
gaming hardware again, but haven't seen any indication of same on the site.

I think I'm about done.

Jared
--
Judy Falvo
www.flowersnfliers.com
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:1006097664-116359AEicMi@gmx.net...
> From: "Jared Falvo" <luposian@azob.quik.com>
> Date: Fri, 16 Nov 2001 00:11:12 -0700
>
> Hi Jared,
>
> >And now another Email from me:
>
> If you want to be taken seriously then at least you should show that you
know
> what you're talking about... if I would be the CEO of Infogrames and
receive
> a mail like the one you wrote...
>
> The http://jaguar.infogrames.com/corporate/uk/corp_index.php" pages hold
the
> necessary information to at least give you an idea what Infogrames is up
to

> with the "Atari" brandname.
>
> >May I ask, what exactly is the purpose of the "Atari" brand, if it is not
a
> >sole brand label on a product?
>
> It *is* a sole brand, all future Infogrames products will be labeled
Atari.
>
> >Atari didn't program and isn't publishing Splashdown, Transworld Surf, or
> >Transworld Snowboarding.
>
> Infogrames is now Atari, meaning that Atari *did* program the games and
they
> are also published under the Atari label.
>
> >If Infogrames is the publisher of the title, why give any credit to
"Atari"
> >at all? What is the value of slapping another brandname on the box that
> >really has NO relation at all to the game itself?
>
> Atari is the publisher of the title....
>
> >Surely there must be a hidden motive or reason. Are you trying to get
the
> >name "Atari" reassociated to the public in a way that will hopefully
spawn
> >enthusiasm to possibly a hardware division in the future?
>
> Ever heard of a web based search engine? go and look for the Infogrames
press
> releases from the last 11 months. These will answer the questions.
>
> >If all you use (and plan to use) the name "Atari" for is to help pitch
> >software titles published by Infogrames, that is, to me, perhaps the
saddest
> >end of a company's name ever. I call that "brandname prostitution", and
I
> >don't like it one bit.
> Snipped the remaining drivel....
>
> Jared, you want something badly that they've got. Accusing them of
brandname
> prostitution is IMO not the smartest idea... nobody likes to be called a
> pimp.... don't forget they've payed 100 million dollars for it. That's a
> whole lot of money just to get laid ;-)
>
>
> >Atari is NOT just a brandname. It is a COMPANY name. And the only way
you

> >will ever see it carry the kind of weight it USED to carry is to restore
it
> >as both a brandname AND a company name.
>
> But Atari is a company again :-), it's a registered company under French
law
> with the major stockholder being SA Infogrames. They've registered Atari
in
> june 2001.
>
> >I mean, think of it... how hard (expensive) would it be to create an
Atari
> >software division that publishes titles of it's own? THAT'S where it all
> >begins. Give "Atari" the distinction and entity it once had. And, you
may
> >well soon find out how much money you will rake in on that name alone!
>
> But that's what they are doing !!
>
> >You then create a small hardware division. You release one or two small
> >devices (hand-held LCD games or even possibly a Cybiko-type device).
They
> >sells like hotcakes! People buy them based on the association that Atari
> >represents fun and entertainment!
>
> Please forward your business plan and market anylysis that shows that
these
> small devices will sell like hot cakes.
>
> >And THAT, my friend, is how Atari is restored to it's former glory. One
> >small step at a time. If the small step fails... you've lost little or
> >nothing in the process. You back up and keep things the way they are.
>
> After calling him a pimp I don't think he'll want to be your friend....
>
> >But if the small step succeeds... and the next one succeeds... and the
> >next... Infogrames could stand to make MILLIONS based solely on a
brandname
> >(and now a company) that was just a "tack on" brandname on a few game
titles
> >earlier.
>
> But they make millions... their net revenue is nearly 8 times higher then
> what Atari made in 1990 (their best year). You do realise that you're
telling
> the second largest software publisher in the world how to conduct
business?
>
> >As to who (or how many of) those people are, you'll never know... until
you

> >risk just enough to take the first small step towards a potentially HUGE
new
> >future.
>
> Multinationals don't like to take risks... since you claim it will be a
huge
> success and will sell as hot cakes, you're the one that will have to come
up
> with the papers and details to back up this statement.
>
> Cheers from Belgium
> Dennis
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

5256. New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 04:24:24 UTC
From: spudboy <spudboy@optonline.net>
Message-ID: <YP%J7.152883$%94.25985068@news02.optonline.net>
Source record: 40220

Hello Everybody,

I just got my first atari Falcon and I have a couple of questions as I have never really worked with an ST or a Falcon before. First, I have downloaded some programs off the net and got them to work great with extensions of .prg but how do you get programs with extensions .st to work on a real falcon? Is there any way to convert them to extensions that the Falcon can recognise? Also, is there a way to quit any running program and get back to the desktop? One last question, does anybody know where I can get a copy of cubase?

Thanks,
Michael

5257. I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 04:41:07 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <R10K7.862$8W1.61879387@news.incc.net>
Source record: 40221

After much consideration and insight from Dennis Vermiere (sp?), I've come to the conclusion that not only is Infogrames dedicated to the Atari name, but that they wouldn't be willing to consider licensing the name because of a multitude of other considerations.

It is with factual realization that I abandon my 2nd attempt at an Atari revival based on aquiring the name or outright purchase of the company. It just isn't going to happen. I now realize and accept this.

However, the possibility of reviving the Atari community is still viable, if we work together on it with a 110%, no-holds-barred, take no prisoners, winner takes all attitude. It will take amounts of effort that no one yet has invested to the degree necessary to achieve, but we can do it if we are willing to. If Atari clones are to revive and continue on, to a self-sufficient/sustaining degree, they must reinvent themselves as the ultimate *source* from whence they spring forth. In other words, we must do what the PC clone makers did in their early beginnings. Without this, I see little but failure once again. Are we willing to commit to that level? I am, where I can.

If anyone wishes to agree/disagree or discuss this last avenue any further, I will be here.

I will refrain from continuing previous posts any further.

In the clone effort, we must decide on an OS standard as well as develop a hardware solution and stick with it. We must be willing to dedicate hours of time and bounties of effort and energy that we take for granted. Time and energy and money are what it will all boil down to. Many parts of it have been done or partially done for us. Let us take these portions and finalize them into the future we desire... that we've been denied in the death of the old Atari.

If we're lucky, the new "Infotari" will some day make computers and game systems again. But let us not wait and twiddle our thumbs awaiting that day, but rather, let us be up and about doing that which will achive the victory we so desire!

So, where shall I fit in? Any ideas? No sarcasm or insults, please. I'm not going to go that road any longer. Such comments will be entirely ignored.

Jared

5258. The standard for a revival...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 06:29:51 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <sD1K7.867$gV1.61822040@news.incc.net>
Source record: 40222

Let's assume we, as a united effort of both US and foreign Atarians and ex-Atarians, will attack this matter with all due diligence and fortitude.

Let's decide on the first two issues of importance:

1) The OS we will use
2) The CPU and subsystem hardware

And them follow it up with the consideration:

1) Will we need to port it to the new CPU standard we've chosen?

My vote is for:

1) MiNT or MagiC (MiNT, as far as I know is CLI, needs a GUI over it; does MagiC require a GUI or does it come with it's own?)

2) PowerPC 603e (minimum, G3 possible; soldered onboard), AGP 4x slot, three or four 66MHz PCI slots, four or eight DDR PC2100 SDRAM slots, two 2.0 USB (can handle a bunch of possible peripherals, like keyboards, mice, joysticks, speakers, printers, etc.), IDE UDMA/66 or UDMA/100, EEPROM-based OS (for loading speed and upgradability), etc.

Followed up with:

1) Yes, we probably will need to port the OS to the hardware, as far as I know.

Jared

5259. Re: "DoIT ST" registration....

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 07:18:33 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrn9vhcgo.79a._Adam_@core.preferuje.luzik.pl>
Source record: 40223

> Almost 3 weeks ago I went to the DoIt website
> (http://www.doitarchive.de), downloaded the "DoIt ST" zip file and
> entered my details for registering it (which is free, so I guess the
> author just wants to keep track of how many people download it), but I
> still haven't received the password, even after mailing the autor
> several times.

The DoIT archives author can be meet on irc often on #atariscne

Adam Klobukowski
atari@gabo.pl

5260. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 08:05:31 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BF8BD4B.95BAC56B@seimet.de>
Source record: 40224

Francisco L Fernandez schrieb:
>
> Hi all,
> This is mainly for Dr. Uwe Seimet.
> Some year in the past I tried to install a Quantum Fireball 850 MB to replace
> an internal 48 MB HD in my Mega STE.
> The software wich I used to partition the disk and install the driver was
> Atari's own AHDI utilities.
> I think I tried v4.x and v5.x. None of them recognized the drive, so I had to
> purchase an ICD Link II external adapter and an SCSI case.
> Now I wonder if it was an issue of the driver software and HDDRIVER coud
> have done the job. Perhaps Atari software was restricted to "official units".
> Is there rally a hardware limitation with bunled internal adapter?.
> I'd rather prefer to have the unit internally.

Most Quantum Fireball require initiator identification, which is a
feature that is only provided by the LINK96 and LINK97 adapters.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5261. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 08:35:48 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrn9vhh5o.le.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 40225

On Mon, 19 Nov 2001 04:24:24 GMT, spudboy <spudboy@optonline.net> wrote:
>Hello Everybody,
>
>I just got my first atari Falcon and I have a couple of questions as I have
>never really worked with an ST or a Falcon before. First, I have downloaded
>some programs off the net and got them to work great with extensions of .prg
>but how do you get programs with extensions .st to work on a real falcon?
>Is there any way to convert them to extensions that the Falcon can
>recognise? Also, is there a way to quit any running program and get back to
>the desktop? One last question, does anybody know where I can get a copy of
>cubase?

.ST files are diskimages - files that contain the contents of a whole disks.
Use a program likeMakedisk to transfer them back to a real disk.
But beware: .st files are almost always DD disks not HD disks.

http://home.tu-clausthal.de/~ifmar/makedisk/ for a short tutorial.

Matthias
--
... from Matthias Arndt <matthiasarndt@gmx.net>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321

5262. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 09:10:22 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3BF8CC7E.E90C516F@t-online.de>
Source record: 40226
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

What you offer for $10 or even higher prices is available for $3 or less at populated online-auctions, so I think your "shop" sucks... I wouldn't wonder if you buy your stuff at online-auctions and sell it overpriced to newsgroups-newbies who follow your annoying ads in this actually non-commercial newsgroup.

Andre

5263. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 10:11:52 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <PW4K7.15733$9Q4.2508297@news2-win.server.ntlworld.com>
Source record: 40230

Hello.

"spudboy" <spudboy@optonline.net> wrote in message
news:YP%J7.152883$%94.25985068@news02.optonline.net...
> Hello Everybody,
>
> I just got my first atari Falcon and I have a couple of questions as I
have
> never really worked with an ST or a Falcon before.
> One last question, does anybody know where I can get a copy of
> cubase?

Keychange Music. 01925 266120

www.keychange.co.uk

Barrie at Keychange.

5264. Re: "DoIT ST" registration....

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 12:07:36 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <gC6K7.1699$RL6.56832@news.cpqcorp.net>
Source record: 40231

I think I did same about the same time. Password arrived within 2 days...

"Hallvard Tangeraas" <northstar2010@_____yahoo.no> wrote in message
news:1f33hbd.1thwlgv2rerb2N%northstar2010@_____yahoo.no...
> Almost 3 weeks ago I went to the DoIt website
> (http://www.doitarchive.de), downloaded the "DoIt ST" zip file and
> entered my details for registering it (which is free, so I guess the
> author just wants to keep track of how many people download it), but I
> still haven't received the password, even after mailing the autor
> several times.
>
> So I'm wondering if it usually takes this long? Anyone else downloaded
> and registered any of the "DoIt" files?
>
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

5265. Re: synthesizer voice editors

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 12:16:14 UTC
From: Peter Machala <Peter.Machala@alcatel.de>
Message-ID: <3BF8F80E.779133D1@alcatel.de>
Source record: 40232

Peter Machala wrote:

> Are editors for these synthesizers' sounds for Atari ST available?

Thanks for your answers, I'll check it out.

--
Peter.Machala@alcatel.de
till 23rd of November'01
in Stuttgart, ext. 45656

5266. Newbie question

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 12:52:19 UTC
From: dan <boredpickingnamesthatarenottaken@yahoo.com>
Message-ID: <9tavfm$9n6$1@phys-ma.sol.co.uk>
Source record: 40233

Have downloaded an ST emulator and wanted to find a couple of st games disk images but only found www.hangloose.com and this requires a username and password to download the games Gauntlet and Paradroid 90. Does anyone know where I can get them ?

Cheers

Dan.

5267. Re: Porthos 1.26

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 12:57:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1006179340-197073AEicMi@xs4all.nl>
Source record: 40235

>Porthos
>loads the first page fine, but crashes if I go to any
>other page.

What helped me was: start Porthos again and continue
from the page where you crashed....This helps most of
the times. I guess you know how to select the page...

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5268. CT60 : NEW WEB page !

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 14:02:16 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3bf913ae$0$32059$626a54ce@news.free.fr>
Source record: 40234

New page on the web site !

The authors on CT60 : developers with the product name and the link or email address.

Some surprises...

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

5269. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 15:36:30 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <bE9K7.871$w52.62411871@news.incc.net>
Source record: 40236

I see the word "porn", I assume it to BE porn. Why would someone use incorrect words to describe something, hmm? It only later occured to me, because of some of the wording in the URL, that it was probably some huge FUJI or some such. Not my cup of tea... never did look at it.

When I see that Atari has taken it's rightful place as a software/hardware company again, I will reconsider "worshipping" the FUJI once again. But not today. It holds some fading fond memories, but little more at this time.

Jared

"gokmase" <gokmase@fakemail.no> wrote in message
news:Usenet.mbjphlan@localhost...
> Jared Falvo wrote:
> >
> > Jo Even Skarstein wrote in message <9t746knpf2@snipp.uninett.no>...
> > >Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
> > >Now piss off, take a wank and leave the real Atari users alone.
> >
> > Oh, I see *you* FOUND the site! Now how much wanking have YOU done?!?
> >
> > Stuff like this just backfires on you, buddy. So, how about if you
> > buy a clue and do us all a favor by not trying push porn (that you
> > obviously enjoy more than me, since you went to the trouble (and
> > probably enjoyment) to locate) on me, ye ol' scabbie!
>
> You should perhaps have checked what that picture really was.
> But then you are constantly missing out on what ppl really are saying,
> so noone is really surprised..
>
> /Joakim
>
>

5270. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 15:37:10 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <9tb8v5$27sq$1@news.bbnetworks.net>
Source record: 40237

Jared Falvo <luposian@azob.quik.com> wrote:

: Advertizing need not be extremely expensive. How expensive is it to start a
: website and then punch it into a few dozen search engines, and tell everyone
: you know that it exists? Want to spend a little more money? Newspaper ads
: and even cable promo ads (like those you see for all sorts of products).
: Keep the advertizing venues as affordable as possible and let word of mouth
: do as much for you as possible.

With that method you'll be able to sell a few thousand, at most.
With the Atari name a bit more, but not much.

You can reduce my question to: Some have tried this before. Why would this
be any more successful?

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

5271. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 15:47:34 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <yO9K7.873$M52.62428287@news.incc.net>
Source record: 40238

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:R8XJ7.10$Dv3.463@nsw.nnrp.telstra.net...
> From the Collins...
>
> Moron n 1. Informal, derogatory a foolish or stupid person. 2 (Formerly) a
> person having an intelligence quotient of between 50 and 70. Moronic adj
>
> You where saying?

Ok, then, describe for me what the reading/writing level would be for a true moron. I'd be willing to suspect that it would be that of a child of 5-10 yrs. old, if that. If not their entire mental level as well.

I suspect no true moron could graduate high school, attend college, or achieve an A+ Certification for computer repair, etc. (as I have) Although I have heard of so-called idiot savants, not exactly sure what those are.

However, I will accept your use of the word, as a derogotory. If that's your opinion of me, you have a right to it. Doesn't make it so, though.

Jared

5272. Re: Consistant with the belief in licensing...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 15:55:15 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <LV9K7.876$F42.62357569@news.incc.net>
Source record: 40239

System Error #246

Event: No reply
Reason: Unworthy Individual
Result: Termination of response

System has become unstable due to this condition, please reboot.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:9t9dev$9b3$2@snipp.uninett.no...
> Flowers 'n' Fliers <jaju@azob.quik.com> wrote:
> > Take your six foot Fuji and stuff it up your south-end hole! I don't
want
> > the name Atari and the fuji symbol just for the sake of the name and
symbol
> > alone... or have you been listening at all? I have NOTHING of either of
>
> Yes, you *do* want the name and the logo just for the sake of the name and
> logo alone. There is absolutely nothing - I repeat *NOTHING* - amongst
> Atari's assets and patents that can possibly be useful in a new
> TOS-compatible machine.
>
> Other than that I won't waste more time on you. You are an idiot. A
> slightly amusing one, but you're starting to get on my nerves. Go away.
>
> > Than and *only* then will Atari and the fuji symbol truely mean anything
to
> > me once more. I just want to help that happen, hence why I am so
adamant
>
> Blah blah blah blah. Aren't you finished wanking yet?
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

5273. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 16:04:54 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <P2aK7.877$i52.62399561@news.incc.net>
Source record: 40240

I suspect the .st files you're referring to are possibly emulator-specific files (like a disk image or such). Valid file extensions for the ST/TT/Falcon/Clones are as follows:

.PRG (Program)
.TOS (TOS program)
.TTP (TOS Takes Parameters)
.RSC (Resource)

The Atari scene has dried up a lot in recent years. Emulation seems to be the going trend. However, a diligent search across several "search engines" (Netscape has several) under headers like "Atari TOS", "Atari ST" "Atari ST software", etc. should yield significant results.

As well, there are many fine individuals here in this newsgroup that can help you find more of what you seek.

Jared

"spudboy" <spudboy@optonline.net> wrote in message news:YP%J7.152883$%94.25985068@news02.optonline.net...
> Hello Everybody,
>
> I just got my first atari Falcon and I have a couple of questions as I have
> never really worked with an ST or a Falcon before. First, I have downloaded
> some programs off the net and got them to work great with extensions of .prg
> but how do you get programs with extensions .st to work on a real falcon?
> Is there any way to convert them to extensions that the Falcon can
> recognise? Also, is there a way to quit any running program and get back to
> the desktop? One last question, does anybody know where I can get a copy of
> cubase?
>
> Thanks,
> Michael

5274. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 16:05:46 UTC
From: swampfax@atlantic.net
Message-ID: <u5aK7.18$6d2.3814@news1.atlantic.net>
Source record: 40241

Jared,
I may sound harsh but I'm just trying to be real.
Please see inserts:

On 18 Nov 2001 21:41:07 , "Flowers 'n' Fliers" wrote:

snip

>However, the possibility of reviving the Atari community is still viable, if
>we work together on it with a 110%, no-holds-barred, take no prisoners,
>winner takes all attitude. It will take amounts of effort that no one yet
>has invested to the degree necessary to achieve, but we can do it if we are
>willing to.

That's how the Confederacy thought!!! But without the factories
needed to manufacture clothing and weapons, all the good will and
dedication in the world was'nt enough!!!
These are different times than the days when an Atari sold music
computers almost by word of mouth! For Atari to compete against todays
computers, they need BIG backing of a computer that does EVERYTHING
conveniently and at todays TOP speed! A built-in backward compatibilty
(good idea Ctirad!) would give it a jump start being able to run not
only new programs but the meriad of great past programs.

>If Atari clones are to revive and continue on, to a
>self-sufficient/sustaining degree, they must reinvent themselves as the
>ultimate *source* from whence they spring forth. In other words, we must do
>what the PC clone makers did in their early beginnings. Without this,
>I see>little but failure once again.

And what was it that PC's did back in 1987? The PC was (and maybe
still is) Piece of Crap with hardly any memory, NO sound cards or modem
cards (I believe) and needed 2, 5"+ disks just to get a desktop! Wheras
Atari had 3 1/2 disks and OS in ROM = a desktop with NO disk needed!!!
What PC's did have was IBM's entrenchment in the business world.

> Are we willing to commit to that level? I
>am, where I can.
>

Your level is'nt high enough (see above)

>If anyone wishes to agree/disagree or discuss this last avenue any further,
>I will be here.
>
>I will refrain from continuing previous posts any further.
>

hmmm...Deja Vu !!!

>In the clone effort, we must decide on an OS standard as well as develop a
>hardware solution and stick with it. We must be willing to dedicate hours
>of time and bounties of effort and energy that we take for granted. Time
>and energy and money are what it will all boil down to. Many parts of it
>have been done or partially done for us. Let us take these portions and
>finalize them into the future we desire... that we've been denied in the
>death of the old Atari.
>

Again, it's not your willingness that is flawed but HOW to impliment
ANY idea is! Talk is cheap! Put your money where your mouth is! If you
don't have the money or expertise I'm sure your will power will find a
way to get them!!! Stop talking about it and DO it!!!

>If we're lucky, the new "Infotari" will some day make computers and game
>systems again. But let us not wait and twiddle our thumbs awaiting that
>day, but rather, let us be up and about doing that which will achive the
>victory we so desire!
>

Starting with ???

>So, where shall I fit in? Any ideas? No sarcasm or insults, please. I'm
>not going to go that road any longer. Such comments will be entirely
>ignored.
>
>Jared
>

I'm glad to see you've started this new era by example :)

John G.

5275. Re: "DoIT ST" registration....

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 16:15:24 UTC
From: rsmac@t-online.de
Message-ID: <1f34plk.1uo2su61kkklrsN%rsmac@t-online.de>
Source record: 40242

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> So I'm wondering if it usually takes this long? Anyone else downloaded
> and registered any of the "DoIt" files?

Your details are not complete.
What i had tell you in email several weeks ago.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

5276. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 19:16:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006213812.31399.1@iapetus>
Source record: 40154

Hi shitface

| After much consideration and insight from Dennis Vermiere (sp?),

Thank christ!!, Dennis i want your babies, again.

|I've come

That was sujjested elsewhere.

| to the conclusion that not only is Infogrames dedicated to the Atari name,
| but that they wouldn't be willing to consider licensing the name because
of
| a multitude of other considerations.

!! Bing !!

| It is with factual realization that I abandon my 2nd attempt at an Atari
| revival based on aquiring the name or outright purchase of the company.
It
| just isn't going to happen. I now realize and accept this.

2nd, it sound like your notepad needs reviving also.

| However, the possibility of reviving the Atari community is still viable,

It doesnt need reviving arsehole, its quiet healthy.

| if we work together on it with a 110%, no-holds-barred, take no prisoners,
| winner takes all attitude. It will take amounts of effort that no one yet
| has invested to the degree necessary to achieve, but we can do it if we
are
| willing to. If Atari clones are to revive and continue on, to a
| self-sufficient/sustaining degree, they must reinvent themselves as the
| ultimate *source* from whence they spring forth. In other words, we must
do
| what the PC clone makers did in their early beginnings. Without this, I
see
| little but failure once again. Are we willing to commit to that level? I
| am, where I can.
|
| If anyone wishes to agree/disagree or discuss this last avenue any
further,
| I will be here.

Dont bother, piss off!!.

| I will refrain from continuing previous posts any further.

Is this stored as a macro on your system.

| In the clone effort, we must decide on an OS standard as well as develop a
| hardware solution and stick with it. We must be willing to dedicate hours
| of time and bounties of effort and energy that we take for granted. Time
| and energy and money are what it will all boil down to. Many parts of it
| have been done or partially done for us. Let us take these portions and
| finalize them into the future we desire... that we've been denied in the
| death of the old Atari.
|
| If we're lucky, the new "Infotari" will some day make computers and game
| systems again. But let us not wait and twiddle our thumbs awaiting that
| day, but rather, let us be up and about doing that which will achive the
| victory we so desire!
|
| So, where shall I fit in?

Your arse as usual.

| Any ideas?

None i wont arrested for!!.

| No sarcasm or insults, please.

Oops!, i hadnt read this far.

| I'm not going to go that road any longer. Such comments will be entirely
| ignored.

Why don't I believe this line!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5277. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 19:20:26 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9tbm1qrjr1@news.asu.edu>
Source record: 40243

>And, again, I point to: www.beunited.com for source of business model and
>effort to succeed. It may not be related to Atari, but it's a method which
>I think we would do well to consider...

What's to see? It's always "under construction".

I like Be as much as the next guy, but pointing to an "under construction"
website is not an argument.
--

5278. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 19:46:27 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9tbnij$qi9$1@snipp.uninett.no>
Source record: 40146

```
Flowers 'n' Fliers <jaju@azob.quik.com> wrote:
> I see the word "porn", I assume it to BE porn. Why would someone use

Yes, there's your problem right there. You never listens to people, you
just rants away with your nostalgic wet dreams.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

5279. Re: Sony CDRW CD drive

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 20:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200111192100.a59131@su2.maus.de>
Source record: 40183

Hi Edward,

ESBJ>HDDriver and the installation program for Extendos recognize the
ESBJ>drive perfectly.
as a reader or as as a writer or as both?

For just reading you'll need a METADOS installation (e.g. SPIN!...).

For writing METADOS is _not_ necessary! You just run SCSI driver
stand-alone or as built-in to e.g. recent HDDRIVER versions. And
EXTENDOS or CDRECORDER afterwards, of course.

ESBJ>Strangely enough, after the attempted Extendos boot-up, the drive
ESBJ>loses it's power.
Does any different drive behave the same way? I hope you do not send
an unwanted 'goto bed' command to your drive!

I suppose your SCSI chain is made up the correct manner and perfectly
terminated!

Und TTschï¿½
ps

5280. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 20:54:23 UTC
From: ebaiz@skyenet.net
Message-ID: <3keK7.1097$p95.24900@newsfeed.slurp.net>
Source record: 40147

On 18 Nov 2001 21:41:07 , "Flowers 'n' Fliers" wrote:

>So, where shall I fit in? Any ideas? No sarcasm or insults, please. I'm
>not going to go that road any longer. Such comments will be entirely
>ignored.
>
>Jared

Hey, you gave it your best shot. Just stick with an Atari computer or clone and be a supportor like myself and others. Pick yourself up a Hades or a Milan or wait for the new clone. There are plenty of Atari software authors out there that need support.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5281. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 20:58:20 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <MneK7.38429$Ze5.20666851@news1.rdc1.md.home.com>
Source record: 40148
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

I know one place I won't be buying from now. I'll be avoiding the BS for my non-auction needs...

For those looking for a reputable shop, I recommend B&C ComputerVisions at http://www.myatari.com. They've been around for years..back in the 80's when I lived in the SF Bay Area I not only bought from them but had them repair some hardware (my old 810, still in use today).

Stay away from the BS shoveled by spammers...at least check out someone who can afford his own domain name...

Paul

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/auctions.htm Auctions SUCK!

5282. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 21:33:02 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bf95d9e$1_1@news.landsraad.net>
Source record: 40244

Steve,

Thanks for exposing your experience. Now I see that is posible. Not
only parity, but also leaving the drive unterminated (and ID 0) was
required, as I read in some other postings about the same questions.

In article <1006118304.28408.1@demeter.clara.net>, "Steve Sweet"
<stevesweet@freeuk.com> wrote:
>
> "Francisco L Fernandez" <fran@tkp390.flunet> wrote in message
> news:3bf7ad5f$1_2@news.landsraad.net...
> | Hi all,
> | This is mainly for Dr. Uwe Seimet.
> | Some year in the past I tried to install a Quantum Fireball 850 MB to
> replace
> | an internal 48 MB HD in my Mega STE.
>
> I had an 850M Quantam in my MegaSTE for some while.
>
> | The software wich I used to partition the disk and install the driver
> was
> | Atari's own AHDI utilities.
>
> I couldnt do this step with AHDI, i used ICD, that was successful.
>
> | I think I tried v4.x and v5.x. None of them recognized the drive, so I
> had to
> | purchase an ICD Link II external adapter and an SCSI case.
>
> It would have worked with the Atari adaptor.
>
> | Now I wonder if it was an issue of the driver software and HDDRIVER
> coud
> | have done the job. Perhaps Atari software was restricted to "official
> units".
>
> I couldnt format and partition, i got the complaint that wincap wasnt up
> to the job in some way.
>
> | Is there rally a hardware limitation with bunled internal adapter?.
>
> Only as far as parity is concerned, and you could have turned that off
> with the Quantam.
>
> | I'd rather prefer to have the unit internally.

>
> You can, mione was there up until the point it died, and now i have a
> 4.5Gig seagate internal with a Link 97.
>
>
> --
>
>
> Steve. S.
>
>

5283. Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 21:36:49 UTC
From: Cardon Matthieu <nop@nop.com>
Message-ID: <3bf97b4b$0$15827$626a54ce@news.free.fr>
Source record: 40150

I have a mega ste (2.05) 4 MB wich refuse to properly run chuchu rocket !
I made a disk with the game to be able to test the same binaries on my mega ste and on my 1040 ste.
Has you can guess, on the 1040 there is no problem at all !
I could play it on 1040 but it'll be nicer with hard drive !

The symptoms are : no graphics, sounds ok,only blinking cursor up left...

thx for helps !

5284. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 21:40:18 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bf95f52$1_3@news.landsraad.net>
Source record: 40245

In article <3BF8BD4B.95BAC56B@seimet.de>, Uwe Seimet
<us__nospam__@seimet.de> wrote:
> Francisco L Fernandez schrieb:
>>
>> Hi all, This is mainly for Dr. Uwe Seimet. Some year in the past I
>> tried to install a Quantum Fireball 850 MB to replace an internal 48 MB
>> HD in my Mega STE. The software wich I used to partition the disk and
>> install the driver was Atari's own AHDI utilities. I think I tried v4.x
>> and v5.x. None of them recognized the drive, so I had to purchase an
>> ICD Link II external adapter and an SCSI case. Now I wonder if it was
>> an issue of the driver software and HDDRIVER coud have done the job.
>> Perhaps Atari software was restricted to "official units". Is there
>> rally a hardware limitation with bunled internal adapter?. I'd rather
>> prefer to have the unit internally.
>
> Most Quantum Fireball require initiator identification, which is a
> feature that is only provided by the LINK96 and LINK97 adapters.
>

But if that were the case with the unit I have, It woud'nt have worked either
with the ICD Link II adapter.
Anyway, I also have been given recently an old Quantum Capella (1 GB).
Is this other unit more suitable to work with HDDRIVER / internal controller?.

5285. Re: BIG NEWS! The Atari Hotz MIDI Translator is Now RELEASED!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 21:50:39 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111191350.62094577@posting.google.com>
Source record: 40151

> | It is now a reality. One of the most sought after , coveteted and rare
> | MIDI systems is now released as FREEWARE. The Atari Version of the
> | Hotz MIDI Translator.
>
> This doesn't apply to me as I'm a listener not a muso, but here's a big slap
> on the back for your achievement, I just hope it doesn't lead to the
> creation of a new Hearsay like band. 8-)

Thanks Steve. I just found out however, there was a problem with the A
drive version not fitting on a 720K disc. I have made a fix for it and
it is updated on my Hotz page as well as Accordance.

Accordance just reported that in the past few days since it was
released there have been 40 downloads! Thats pretty good for an off
the wall program!

Tim
tamw
http://tamw.atari-users.net

5286. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 22:01:50 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <xgfK7.879$ic2.62841951@news.incc.net>
Source record: 40152

Dennis Vermeire wrote in message <1006164556-58695AEicMi@gmx.net>...
>From: "Jared Falvo" <luposian@azob.quik.com>
>Date: Sat, 17 Nov 2001 17:30:57 -0700
>
>Hi Jared,
>I disagree. You haven't answered one question properly. But this isn't
really
>very surprising, these silly threads have been running long enough now,
it's
>time to wake up and realise that you can't build a succesfull computer
anymore
>from scratch and assemble it in your garage.

It's not that you CAN'T. It's that you WON'T. There is a big difference.
And it circles around money and cooperation, plain and simple.

>No!! it's entirely up to you. You're the one building the computer, it's
your
>responsibility to make sure that when its released the customers can
actually
>use it. Get in touch with all the software houses and individual
programmers,
>tell them what is coming soon and ask them very politely to update their
apps,
>after what happened with the MilanII, you will need very strong arguments
to
>convince them to take another (financial) risk.... so you better offer them
a
>contract and pay up front. Oh and don't forget to send them a developers
kit
>and computer as well.

Money and *cooperation* would solve this whole problem. Never forget
that. But living in the land of emulation on a PC is not going to make a
spitoon full of chaw juice worth of difference in the existing community.
It's just going to push ancient software onto another platform do you can
keep using ancient software. It will not make it run better, just perhaps
faster. And, fact enough, faster doesn't make it better.

>If you want to sell more then a couple of hundred computers then you'll
have
>to attract new users or put in other words: suck them away from the PC
and/or
>Mac platform, even if you build a dream machine, it will only be usefull
with

>software that exploits its features. The existing Atari software may be
good
>enough for the ancient machines, but you will not attract one single new
user
>with it. So, the very first thing you need to do is to convince all the
major
>software publishers to support this platform and release their most
succesfull
>titles, without Adobe, Lotus, Microsoft etc.. backing you *all the way*
this
>new dream machine has no chance of ever becoming a huge success. All that
you
>will be able to achieve is what Milan and Hades did before, sell a machine
>that only the die hard Atarians may want, and at $1500 a piece I don't
think
>they will storm your shop either.

If you have no hardware, with what reason should they write software? It truely is a chicken 'n egg scenario. Who comes first?

But you're right... it's pointless to live in the Atari past when there is so much future in the PC arena... and even more so with the Power Macintosh G5's coming out soon!

>Put in other words: forget all about it. If you ask an ex-Atarian why he
left
>this platform there's one consistency: they couldn't use the crap from M$
that
>their working with at work, games, MP3, Internet etc... you never told us
why
>you needed to switch to a PC... The battle is over, and the winner is the
PC.
>It's not the hardware that was the basis for this success but the software.
So
>if you really want to do something for this platform start bothering Adobe,
>Lotus, Coral, Microsoft etc... once you've convinced them, come back here
and
>then start talking about that new Atari dream machine. In the mean time
we'll
>do what we've been doing for the last decade: move on....

As long as no one does anything to stop the crumbling wall from crumbling, it will fall to rubble eventually. The 680x0 line is dead. We have to jump to PowerPC to even have a hope of *any* future. You can go with source performance or emulation on hot hardware. I'd rather have source performance, myself. But that takes money and cooperation. Shame no one is really willing to give either.

As I've asked previously, how much did Rudolph Czuba spend to create his projects? How much was invested to create the Milan or Hades clones? How much would it cost to modify them for PowerPC?

Give me some cold, hard figures and we can decide if this truely is impossible, financially or not. Cooperation is an even more important matter, for without it, nothing done will beget nothing achieved.

Jared

5287. Re: XaAES v0.932

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 23:21:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf98dbcb07290@madasafish.com>
Source record: 40126

Hi Henk,

>There is a new version of XaAES availale on my homepage (in sig)
>
>The amount of changes (and fixes) is substantial.
>You can read them in the 'last changes summary'

Thanks, I'll have to download that one and send it over to my STE to
replace the last release.
--
Lyndon Amsdon

5288. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-19 23:30:52 UTC
From: Mod
Message-ID: <1006212636.92708.1@eos.uk.clara.net>
Source record: 40153

Hey Jared,

Keep posting just to piss these people off.

Your reference to Sweet is spot on. he is stark raving
hilarious. His general behaviour does depend upon
his boyfriend remembering to give him his medication but
in the main he does get his hourly fix .

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message

> Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
> Now piss off, take a wank and leave the real Atari users alone.
>
** Jo Even Skarstein http://joska.nvg.org/
> */

Really clever Jo. you have reached the sweet level.
Every group has an idiot and sweet has done that
job very well for years, now we have 2.

And before the moaning wind bags harp on again about
anonymous postings *tough shit*. Others in this group
are allowed to do what they like, so will i.

Till the next time

mod

5289. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 00:20:28 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006282359.56167.1@eos.uk.clara.net>
Source record: 40168

Hi Cardon

"Cardon Matthieu" <nop@nop.com> wrote in message
news:3bf97b4b$0$15827$626a54ce@news.free.fr...
| I have a mega ste (2.05) 4 MB wich refuse to properly run chuchu rocket !
| I made a disk with the game to be able to test the same binaries on my
mega
| ste and on my 1040 ste.
| Has you can guess, on the 1040 there is no problem at all !
| I could play it on 1040 but it'll be nicer with hard drive !
|
| The symptoms are : no graphics, sounds ok,only blinking cursor up left...

This sounds familiar, it my be that you have too much memory, istr a utility
called "MAKE_1M.PRG" that fooled the machine into thinking it had only 1Meg
of memory, allowing this game to run.

5290. comp.sys.atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 00:32:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006282361.56167.2@eos.uk.clara.net>
Source record: 40169

Hi Guys

I've not had comp.sys.atari for ages now, and now that I've discovered the newsmasters address I could now request it, if there's any traffic in there, so what gives in comp.sys.atari.

--

Steve. S.

5291. Atari Falcon030 system forsale, anyone interested?

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 00:37:47 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0111191637.82c1b5@posting.google.com>
Source record: 40155

Dear Atari users,

I have an accelterated Atari Falcon030 system sitting in my loft which
I am interested in selling. I have a Falcon030 (16mb RAM, 540mb HD) in
a 19inch rack mountable Lighthouse case with external PC keyboard
along with 15inch Panasonic monitor and LOTS of software (including
papyrus, Audio Master, CAB, MagiC, TruePaint etc. etc.)

For more info, please contact matt@tvsoundman.co.uk (offers in the
region of ï¿½400 - reluctant to split). UK based, near Kingston, Surrey.

Would make a great XMAS present!
---
matt@tvsoundman.co.uk

5292. Re: CT60 : NEW WEB page !

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 02:23:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfade9457c80@madasafish.com>
Source record: 40143

Hi Peter,

>Unlike some other developers Rodolphe frequently keeps his
>customers/potential customers updated, and contrary to what have been said
>in this newsgroup he is very supportive in every way. I have bought stuff
>from him, and he has helped me a lot. Have a look at his webpage instead.

Same here. Yet to buy anything off him, but I've talked to him quite a
bit lately. Seemed very nice and informative, he's giving out valuable
information on his website with his "records" section.
--
Lyndon Amsdon

5293. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 04:51:59 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <ZhlK7.896$Uk2.63390891@news.incc.net>
Source record: 40156

Oops, wait a sec... I think they moved. Let me see if I can locate the
correct URL.

My mistake... it's www.beunited.org, not beunited.com. Sorry, bout that.

Jared

"DAVID L. ORMAND" <dlormand@aztec.asu.edu> wrote in message
news:9tbm1qrjr1@news.asu.edu...
>
> >And, again, I point to: www.beunited.com for source of business model and
> >effort to succeed. It may not be related to Atari, but it's a method
which
> >I think we would do well to consider...
>
> What's to see? It's always "under construction".
>
> I like Be as much as the next guy, but pointing to an "under construction"
> website is not an argument.
> --

5294. FS/T: Atari ST items and more... [11/20/2001]

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 05:06:36 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <n6pjvtgda515u073b50o14u1tjvgk0ld43@4ax.com>
Source record: 40157
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 11/20/2001

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 3.00 Art & Film Director (Epyx) -- $5.20 shipping, due to
weight, counts as 1st item
$ 3.00 Death Sword (Epyx)
$ 3.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 3.00 Final Assault (Epyx)
$ 3.00 GFL Championship Football (Gamestar)
$ 3.00 Keith Van Eron's Pro Soccer (Microplay)
$ 3.00 Lands of Havoc (Antic Software)
$ 3.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 3.00 Quadralien (Spinnaker)
$ 3.00 Renegade (Taito)
$ 3.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)

$ 3.00 Warship (Strategic Simulations, Inc.)
$ 3.00 World Karate Championship (Epyx)

New diskette(s) [ripped/no shrinkwrap, includes box and manual]:
$ 3.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 3.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 3.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 3.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!

Used diskette(s), with box and manual (as described):
$ 6.00 1st Word Plus / 1st Mail [GST] -- 242 page manual in
binder, slipcase, cardboard cover, and two 3.5" diskettes
-- $5.20 shipping, due to weight, counts as 1st item

$ 6.00 BOS: Business Operating System V5.1 [BOS National]
-- 138 page manual, 18 pages of supplements and two
3.5" diskettes

$ 6.00 MasterPlan: Financial Spreadsheet [Ditek Intl.] -- box,
172 page manual and one 3.5" diskette

$ 6.00 Personal Finance Manager [MichTron] -- box, 68 page
manual and one 3.5" diskette

$ 6.00 STOS: The Game Creator [Mandarin Software] -- box, 294
page manual, 6 page Basic reference card and three 3.5"
diskettes

$ 6.00 Superbase Personal 2 [Precision Software] -- box, 300 page
manual, 18 page manual supplement, and one 3.5" diskette

$ 6.00 TimeWorks Desktop Publisher [TimeWorks] -- 270 page manual
in binder, slipcase, and six 3.5" diskettes -- $5.20
shipping, due to weight, counts as 1st item

$ 6.00 Trinity [Infocom] -- box, 26 page manual, cardboard
sundial (never put together!), 15" x 22" poster/map,
7" x 13.5" poster, 4 page Reference Card and one
3.5" diskette

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

5295. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 07:30:11 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <eBnK7.897$2q2.63722611@news.incc.net>
Source record: 40158

Does anyone know if anyone is/was working on or has attempted a
PowerPC-based Atari clone? If not, I'm doing a bit of research into it.
There may yet still be a chance.

Also, has anyone researched into the viability/liklihood of porting MiNT (or
whatever OS one might consider the best for an OS Standard) to PowerPC?,

BTW, what is this "new clone" you speak of? The Milan II is dead, from what
I've read. What else is there out there and who is working on it? Please
also give me the list of these software authors in the Atari scene that need
support. Those are the very lifeblood of any new attempt in cloning one
might consider... or is presently working on.

Jared

Edward S. Baiz Jr. wrote in message <3keK7.1097
>Hey, you gave it your best shot. Just stick with an Atari computer or
>clone and be a supportor like myself and others. Pick yourself up a
>Hades or a Milan or wait for the new clone. There are plenty of Atari
>software authors out there that need support.
>
>Edward S. Baiz Jr.
> (Gamer)

5296. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 08:15:05 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFA1109.1E83B374@seimet.de>
Source record: 40159

Francisco L Fernandez schrieb:

> Anyway, I also have been given recently an old Quantum Capella (1 GB).
> Is this other unit more suitable to work with HDDRIVER / internal controller?.

For HDDRIVER this doesn't matter. This is completely a hardware-related
issue.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5297. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 08:16:08 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFA1148.76685BC1@seimet.de>
Source record: 40160

Francisco L Fernandez schrieb:

> Thanks for exposing your experience. Now I see that is posible. Not
> only parity, but also leaving the drive unterminated (and ID 0) was
> required, as I read in some other postings about the same questions.

If the drive does not work with another ID than 0, HDDRIVER is not
correctly configured. Please refer to the manual for details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5298. Re: NIB Atari Games! FREE Atari Catalogs! Auctions Suck!

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 10:43:26 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <itqK7.17782$nC.260380@news.easynews.com>
Source record: 40161
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0111181359470.26962-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
> http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

Nothing has changed since I last looked at your site last week. Nothing new.
When did you "just" buy it? 6 months ago?

>
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures
> you didnt know you wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

Theres not mountains, theres a few minor road humps.

5299. Looking for MK68901 plcc

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 13:10:12 UTC
From: pe1dna@amsat.org
Message-ID: <2d974beb.0111200510.1fa39832@posting.google.com>
Source record: 40162

Hi,

I'm in need for a MK68901 in PLCC case. It is used in the Atari TT.

Anybody has a spare chip for me against reasonable costs ?

Thanks,

Joop,
pe1dna@amsat.org
Eindhoven - Netherlands

5300. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 15:37:08 UTC
From: dlormand@aztec.asu.edu
Message-ID: <9tdtb4$38v$1@news.asu.edu>
Source record: 40163

>Oops, wait a sec... I think they moved. Let me see if I can locate the
>correct URL.
>
>My mistake... it's www.beunited.org, not beunited.com. Sorry, bout that.

Sorry, dude, that's not any better. Totally devoid of content. I wish them
the best, but if they have a plan, they haven't presented it.
--

5301. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 17:11:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1006273188-844625AEicMi@ntlworld.com>
Source record: 40164

>From: "Mod" <@>
>Date: Mon, 19 Nov 2001 23:30:52 -0000

Do you actually intend to bring anything _useful_ to this newsgroup, or are you just going to continue your sniping attacks from the shelter of a psuedonym?

If you don't, perhaps you could save your time and ours by hitting the "resign" button.
--
Regards,

Derryck Croker

5302. PC-Mouse on ATARI 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 17:32:39 UTC
From: warneke@unique-bremen.de
Message-ID: <9te3vc$g86$1@kohl.informatik.uni-bremen.de>
Source record: 40165

Hello.

Is it possible to connect a normal seriell PC-mouse to the ATARI 1040 STF?
My original mouse is gone.
I heard from a hardware solution, but i like to go on first with a software solution.

Somebody know a software tool to solf my problem?
Where can I find this tool?

Thanks

Michael

P.S. Or send me an E-Mail kelly@miwa-sd.de

5303. Re: PC Hard Drive FS

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 18:12:21 UTC
From: 100550.3170@compuserve.com
Message-ID: <3c0d5925.3178713@news.freeuk.net>
Source record: 40166

On Sun, 04 Nov 2001 14:50:05 GMT, "Matt Slaughter"
<SlaughterMS@hotmail.com> wrote:

>Thanks Barrie,
>
>I'm in the U.S. I didn't know that(the ST having an SCSI interface). I have
>an old 1.2 gig IDE drive and was hoping to be able to connect it to my old
>atari 1040 ST.
>
>Matt
>
>"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
>news:kxVE7.5393$sD3.1787735@news2-win.server.ntlworld.com...
>> Hello.
>>
>>
>> "Matt Slaughter" <SlaughterMS@hotmail.com> wrote in message
>> news:x1UE7.257995$Xz1.56759085@news1.rdc1.md.home.com...
>> > Where can I find info on connecting a PC hard drive to my ST. (if it's
>> > possible)
>>
>> Where are you?
>>
>> SCSI is already possible, if you mean IDE I should have some IDEal
>> interfaces for the STE soon,
>>
>> Barrie at Keychange.
>>
>> barrie@keychange.co.uk
>>
>>
>>
>
I have some 340Mb 2.5" drives that fit in the ST case - ï¿½30.00 ea inc
pp if interested. 540Mb- ï¿½35.00 810Mb - ï¿½39.50

Mark
Uk

5304. Re: PC-Mouse on ATARI 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 18:45:49 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bfaa4a6248c080@pandora.be>
Source record: 40167

on Tue 20-11-2001 18:32 warneke@unique-bremen.de wrote:

>Hello.
>
>Is it possible to connect a normal seriell PC-mouse to the ATARI 1040 STF?
>My original mouse is gone.
>I heard from a hardware solution, but i like to go on first with a software
>solution.
>
>Somebody know a software tool to solf my problem?
>Where can I find this tool?

You can find the soft on the Belgian ftp-server
ftp://chapelie.rma.ac.be/atari/utilities/
genmouse.lzh
mouse26beta.lzh
mouse26s.lzh (sources of mouse26beta)

It's possible you need both genmouse and mouse26beta.lzh. The docs are
in English/German.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5305. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 18:50:18 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <5HxK7.4836$y02.13776@nntpserver.swip.net>
Source record: 40170

Jared,

The biggest problem we suffer from is not the lack of nice hardware, it's the software. Why not focus your energy on software instead? There is a lot of unsupported, abandoned, commerscial software. Get people to release their sourcecode or something. This is something _every_ Atari user could benefit from.

Regards

/Peter

5306. Re: "DoIT ST" registration....

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 19:07:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9te9l3$l41$1@thorium.cix.co.uk>
Source record: 40172

In message <1f33hbd.1thwlgv2rerb2N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>Almost 3 weeks ago I went to the DoIt website
>(http://www.doitarchive.de), downloaded the "DoIt ST" zip file and
>entered my details for registering it (which is free, so I guess the
>author just wants to keep track of how many people download it), but I
>still haven't received the password, even after mailing the autor
>several times.
>
>So I'm wondering if it usually takes this long? Anyone else downloaded
>and registered any of the "DoIt" files?

Usually Robert is very fast. In fact he uses auto-response, I
believe, to mail out keys. I downloaded this and several other
DOITs some months back, but the DOITLYNX and DOITST1H and 2H files
were corrupt, though the rest were OK. Tried it several times,
as did Derryck, but something seemed to be missing at the end
- after a looong download time too :-(They just woudln't unpack!

I will soon send Robert 15 DM to get them on a CD instead. Got to
get rid of my few remaining Marks by the end of the year :-)

Regards, /Peter/

5307. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 19:07:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9te9l4$l42$1@thorium.cix.co.uk>
Source record: 40171

In message <R10K7.862$8W1.61879387@news.incc.net>, jaju@azob.quik.com said:

>It is with factual realization that I abandon my 2nd attempt at an Atari
>revival based on aquiring the name or outright purchase of the company. It
>just isn't going to happen. I now realize and accept this.

HOORAY!!!!!!!!!!!!!!!!!!! But you still don't seem to realise
what amount of meoney your ideas would have needed - 10s if not
100s of thousands of pounds/punts/dollars/yen/whathaveyous.

>In the clone effort, we must decide on an OS standard as well as develop a
>hardware solution and stick with it. We must be willing to dedicate hours
>of time and bounties of effort and energy that we take for granted. Time
>and energy and money are what it will all boil down to. Many parts of it
>have been done or partially done for us. Let us take these portions and
>finalize them into the future we desire... that we've been denied in the
>death of the old Atari.

From my point of view, if the OS is not able to run many or most
of my 1000s of applications, I ain't interested. The only reason
for staying with Atart (apart from the fact I hate the waste of
resources and bloated programs of M$) is to run these apps. Sure,
I like the interface and I'd love a lot of extra speed, but it
ain't going to happen. The best one can hope for is an emulator to
run TOS and MagiC (and MiNT) programs on a PC or Mac - like the
Umax clones I posted about.

Regards, /Peter/

5308. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 19:09:16 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <LQxK7.917$9B2.64241817@news.incc.net>
Source record: 40173

You say... his BOYFRIEND? My goodness, so THAT'S why he keeps referring to me as an arsehole! It's actually his favorite pickup line in gay bars! Wow! Now it all makes sense!

BTW, tell him that there's this cool gay central called The Blue Oyster. I'm sure he'll love it there! A few errant police officers went there a time or two*... :-)

*Quiz: Anyone remember the movie series this scene came from?

Jared

Mod <@> wrote in message <1006212636.92708.1@eos.uk.clara.net>...
>Hey Jared,
>
>Keep posting just to piss these people off.
>
>Your reference to Sweet is spot on. he is stark raving
>hilarious. His general behaviour does depend upon
>his boyfriend remembering to give him his medication but
>in the main he does get his hourly fix .
>
>"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
>
>> Here's some porn for you: http://www.bkx.de/ataripark/foto013.jpg
>> Now piss off, take a wank and leave the real Atari users alone.
>>
> ** Jo Even Skarstein http://joska.nvg.org/
>> */
>
>Really clever Jo. you have reached the sweet level.
>Every group has an idiot and sweet has done that
>job very well for years, now we have 2.
>
>And before the moaning wind bags harp on again about
>anonymous postings *tough shit*. Others in this group
>are allowed to do what they like, so will i.
>
>Till the next time
>
>mod
>
>
>
>

>
>
>

5309. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 19:10:13 UTC
From: EdO <philippe.van-meenen@club-internet.fr>
Message-ID: <3bfaab03$0$26365$7a628cd7@news.club-internet.fr>
Source record: 40175

A new version will be soon available and it will work on Mega ST.

Cheers

EdO / Sector One

5310. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 19:13:16 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <tUxK7.919$yC2.64328812@news.incc.net>
Source record: 40174

Steve Sweet wrote in message <1006213812.31399.1@iapetus>...
>| I'm not going to go that road any longer. Such comments will be entirely
>| ignored.
>
>Why don't I believe this line!!.

Because... just because. And I've thus kept my word. I have NOT responded to any lines except this one, which does not constitute an insult line. The rest I've deleted.

Oh, and by the way... you're welcome.

Jared

5311. Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 20:20:04 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9tedtk$j2b$1@snipp.uninett.no>
Source record: 40176

Jared Falvo <luposian@azob.quik.com> wrote:
> You say... his BOYFRIEND? My goodness, so THAT'S why he keeps referring to
> me as an arsehole! It's actually his favorite pickup line in gay bars!
> Wow! Now it all makes sense!

Do you have anything against homosexuals? What's wrong with them? And do
you think you can insult me by calling me a homosexual?

(Btw. in case any attractive, single females reads this group: I'm very
much heterosexual, and sort of single. Sorry Steve ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5312. FS: Atari computers, monitors, software, etc

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 21:01:37 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0111201301.6434c245@posting.google.com>
Source record: 40177
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

Atari 1040 STfm, 4 meg memory, upgraded to TOS 1.4 and worked on by Wizztronics, a very stable machine. comes with nice aftermarket mouse. reduced!$100

Atari 1040Stf, 4 meg memory, works, but selling as parts machine, standard atari mouse, $50

Atari SM124 monochrome monitor (the one you need for cubase, music, etc), excellent condition, in original box, $40

Atari SM124 monochrome monitor, excellent condition, $40

Cubase v 2.01 with dongle, and "Complete Guide to Cubase" book. VERY RARE, not a crack, a legit copy of cubase. my copy of 3.0 sold for $150. this one goes for the first $75.

all items do not include shipping!

5313. Re: Porthos 1.26

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 22:51:52 UTC
From: ebaiz@skyenet.net
Message-ID: <c8BK7.3472$px5.176285@newsfeed.slurp.net>
Source record: 40180

On 15 Nov 2001 21:17:34 , "Lyndon Amsdon" wrote:
>Hi Edward,
>
>>The manual has always come up for me. The one thing is that under Magic
>>it would come up in black/white. Now in 1.26, it comes up in color. It
>>still crashes when used with large PDF's. I have one over 9meg. Porthos
>>loads the first page fine, but crashes if I go to any other page.
>
>I have problem with PDFs, not getting more than one page. These all came
>from same source though (philips semiconductors). Just sent a bug report.
>
>>The author says that a newer version, 1.27 is coming out soon. I just
>>hope people have registered this program. The author deserves support
>>for his efforts.
>
>Yes, if it doesn't bloch me from doing other stuff while it loads PDFs and
>can load these philips ones (GS can't either) then I'd be happy to
>register.

If you have not registered, then that is why you only get one page. If
you load in the manual (I get it in color now with version 1.26), you
will be able to get all the pages, but just the manual only until you
register. Take care...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5314. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-20 23:25:47 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bfac98a$1_3@news.landsraad.net>
Source record: 40179

In article <3BFA1148.76685BC1@seimet.de>, Uwe Seimet
<us__nospam__@seimet.de> wrote:

> If the drive does not work with another ID than 0, HDDRIVER is not
> correctly configured. Please refer to the manual for details.
>

Well, the fact is that I don't have HDDriver, but I will purchase it if it can
drive a big hard disk internally with the original controller. I also would
benefit from the other advanced features of the software.
From the postings of Steve and you, I must conclude that the controller is
hardware capable and then HDDRIVER can be used to format, partitition
and boot such hard disk (if it doesn't need initiator identification), which
was not the case with AHDI.
Am I wrong?.

Regards.

5315. Female Atari users. Was: Re: Steve Sweet is stark raving hilarious!

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 00:00:40 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B8203CB7.4D96%bengy@europe-shareware.org>
Source record: 40181

On 11/20/01 1:20 PM, in article 9tedtk$j2b$1@snipp.uninett.no, "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote:

Hi Jo Even,

> (Btw. in case any attractive, single females reads this group: I'm very
> much heterosexual, and sort of single. Sorry Steve ;-)

I really wonder if there are any Female Atari users left? I know my girlfriend uses one, but that's because I've made her biased.

Anyone know of any?

5316. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 00:34:19 UTC
From: Trampa Radovan <trampa-r@eunet.yu>
Message-ID: <9tesr9$98u$1@news.eunet.yu>
Source record: 40182

"Ken Kosut" <kjcat@shell.voyager.net> wrote in message
news:3bf1f511$0$43566$272ea4a1@news.execpc.com...
>
> Hi again,
>
> I have CAB 2.7
> The manual says that I need STiK. This did not come with the program.
>
> I seem to recall a program called STiG. (I am not sure if I have the
> correct name)
>

Sting is much better to use, but there is one other program for
connection, that seems like program to connect on PC computers. The name of
program is Connect.prg. I use Atari for quite some time And I think that I
have that program on disquiet. Program that I mention comes when you install
CAB for internet, and the best program for e mail on Atari machine is
Emailer version 2.3F or 2.3. The operative system that is needed for Cab and
email program Emailer v2.3f is Magic version 5 or even better 6. If you need
those programs mail me I think I can help. For old good times.

5317. FS: Atari Falcon Development/Game system

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 05:00:14 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <9tfcbe$13d$1@slb1.atl.mindspring.net>
Source record: 40184
Cross-posted to: comp.sys.atari.st,dfw.forsale

All,

I am going to attempt to sell all of the below as a package.
The reason being is that I don't want to un-install the software :),
and it all seems to work so well together. If no acceptable offers
have been received by the end of two weeks, I'll either post it on e-bay
or break it up into smaller packages. Also note that some of the items
are negotiable as to whether to include them in the system or not;
e.g. if you don't want the monitor, it'll reduce the price of the
overall system. Atari specific stuff (e.g. the Nova card) are not
negotiable in this manner.

All negotiable items are marked with an asterisk ("*").

Commercial Software Development and License (yes, you can
update these and sell them within the terms of the agreement)
---
o Diamond Back
o Diamond Edge

Hardware
---
o Falcon 030 in C-LAB MK-X Case
o 1.2 GB Internal Toshiba IDE hard drive
o Afterburner040 w/hardware switch to switch back to 030
o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
o Nemesis accelerator
o Nova 64-bit graphics card with 2 MB VRAM
o QWERTYX AT keyboard/serial mouse adapter
o Mega STe keyboard
o Microspeed keyboard
o Golden Image mouse
o Other mice from other manufacturers.
o Motorola 28.8 external modem
o External monitor switch for Nova/Falcon video output
o All necessary interconnecting cables and power supplies
o Wangtek Model 51000 1.2 GB SCSI tape drive
o 3 Maxell 1.2 GB QICs for Wangtek drive (these are $30 each new)
o Assortment of 150 MB and 525 MB QICs that work with the Wangtek drive
o 4.3 GB Internal IBM SCSI hard drive
o 2 Radio Shack joysticks w/suction cups
o QuickShot II Turbo joystick
o Wico Command Control joystick
* Yamaha CRW64 Internal SCSI CD Writer

* MicroTek Scanmaker E3+ SCSI Color scanner
* Four-bay SCSI case with power supply
* Philips Magnavox 19" monitor
* Labtec stereo speakers that sit on monitor
* HP Laserjet III printer with RAM expansion and good toner

Commercial Software - non-games
----
o NVDI 4.11
o Papyrus Gold 3.64 with 4.25 upgrade
o ProCopy ST
o SpeedoGDOS
o XBoot III
o Atari MultiTOS (upgraded)
o CAB 2.7
o CD Font Manager ST
o Extendos Pro
o Extendos Gold
o HD Driver 7.11 with 7.71 upgrade
o Thought - Idea processor (design tool)
o AtariWorks
o Lattice C 5.6
o N.AES 2.0
o Straight Fax 2
o Flash II
o Bird of Prey CD (Floating Fish collection of Falcon stuff)
o Expert Software 2000 Fonts CD
o Bitstream 500 Fonts CD
o Selected Signs Font CD
o Speedo Superfont
o Wercs Resource editor
o Cleanup ST
o CD Writer
o GEMTrade German translation program
o MicroRTX
o ScanX scanner software
o UVK 2000
o Iface Color Resource editor
o MegaPaint CAD tool

Commercial software - games
----
o Steel Empire
o Sky Chase
o Sundog - Frozen Legacy
o Super Sprint
o Arkanoid
o Star Quake
o Lords of Conquest
o Hoyle official Book of Games, Volume 2 - Solitaire
o MegaTraveller 1

o Greg Norman's Ultimate Golf
o Space Rogue
o Dominium
o Radical Race
o Just Another War in Space
o Risk
o Defender II
o Captain Blood
o Dungeon Master
o Dungeon Master Expansion Set #1 - Chaos Strikes Back
o Nine Princes in Amber
o Midimaze
o Red Lightning
o Omega
o Microprose Golf
o Ogre
o ST Star Raiders
o Stellar Crusade

Registered shareware
---
o Paula mod player
o CLA Digitial Circuit Designer
o Thing 1.27
o ANIPlay
o Others, I know....

Other software
---
o Atari Development Kit with all binders and documents
o MiNT installed across both disks
o MiNT 1.12 currently running
o RPM installed
o SSL version of Lynx installed
o Lots more installed freeware...

Books
---
o Best Electronics catalog
o Atari Compendium
o The ST Assembly Language Workshop
o Introducing Atari ST machine code
o MC68030 User's manual (Motorola)
o MC68040 User's manual (Motorola)
o MC68060 User's manual (Motorola)
o 68K programmer's reference manual (Motorola)
o ST Disk Drives
o Atari ST Internals
o Atari ST: VDI

All hardware is in excellent working condition EXCEPT for the native video output of the Falcon. There is a blue tinge that comes and goes. This blue tinge is not present on the video card output.

Nearly all commercial software includes original disks, most include the boxes. Most installed shareware has been registered. No guarantee on some of the older software as far as compatibility is concerned (some of the games have been around since my 1040 STe). Please ask if you have a question about a specific software item (e.g. version, compatibility, etc...).

Total for all items: $2200 US
Total for all items minus optional hardware - $1700 US
(Note that this means you supply your own SCSI case)
Buyer pays shipping

Price is negotiable. Buyer who will pick it up in Ft. Worth, Texas preferred. Will entertain trades (partial or full), especially in firearms or accessories. Payment in e-gold also accepted.

I can be reached via email at michael12@mindspring.com, or you can reach me by phone at 817-427-2129 in the evenings.

Thanks.
--
Michael White
michael12@mindspring.com

5318. Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 07:24:46 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFB56BE.F3F43491@qnet.com>
Source record: 40185

I have a Mega ST4 that had TOS 1.00 on two chips. I replaced it with Mega TOS 1.02 6 chips. I jumped W2 1-2 and W3 1-2 and jumped W4. And also cut a pin un the U12 chip. And now the Mega wont boot. Am I missing something else? There is NO Blitter installed. The chips worked in a 1040STF without any problems.

Any help would be appreciated,

Don

5319. Re: Looking for MK68901 plcc

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 07:40:11 UTC
From: pe1dna@amsat.org
Message-ID: <2d974beb.0111202340.48a9e4aa@posting.google.com>
Source record: 40186

"Lyndon Amsdon" <bindon@madasafish.com> wrote

> >I'm in need for a MK68901 in PLCC case. It is used in the Atari TT.
> >
> >Anybody has a spare chip for me against reasonable costs ?
>
> Check out:
>
> http://www.debco.com
> http://www.futurebots.com

Thanks,

Checked them, and the futurebots.com has it on stock - but in
DIL case.

Still searching...

Joop
pe1dna@amsat.org

5320. Re: HDDRIVER and Mega STE internal HD controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 07:44:50 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFB5B72.2E085C04@seimet.de>
Source record: 40187

Francisco L Fernandez schrieb:

> Well, the fact is that I don't have HDDriver, but I will purchase it if it can
> drive a big hard disk internally with the original controller. I also would
> benefit from the other advanced features of the software.
> From the postings of Steve and you, I must conclude that the controller is
> hardware capable and then HDDRIVER can be used to format, partitition
> and boot such hard disk (if it doesn't need initiator identification), which
> was not the case with AHDI.
> Am I wrong?.

No, you are absolutely correct. BTW, note that formatting a drive is
only necessary if sectors are bad, in *any* other case partitioning is
sufficient. Formatting usually is a waste of time.
If the ID check of HDDRUTIL (demo version) finds the drive you an be
sure that there are no problems with your hardware as far as issues like
initiator identification, parity etc. are concerned. Remember, however,
that with the Mega STE's internal controller you will not be able to
address more than 1 GB of a drive, even if the drive has a higher
capacity.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5321. Re: Looking for MK68901 plcc

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 08:23:25 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9tfo7v$r69$1@pegasus.csx.cam.ac.uk>
Source record: 40188

Joop van der Velden wrote in message
<2d974beb.0111200510.1fa39832@posting.google.com>...
>Hi,
>
>I'm in need for a MK68901 in PLCC case. It is used in the Atari TT.
>
>Anybody has a spare chip for me against reasonable costs ?
>
>Thanks,

try www.atari-workshop.co.uk

Stephen Moss

5322. Re: Steve Stupple

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 08:36:09 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9tfovrrra1@pegasus.csx.cam.ac.uk>
Source record: 40189

Hallvard Tangeraas wrote in message
<1f37ck7.1l2ie341cn2scgN%northstar2010@_____yahoo.no>...
>Anyone seen or heard from Steve Stupple lately?
>Mail to him hasn't been replied to for ages, but perhaps someone here
>knows him and can tell me what's going on?

The last time I tried e-mailing him was sometime around late september/early
october asking when the asx web site would be up and running again. He
replied that it would be back up soon, I think he mentioned something about
his computer or HD dying but thats as much I know.

Stephen Moss

5323. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 10:14:06 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9tfu9p$5ae$1@reader1.imaginet.fr>
Source record: 40190

> A new version will be soon available and it will work on Mega ST.

Mega STE is not the same thing than Mega ST...

Dbug

5324. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 10:16:04 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <QaLK7.1240$aW3.181617@news2-win.server.ntlworld.com>
Source record: 40191

Hello.

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:9shj7vkok1@news.hawaii.edu...
> Garthrr <garthrr@aol.com> wrote:
> : I have an old 1040ST on which I run the C LAB midi sequencing program
> : "Creator". I'm wondering what it would take to speed up the computer's
> : performance enough to avoid lag between mouse clicks and command
execution.

The noticeable lag between click and execution is a ' feature ' of TOS
1.00.

Check your TOS, desktop info, read copyright date. 1985 is TOS 1.00,
'85-'87 is TOS 1.02,

'85-'89 is TOS 1.04, '85-'91 is TOS 2.06, where applicable.

If you have TOS 1.00, switching to TOS 1.04 will vanquish the delay. (
chipset in stock)

It won't show much if any speed increase, NVDI don't work with C-lab but
strangely,

Steinberg Speed-up worked quite well with Notator SL on my Mega
STE.....

Barrie at Keychange www.keychange.co.uk

5325. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 11:59:57 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0111210359.50527198@posting.google.com>
Source record: 40192

> I have a Mega ST4 that had TOS 1.00 on two chips.

Interesting, never seen that.

> I replaced it with Mega TOS 1.02 6 chips.

Ok, so if TOS 1.02 is 192kbyte then these are 6*256k 8-bit ROM's ?
(6*256/8 = 192kbyte).

> I jumped W2 1-2 and W3 1-2 and jumped W4. And also cut a pin un the U12
> chip.

The manual say's....

ROM W2 W3 W4 U12
256k 1-2 1-2 Jumper No Use
1Mx2 2-3 2-3 Non Use
1Mx6 2-3 2-3 Jumper No Use

So it appears you have the CORRECT settings.

> And now the Mega wont boot. Am I missing something else?

Dont think so, you sure it's not a higher TOS and you should have used
the LAST setting (1M*6)?

Or you could get a TOS2.06 on two chips, which is the middle setting.
You can source the chips for (max) 2.99 each.

Later

Alex

5326. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 12:37:17 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <1eNK7.13450$%j6.1271631@news1.cableinet.net>
Source record: 40193

Cardon Matthieu <nop@nop.com> wrote in message
news:3bf97b4b$0$15827$626a54ce@news.free.fr...
> I have a mega ste (2.05) 4 MB wich refuse to properly run chuchu rocket !
> I made a disk with the game to be able to test the same binaries on my
mega
> ste and on my 1040 ste.
> Has you can guess, on the 1040 there is no problem at all !
> I could play it on 1040 but it'll be nicer with hard drive !
>
> The symptoms are : no graphics, sounds ok,only blinking cursor up left...
>
> thx for helps !
>

ChuChu Rocket did have a problem with mega STe's, Mr. Pink has fixed the
problem, there should be a fixed version uploaded soon. When it's done
I'll drop a message into comp.sys.atari.

neo_rg

5327. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 13:10:38 UTC
From: swampfax@atlantic.net
Message-ID: <iJNK7.5$U56.5667@news1.atlantic.net>
Source record: 40194

On 20 Nov 2001 19:50:18 , "Peter Persson" wrote:
>Jared,
>
>The biggest problem we suffer from is not the lack of nice hardware, it's
>the software. Why not focus your energy on software instead? There is a lot
>of unsupported, abandoned, commerscial software. Get people to release their
>sourcecode or something. This is something _every_ Atari user could benefit
>from.
>
>Regards
>
>/Peter
>
>
>.
Hi Peter,
Good point! But let me add that both new hardware and new software are
needed. For instance, CAB lacks Javascript and secure transactions. A
new browser that does all of what CAB does + whatever (to be up to date)
is still needed! Great hardware with limited access does'nt cut it!
However, great hardware could spawn better programs!
John G.

5328. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 16:46:46 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9tglm0$a6h$04$1@news.t-online.com>
Source record: 40195

Jared,

> Does anyone know if anyone is/was working on or has attempted a
> PowerPC-based Atari clone? If not, I'm doing a bit of research into it.
> There may yet still be a chance.

There is the Tempest, the Coldfire-powered Pegasus, the G4 bplan board...

>
> BTW, what is this "new clone" you speak of? The Milan II is dead, from
what
> I've read. What else is there out there and who is working on it? Please
> also give me the list of these software authors in the Atari scene that
need
> support.

It's quite obvious that you have no idea of the current "Atari" market.
Since you are quite uninformed you are certainly not a qualified person to
start any initiatives. If you want to inform yourself have a look at Atari
web sites.

5329. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 16:49:51 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFBDB2E.4DA01AF6@qnet.com>
Source record: 40096

Alexander Holland wrote:

> > I have a Mega ST4 that had TOS 1.00 on two chips.
>
> Interesting, never seen that.
>
> > I replaced it with Mega TOS 1.02 6 chips.
>
> Ok, so if TOS 1.02 is 192kbyte then these are 6*256k 8-bit ROM's ?
> (6*256/8 = 192kbyte).
>
> > I jumped W2 1-2 and W3 1-2 and jumped W4. And also cut a pin un the U12
> > chip.
>
> The manual say's....
>
> ROM W2 W3 W4 U12
> 256k 1-2 1-2 Jumper No Use
> 1Mx2 2-3 2-3 Non Use
> 1Mx6 2-3 2-3 Jumper No Use
>
> So it appears you have the CORRECT settings.
>
> > And now the Mega wont boot. Am I missing something else?
>
> Dont think so, you sure it's not a higher TOS and you should have used
> the LAST setting (1M*6)?
>
> Or you could get a TOS2.06 on two chips, which is the middle setting.
> You can source the chips for (max) 2.99 each.
>
> Later
>
> Alex

Im sure its not a higher TOS. Ive also tried a 6 chip 1.0 and its still the same. The eproms are 27c256 so the 256k setting should be working. I also have a set of TOS 1.62 but the PROMs have more pins so that option is out.

Thanks,

Don

5330. Re: CAB v2.7 question

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 17:17:33 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bfbdfd01733e70@pandora.be>
Source record: 40097

on Wed 21-11-2001 01:34 Trampa Radovan wrote:

>
>"Ken Kosut" <kjcat@shell.voyager.net> wrote in message
>news:3bf1f511$0$43566$272ea4a1@news.execpc.com...
>>
>> Hi again,
>>
>> I have CAB 2.7
>> The manual says that I need STiK. This did not come with the program.
>>
>> I seem to recall a program called STiG. (I am not sure if I have the
>> correct name)
>>
>
> Sting is much better to use, but there is one other program for
>connection, that seems like program to connect on PC computers. The name of
>program is Connect.prg. I use Atari for quite some time And I think that I
>have that program on disquiet. Program that I mention comes when you install
>CAB for internet, and the best program for e mail on Atari machine is
>Emailer version 2.3F or 2.3.

Have you ever used Okami? IMHO this is the best mail/newsreader
available for our system. It's still under developement and above all it
does work on every OS that's available on our platform. There might be
some minor problems with Geneva though.

>If you need those programs mail me I think I can help. For old good
times.

Are you saying you give away copies of commercial soft????

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5331. Dallas] Boxes and boxes of Atari stuff- come get it!

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 18:08:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004077b6@fmlynet.org>
Source record: 40107

FamilyNet Newsgate

Well, I have thinned out my Atari collection, and I have all my extra Atari 8-bit and Atari ST here that I didn't need all boxed up.

You got the truck or large car, come by and pick it up!

Contact me at : drclu@swbell.net for further details.

Look forward to hearing from you,

Doctor Clu
Dallas, TX

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5332. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 19:06:47 UTC
From: Cardon Matthieu <nop@nop.com>
Message-ID: <3bfbfb18$0$9961$626a54ce@news.free.fr>
Source record: 40098

Thx all !!!

I downloaded the new version and it works great !

Thx again !!!!

5333. Re: Is chuchu Rocket fonctionning with Mega STE ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-21 23:11:35 UTC
From: EdO <philippe.van-meenen@club-internet.fr>
Message-ID: <3bfc3514$0$26359$7a628cd7@news.club-internet.fr>
Source record: 40104

```
> Mega STE is not the same thing than Mega ST...
>
> Dbug

I would like to say : Mega STE

EdO
```

5334. XaAES v0.932

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 00:01:02 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BFC4032.DE17C70B@chello.nl>
Source record: 40105

L.S.

There is a new version of XaAES availale on my homepage (in sig)

The amount of changes (and fixes) is substantial.
You can read them in the 'last changes summary'

Have fun.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5335. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 00:24:00 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <KBXK7.6964$AQ3.836716@news6-win.server.ntlworld.com>
Source record: 40106

Hello.

"Hallvard Tangeraas" <northstar2010@_____yahoo.no> wrote in message
news:1f387jo.186ufc11ec2n28N%northstar2010@_____yahoo.no...
> Barrie at Keychange <barrie@keychange.co.uk> wrote:
>
> > It won't show much if any speed increase, NVDI don't work with C-lab
>
> NVDI should work with Notator though I personally haven't had any luck
> with it.

Which is why I mentioned it, I tried with no success and having Speedup used
that instead.

> However, *older versions* of NVDI, available at the time Notator was
> supported work.

I tried NVDI 2.5.

> Never versions should work as well, provided that it's set up in a
> special way. I haven't gotten round to trying out all of this yet and
> written about it in the Notator FAQ.

NVDI 4? seemed to work with Notator Logic but don't quote me.

> > but strangely, Steinberg Speed-up worked quite well with Notator SL on
my Mega
> > STE.....
>
> What's this? Never heard of "Speed-up" before.

I have mentioned it before. It seems to improve the mouse responce with TOS
1.00.

> I gather it's some sort of equivelant to NVDI, Warp-9 and what have you.

Seems to be.

> Is it a commercial program?

It's by Steinberg so I would think so. I'll check.

Barrie.

www.keychange.co.uk

5336. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 00:52:20 UTC
From: vdjole@EUnet.yu
Message-ID: <9thi82anv3@news.eunet.yu>
Source record: 40110

On 20 Nov 2001 23:24:46 , Atari wrote:
>I have a Mega ST4 that had TOS 1.00 on two chips. I replaced it with
>Mega TOS 1.02 6 chips. I jumped W2 1-2 and W3 1-2 and jumped W4. And
>also cut a pin un the U12 chip. And now the Mega wont boot. Am I
>missing something else?

Any chance that you have perhaps mixed the positions of the six chips?

cu;

5337. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 00:55:51 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8219B7B.1AC32%nameerf@flash.net>
Source record: 40108

in article YP%J7.152883$%94.25985068@news02.optonline.net, spudboy at spudboy@optonline.net wrote on 11/18/01 8:24 PM:

> Hello Everybody,
>
> I just got my first atari Falcon and I have a couple of questions as I have
> never really worked with an ST or a Falcon before. First, I have downloaded
> some programs off the net and got them to work great with extensions of .prg
> but how do you get programs with extensions .st to work on a real falcon?
> Is there any way to convert them to extensions that the Falcon can
> recognise?

I forget the name of the program that will do this (can anyone else help with that?), but .ST files are disk images that must be turned back into disks.

> Also, is there a way to quit any running program and get back to
> the desktop?

If you only use TOS, I don't know of an easy way other than using the "Quit" or "Exit" option built into the program, usually under the "File" menu. However, if you use a multitasking OS (Geneva, Magic, MultiTOS, NAES, etc) then there is usually a list of running applications that can be accessed and used to terminate problem programs.

> One last question, does anybody know where I can get a copy of
> cubase?

Try asking here and looking on E-bay for anyone willing to sell you a second-hand copy, otherwise, contact your nearest Atari dealer and see if they know where a copy can be ordered from. The program has been discontinued, but there are certainly used or unbought copies floating around out there.

Mike Freeman
nameerf@flash.net

5338. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 01:35:46 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <ZAYK7.1045$_53.66139226@news.incc.net>
Source record: 40109

Matthias Jaap wrote in message <9tglm0$a6h$04$1@news.t-online.com>...
>Jared,
>There is the Tempest, the Coldfire-powered Pegasus, the G4 bplan board...

Ah... you mean this?

Pegasus and MagiC(6:00PM, July 16/01)
For all of you optimists who are still looking forward to the Pegasus project, the chances are that MagiC will not be available for the machine, even if the machine itself makes it to the market. The author of MagiC has, in the past, had negative experiences porting MagiC to clones - usually selling relatively few licenses. Further, many people are happy to hear that the machine will more than likely be MiNT based, although the future development of N.AES is still cloudy.

And, let's not forget...

Dessee (5:00PM, July 21/01)
If the Pegasus project ever comes to light, expect the powerful DEESSE DSP audio card to play a key role in its production and marketing. The two companies, Frontier Systems and Medusa Computer Systems, have apparently come to an agreement which will allow them to work in close cooperation with each other. The announcement has been posted on both companies web pages. Further details of the deal should be released soon.

And, if I read the G4 bplan page correctly, I see no Atari-compatible support anywhere. Odd.

>It's quite obvious that you have no idea of the current "Atari" market.
>Since you are quite uninformed you are certainly not a qualified person to
>start any initiatives. If you want to inform yourself have a look at Atari
>web sites.

It's also quite obvious that two of the three references are not in production yet (and may never be) and the third is not even directly Atari-related. NEXT!

Jared

5339. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 02:33:39 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9tho2ctgq04$1@news.t-online.com>
Source record: 40111

> Pegasus and MagiC(6:00PM, July 16/01)

> For all of you optimists who are still looking forward to the Pegasus
> project, the chances are that MagiC will not be available for the machine,
> even if the machine itself makes it to the market. The author of MagiC
has,
> in the past, had negative experiences porting MagiC to clones - usually
> selling relatively few licenses. Further, many people are happy to hear
that
> the machine will more than likely be MiNT based, although the future
> development of N.AES is still cloudy.

So what? Then the machine will run N.AES/XaAES.

>
> It's also quite obvious that two of the three references are not in
> production yet (and may never be) and the third is not even directly
> Atari-related. NEXT!

As stated before you are uninformed. bplan/Merlancia have the TOS sources
now, the xtos computer will be produced and the Tempest card is also not
dead. I should know it because I was at the recent Atari fair.
And if I remember correctly you neither have a production plan nor anything
else besides weird ideas so - NEXT.

5340. Re: CT60 : NEW WEB page !

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 06:35:07 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0111212235.76553bdc@posting.google.com>
Source record: 40101

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3bf913ae$0$32059$626a54ce@news.free.fr>...
> New page on the web site !
>
> The authors on CT60 : developers with the product name and the link or email
> address.
>
> Some surprises...

What surprise? That it will never see the light of day?

5341. Re: Transferring Files Over Serial to UNIX

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 06:49:49 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <he1L7.131497$R9.33547708@typhoon.we.rr.com>
Source record: 40102

Does it die on the Unix side or on the ST side? It's possible that your serial connection is not 8-bit transparent. Zmodem is supposed to be smart enough to work on even 7-bit connections though. In general, Zmodem is the best solution for this problem. Which versions are you running on the ST and on Unix?

Marshall Lake wrote in message ...
>I'm trying to transfer a *large* number of files from an STe to a UNIX
>box over a serial connection and I'm having trouble. I don't want to
>use xmodem since I can do only one file at a time with that protocol.
>Using zmodem and ymodem both die after a short time transferring without
>rhyme nor reason (at different spots everytime).
>
>Does anyone know if there exist any UNIX-like commands (ftp or even
>better, rcp) that have been ported to run under TOS or GEM ?
>
>Or maybe someone has an alternative solution to moving my files over?
>
>--
>Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
>
>

5342. MiNTnet CAB.OVL 1.86

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 07:03:30 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <6r1L7.131539$R9.33562719@typhoon.we.rr.com>
Source record: 40103

Hello there. It's been at least two years since I've done any serious work on
my Ataris but I've just now upgraded to the current SpareMiNT distribution
and brought my development environment up to date. In addition to getting the
CAB overlay code updated, I've made a couple more small improvements:

Since so many people didn't like the "POST got Redirected" alert box,
there is now a cabovl.cnf option to just automatically issue a GET on the new
URL.
I never got a stable setup for spawning the external gzip program to decompress
incoming text. Instead, I've integrated zlib1.1.3 into the overlay directly. This
allows much faster download of HTML pages on servers that support it.

The full distribution (source code and 68030 executable) is on my web site at
http://highlandsun.com/hyc/ovl186.tgz

If you need a 68000 binary, email me. I haven't built one yet but can do so if
needed. I haven't been on these newsgroups in quite a long time and I doubt
I will have time to pay much attention now either, so email is your best bet.

-- Howard Chu
Chief Architect, Symas Corp. Director, Highland Sun
http://www.symas.com http://highlandsun.com/hyc
Symas: Premier OpenSource Development and Support

5343. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 10:33:03 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Lw4L7.771$7W5.145715@news11-gui.server.ntli.net>
Source record: 40112

Hello.

Re some questions.

> > One last question, does anybody know where I can get a copy of
> > cubase?
>
> Try asking here and looking on E-bay for anyone willing to sell you a
> second-hand copy, otherwise, contact your nearest Atari dealer and see if
> they know where a copy can be ordered from.

Fat chance ordering one, but guess who has Cubase and Notator in stock.

> The program has been
> discontinued, but there are certainly used or unbought copies floating
> around out there.

It's worth repeating that if you are buying or selling items here then give
a clear indication
of your location, continent, country, town etc.

There may be someone just round the corner who has or needs the same item.

Barrie at Keychange Music. www.keychange.co.uk

5344. N.AES2/THiNG english .rsc ?

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 12:37:39 UTC
From: nospam@zonnet.nl
Message-ID: <nk6L7.19007$LK4.72781@zonnet-reader-1>
Source record: 40113

I have updated my N.AES from version 1.2 to 2.0.
I took me quite a lot of time to figure out what caused my installation to fail at first. The GEM-installer should make things easy but I didn't have enough space left on my C: drive
for a double 1.2 + 2.0 installation and I didn't want to overwrite my old setup completely. I wanted to keep my English THiNG resources (my 2.0 is in German) and my old desktop settings.

But THiNG wouldn't work properly. But now I have found out that I had to replace my old english THINGTXT.RSC with the new german THINGTXT.RSC from N_AES 2.0: I examined the files in a resource editor and found out that the one from 2.0 has 237 alert/text objects whereas the old one had 235. This little difference gave me a lot of trouble. It looks like there are several different THiNG 1.27 versions: I have one from N_AES1.2, one from N_AES2.0, and an unregistered shareware version, and they all are very slightly different. Correct me if I'm
wrong. My english THING.RSC file works OK.

At this moment my system is a German/English mix. Does anyone know where I can find complete
english resources for both N_AES 2.0 and the THiNG 1.27 version that came with it ? I've seen
it somewhere, but I can't remember the URL (ftp or http).

Martin Tarenskeen

5345. NDIALOG

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 12:37:41 UTC
From: nospam@zonnet.nl
Message-ID: <pk6L7.19008$LK4.72781@zonnet-reader-1>
Source record: 40114

If I understand well NDIALOG is a memory-protect-compatible replacement for WDIALOG to be used with MiNT/N_AES.

But I know very few programs that really use WDIALOG. One of them is fontname.app that I got with NVDI. But I get some ALERTS first warning me for illegal AES calls (or something like that - it's in German) before the program starts. That's better than not starting at all
(which happens when WDIALOG nor NDIALOG are installed) but still not very good.
Another program is Porthos. But this also starts without NDIALOG now, and I don't see any difference with NDIALOG installed: I don't see any extended print dialog.

Does anyone know a program that needs WDIALOG and works just as well under NDIALOG, and that can demonstrate the extended possibilities? I haven't seen anything of the dialogs that I saw in the N_DLG.RSC file in my resource editor in action yet.

The way the things are now I don't see much benefit in installing NDIALOG.
Or am I doing something wrong ?

Martin Tarenskeen

5346. MiNTNet CAB.OVL + SSL

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 12:37:42 UTC
From: nospam@zonnet.nl
Message-ID: <qk6L7.19009$LK4.72781@zonnet-reader-1>
Source record: 40115

I'm using CAB 2.8 with MiNTNET and the special CAB.OVL for MiNTNET.
I'm using the version without SSL and it works fine. But when I tried the version that supports SSL I see an error message when starting CAB, and I cannot connect to any URL.

Anyone using CAB/MiNTNET/CAB.OVL+SSL without problems ?

Martin Tarenskeen
Falcon030, MiNT 1.15.12, MiNTNET, N_AES2.0, etc.

5347. MLTISTRP/STIC

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 12:37:44 UTC
From: nospam@zonnet.nl
Message-ID: <sk6L7.19010$LK4.72781@zonnet-reader-1>
Source record: 40116

I got a program called STIC.APP with my N_AES 2.0 package. If I understand well it should be combined with MLTISTRP.APP to provide icons to show up on this taskbar ?
But there isn't any documentation telling me how to do this. If I run STIC and MLTISTRP from my N_AES.CNF I still see the same icons on my taskbar as without STIC. Does anyone know how to configure STIC ?

Martin Tarenskeen

5348. K�ln 18 november 2001

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 12:37:46 UTC
From: nospam@zonnet.nl
Message-ID: <uk6L7.19011$LK4.72781@zonnet-reader-1>
Source record: 40117

As you see I'm suddenly asking a lot of questions in this newsgroup.
This may have been caused by my visit to the Atari floor on the AMIGA 2001 messe in K�ln, Germany.
It was nice to see the faces of some people who's name appear on this newsgroup regularly.
It was promising to see that the Atari community may not be very big, but still very
active and alive. This inpired me to, when back home, play and experiment with my Falcon with
all kinds of MiNT/N-AES/THiNG configurations - giving me a lot of fun but also a lot of crashes.
Not because Atari software is unstable, but because Atarians, like me, are adventureous
people.

There is one thing I saw that could well be typical for our future :
I have hardly seen any "classic" Atari computer on the stands. I've seen Milan's, MagicMac,
STemulator but no good old ST's or TT's in action.
Thus it's not Nostalgia that keeps Atari (with or without the name) alive !! (But don't
throw
away your old ST anyway)

Martin Tarenskeen

5349. WANTED: TT030 or Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 13:11:59 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111220511.34207708@posting.google.com>
Source record: 40118

Hey, does anyone know where can I get a TT030 or a Falcon at a good price? I'been at the best electronic site and they're asking $599 the Falcon.... that's WAY too much.

So if anyone has one, and want to sell it at a good price to a good Atari user from Argentina, please send me an email.

Facundo

5350. Pure C English Docs

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 13:13:09 UTC
From: Ian <info@dotqr.com>
Message-ID: <1006435008.25765.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 40119

Hi, does anyone know if there are any English
language documents for Pure C? The software
seems to be in English, but the docs are German.

Cheers, Ian.

5351. Re: MiNTNet CAB.OVL + SSL

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 13:46:10 UTC
From: nospam@zonnet.nl
Message-ID: <Ck7L7.19068$LK4.73055@zonnet-reader-1>
Source record: 40120

On 22 Nov 2001 12:37:42 , Martin Tarenskeen wrote:
>Anyone using CAB/MiNTNET/CAB.OVL+SSL without problems ?

I tried version 1.8404 (compiled with and without SSL support)

Now I also downloaded and tried the new version 1.86 (with SSL support).
But I still haven't got it working. When trying to connect to an URL in CAB I get this message:

"No route to host! (error #-323)"

With version 1.8404 without SSL support everything works fine.
Am I missing something ?

Martin Tarenskeen

5352. Re: MiNTNet CAB.OVL + SSL

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 14:42:20 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BFD0ECC.17D51733@ndh.net>
Source record: 40121

Hi,

> "No route to host! (error #-323)"
Same problem here with 1.86.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5353. Re: MLTISTRP/STIC

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 14:55:50 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bfd054223e8a0@ic24.net>
Source record: 40122

Hi Martin,

on Thu 22-11-2001 12:37 (GMT) Martin Tarenskeen wrote:

>Does anyone know how to configure STIC ?

Did you not recive the docs in ST-Guide format? If not contact me and I'll
send them.

--
Regards
KapMaN

comp.sys.atri.st
* Location: England(UK) ICQ :79233293 *

5354. XaAES v0.932 bug report

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 16:56:53 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3BFD2E3E.4EFDC6D3@chello.nl>
Source record: 40123

LS

XaAES crashes on a config command of the following pattern:

export NAME=string

Kindly replace the = by a space

The bug will be fixed in the next release

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5355. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 17:37:16 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <rGaL7.1060$Fp3.67139686@news.incc.net>
Source record: 40124

Matthias Jaap wrote in message <9tho2ctgq04$1@news.t-online.com>...
>As stated before you are uninformed. bplan/Merlancia have the TOS sources
>now, the xtos computer will be produced and the Tempest card is also not
>dead. I should know it because I was at the recent Atari fair.
>And if I remember correctly you neither have a production plan nor anything
>else besides weird ideas so - NEXT.

bplan (who is Merlancia?) has the TOS sources? Aw, $h|t! There goes my
last idea...

Anyone want the empty Tandy 1000HX case (80's case designs were the best)
before I throw it out? This whole Atari revival thing just ain't gonna
happen (at least with me involved), so the case I was thinking would be nice
for a new Atari computer is just junk on my shelf. Let me know by Saturday
if anyone wants it.

Well, I guess it's back to working on my animatronic lion, getting him sewn
back up and restuffed (I had to tear him open to replace a stripped servo)
and using him to test out some new animation software/hardware.

At least $10,000.00 from my mother got my most important dream realized (the
animatronic lion). I guess being a computer company CEO just isn't in my
destiny. But God knows best, so who am I to try to change it otherwise?

Christian things are always more productive anyways...

Latre!

Jared

5356. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 18:05:31 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3bfd9bb9$0$174@news.zetnet.co.uk>
Source record: 40131

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:rGaL7.1060$Fp3.67139686@news.incc.net...
| . . . .
| Well, I guess it's back to working on my animatronic lion, getting
him sewn
| back up and restuffed (I had to tear him open to replace a stripped
servo)
| and using him to test out some new animation software/hardware.
|
| At least $10,000.00 from my mother got my most important dream
realized (the
| animatronic lion). . . . .
|
| Christian things are always more productive anyways...

Are you planning on having him eat you?

| Latre!

Bless you

--
JI Logan

5357. Re: Jared

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 18:07:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfd37a46cb7b2@madasafish.com>
Source record: 40094

<large snip>

>After you have done a decent research (my estimate is that it should last
>a couple of months) and thought about it, THEN come with new ideas. And if
>someone replies with well-intended critic, don't say you are finished and
>then come back fifteen seconds later with another half-baked idea. Think.

Amen, Ataris have moved on, still are. Latest news around is the recent
discussions on xTOS project (http://www.xtos.de), just read atari.org
everyday and see all the great news.
--
Lyndon Amsdon

5358. Re: ST Format discs: PD?

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 18:25:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <9tjfug$9g5$1@thorium.cix.co.uk>
Source record: 40125

On 13 Nov 2001 13:59:57 , Tim Conrardy wrote:
> Hi All: I have a question
>
> Is the software on the ST format discs considered Public Domain?
>
> For example: Steinberg released their MIDI program TWELVE on an ST
> format disc.
> Can this now be considered Public Domain that I can have the program
> as a download on my site?
>
> Just want the REAL LEGAL STUFF here, as I try to do things by the
> book on my site.

Technically, the answer is no.
It would have been licensed to the magsine for release on the cover
disk only unless explicitly stated otherwise.

rgds
H

5359. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 19:16:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006544182.27627.1@iapetus>
Source record: 40145

Hi Jared

| Well, I guess it's back to working on my animatronic lion, getting him sewn
| back up and restuffed (I had to tear him open to replace a stripped servo)
| and using him to test out some new animation software/hardware.
|
| At least $10,000.00 from my mother got my most important dream realized (the
| animatronic lion). I guess being a computer company CEO just isn't in my
| destiny. But God knows best, so who am I to try to change it otherwise?

Could you mention to your mother when you see her next that she should have punched your father in the face when she fell pregnant with you or at least drowned you at birth.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5360. Re: What to run on 4Mb 1040STf?

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 19:35:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfd84a41f9f20@madasafish.com>
Source record: 40001

Hi Mg,

>It has been a couple of years since I was using my Stf reularly. I got
>to a stage where I had upped to 4Mb but still have 720 fdd only.
>
>Played KO2 ran Pro 24 and Cubase 1 and had CAB going as well as Telnet
>util... but what has come recently that could be good to have a look
>at??

Keep your eye out on www.atari.org as this is where new releases and news concerning Ataris are. I didn't used to bother until recently, but it is very useful. I also get to know a little o what is happening on in the 8bit world, just check out the doom screenshots on an 8 bit Atari. They look amazing!! TBH, you need a more powerful Atari to get the most from the software that is available. You could be running Magic or a Mint setup, all multitasking OSes, not forgetting Geneva.

Read through http://www.myatari.net as well to see what people are up to and read reviews on new products and good articles.
--
Lyndon Amsdon

5361. Casio CZ editors?

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 19:53:17 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9tjl3d$qn2$1@news6.svr.pol.co.uk>
Source record: 40127

Greetings from a chilly London town, fellow Atarians!

Just wondering if anyone on the NG dabbles with MIDI and in particular Casio CZ range of synths at all? I bought a CZ3000 second-hand some time back and am interested in getting a decent editor/librarian for it. I've downloaded CZ Rider and CZ Android and they're ok but not exactly straight-forward to use! Anyone know of any others or even if there was an X-OR/Unisys module for it?

Cheers and feel free to mail me direct.

Al

ps running a STE 2 meg with TOS 1.62 and a colour monitor

5362. Re: CT60 : NEW WEB page !

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 20:02:34 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <uXcL7.200$y65.699@nntpserver.swip.net>
Source record: 40128

Hi Peter,

Unlike some other developers Rodolphe frequently keeps his
customers/potential customers updated, and contrary to what have been said
in this newsgroup he is very supportive in every way. I have bought stuff
from him, and he has helped me a lot. Have a look at his webpage instead.

Regards

/Peter the second

"Peter Sinclair" <psinclair@mac.com> wrote in message
news:cf62e1fb.0111212235.76553bdc@posting.google.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3bf913ae$0$32059$626a54ce@news.free.fr>...
> > New page on the web site !
> >
> > The authors on CT60 : developers with the product name and the link or
email
> > address.
> >
> > Some surprises...
>
> What surprise? That it will never see the light of day?

5363. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 20:21:13 UTC
From: jamesbrey@aol.com
Message-ID: <20011122152113.09288.00001160@mb-mp.aol.com>
Source record: 40129

If the sluggishness seems to be only with the Creator/Notator program -- I recommend you thoroughly clean the contacts of the dongle (Hardware Key) and mating receptacle of the Atari.

These contacts can oxidate over time and create strange behavior. A long shot but worth looking at.

Make sure you power down before removing, cleaning and exercising the dongle.

JamesBRey@aol.com

5364. Re: MiNTNet CAB.OVL + SSL

Newsgroup: comp.sys.atari.st
Date: 2001-11-22 23:55:20 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <IfgL7.129145$xe.33544826@typhoon.we.rr.com>
Source record: 40130

I've heard several other people have this same problem. I don't know why
yet.
Would one of you please run again with CMDEBUG defined and then send
me the cmdebug.log file.
setenv CMDEBUG
cab
<try to contact a URL>
<exit CAB>
...
-- Howard

Martin Tarenskeen wrote in message ...
>On 22 Nov 2001 12:37:42 , Martin Tarenskeen wrote:
>>Anyone using CAB/MiNTNET/CAB.OVL+SSL without problems ?
>
>I tried version 1.8404 (compiled with and without SSL support)
>
>Now I also downloaded and tried the new version 1.86 (with SSL support).
>But I still haven't got it working. When trying to connect to an URL in CAB
I get this message:
>
>"No route to host! (error #-323)"
>
>With version 1.8404 without SSL support everything works fine.
>Am I missing something ?
>
>Martin Tarenskeen

5365. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 06:20:11 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFDEA9B.D900D374@qnet.com>
Source record: 40132

Djordje Vukovic wrote:

> On 20 Nov 2001 23:24:46 , Atari wrote:
> >I have a Mega ST4 that had TOS 1.00 on two chips. I replaced it with
> >Mega TOS 1.02 6 chips. I jumped W2 1-2 and W3 1-2 and jumped W4. And
> >also cut a pin un the U12 chip. And now the Mega wont boot. Am I
> >missing something else?
>
> Any chance that you have perhaps mixed the positions of the six chips?
>
> cu;

No, the chips are marked as to where they go.

Thanks,

Don

5366. NIB Atari Games! FREE Atari Catalogs! Via E-Mail & Web!

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 06:40:44 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111222236200.467-100000@shell.pacifier.com>
Source record: 40133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5367. Re: NDIALOG

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 07:10:05 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BFDF64D.C318CD63@ndh.net>
Source record: 40134

Hi Martin,

> I got with NVDI. But I get some ALERTS first warning me for illegal AES calls (or
something
> like that - it's in German) before the program starts.
N.Dialog hasnï¿½t build in printer dialogues now, so if you run a program
that uses these printer dialogues you got this error messages.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5368. Re: K�ln 18 november 2001

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 11:40:06 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <qAqL7.133767$R9.34928142@typhoon.we.rr.com>
Source record: 40135

Sounds like fun. Just for the record, I still have two TT030s, two Falcon030s, a 1040STe and a Mega4 ST. The only ST I got rid of was the 1040ST that I traded in when I bought my Mega, back in 1980-something... All of these guys still work, although one of my TTM195s is now dead. Maybe I should get the TTM field service manual...

It would be nice if my Ataris were faster, but mainly I just use Unix workstations...
-- Howard

Martin Tarenskeen wrote in message ...
>As you see I'm suddenly asking a lot of questions in this newsgroup.
>This may have been caused by my visit to the Atari floor on the AMIGA 2001 messe in K�ln, Germany.
>It was nice to see the faces of some people who's name appear on this newsgroup regularly.
>It was promising to see that the Atari community may not be very big, but still very
>active and alive.

>There is one thing I saw that could well be typical for our future :
>I have hardly seen any "classic" Atari computer on the stands. I've seen Milan's, MagicMac,
>STemulator but no good old ST's or TT's in action.
>Thus it's not Nostalgia that keeps Atari (with or without the name) alive !! (But don't throw
>away your old ST anyway)
>
>Martin Tarenskeen

5369. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 13:03:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006619822-111955AEicMi@gmx.net>
Source record: 40066

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Sun, 18 Nov 2001 21:41:07 -0700

Hi Jared,

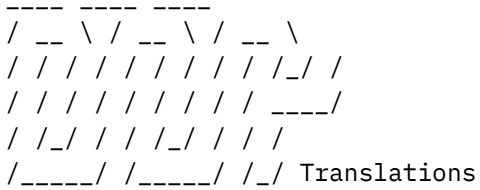
>After much consideration and insight from Dennis Vermiere (sp?), I've come
>to the conclusion that not only is Infogrames dedicated to the Atari name,
>but that they wouldn't be willing to consider licensing the name because of
>a multitude of other considerations.

Good... but why is it always me that has to open our eyes? You were told so
repeatedly by others, but ignored them.

>If Atari clones are to revive and continue on, to a selfsufficient
>sustaining degree, they must reinvent themselves as the ultimate *source*
>from whence they spring forth. In other words, we must do what the PC clone
>makers did in their early beginnings. Without this, I see little but failure
>once again. Are we willing to commit to that level? I am, where I can.

NO NO NO !!
Before you get all windup and over-enthousiastic again forget all about yet
another attempt to create another Atari clone...
The big difference with a PC clone maker is the sofware base. All one needs
to do to sell heaps of PC clones is build a decent machine and sell it at the
right price, the computers will sell on the strenght of their software base.
The average PC user doesn't really care who, how and why the computer was
build, all he cares about is that the PC programs run on it.
For an Atari clone it's the opposite, there isn't any software at all that
exploits the power of these machines. Someone buying a clone is able to run
his existing apps faster, but that's it. For some people this might be all it
takes to upgrade, but the majority will say that it's not enough.
I'm fed up repeating this: the very first thing that needs to happen is some
amazing software appearing, and preferably software that can't run on the old
machines but requires at least a 68040 and graphic card...

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net

xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5370. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 13:04:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1006619826-112660AEicMi@gmx.net>
Source record: 40067

From: "Jared Falvo" <luposian@azob.quik.com>
Date: Mon, 19 Nov 2001 15:01:50 -0700

Hi Jared,

>If you have no hardware, with what reason should they write software? It
>truely is a chicken 'n egg scenario. Who comes first?

That question was answered when the Hades and Milan were released, it's
not a chicken and egg situation. The chicken is present, it's these damned
eggs that are missing...

>*Money* and *cooperation* would solve this whole problem. Never forget
>that.

No way...
1. You haven't got the money
2. Even if everyone here would participate in your project and would be
crazy enough to put $1000 towards it, you still wouldn't collect more then
a measly $100,000 and that's a very liberal estimation.

Unless you know the secret to turn $100,000 into a couple of millions, all
you do is waste our time.

>But you're right... it's pointless to live in the Atari past when there
>is so much future in the PC arena... and even more so with the Power
>Macintosh G5's coming out soon!

???
Don't put words in my mouth please. I'm not the one who's using a PC and
left this platform. And I am certainly not the one who starts drooling
whenever PC's of G5's are mentioned. I start drooling when 68060's are
mentioned... :-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5371. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 14:17:51 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <wVsL7.1347$NQ6.367444@news2-win.server.ntlworld.com>
Source record: 40136

Hello.

"Atari" <atari@qnet.com> wrote in message news:3BFDEA9B.D900D374@qnet.com...

Put the Mega back as it was and see if it boots to check you ain't done more damage.

If it does boot I have tos 1.02 and 1.04 on two chip sets, price £10 plus post.

Where are you?

Barrie at Keychange. www.keychange.co.uk

5372. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 14:28:53 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0111230628.ffbb529@posting.google.com>
Source record: 40137

> I also have a set of TOS 1.62 but the PROMs have more pins so that option is > out.

There are TOS2.06 converter boards you can get.

Alex

5373. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 14:34:16 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <U8tL7.1424$NQ6.379853@news2-win.server.ntlworld.com>
Source record: 40138

Hello.

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message
news:1f3bp1n.3xcwhc1iny7adN%northstar2010@___NO_SPAM___yahoo.no...
> JamesBRey <jamesbrey@aol.com> wrote:
>
> > These contacts can oxidate over time and create strange behavior. A
long
> > shot but worth looking at.
>
> Yes, the dongle is certainly the weakest link in the whole system.

No, the weakest link is usually..... the user.....

> Very annoying that it's needed at all.

My ten pennyworth.... This gimme gimme gimme thing really annoys me.

If software writers want to make their product freeware that is up to them
BUT...

Notator and Cubase are still widely used commercially. (Yes, they are!!!)

I fully support the continued ' dongling ', but then, I would, wouldn't I.

> Notator isn't even sold..... (I have Notator in stock...)

There are users who paid a lot of money for their copy, do you want them to
present you all with free gifts?

> ....or supported by its makers any longer,

It don't need support, it does what it does, what more do you want?

Just get on with making music!

That is why you want Notator.....isn't it?

Barrie at Keychange. www.keychange.co.uk

5374. Re: Atari Falcon Development/Game system

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 16:15:57 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <3bfe7645$1@tvl-news.jcu.edu.au>
Source record: 40139

have you sold this stuff yet? if not, would you be interested in selling me
the books?
Michael White <michael12@mindspring.com> wrote in message
news:9tfcbe$13d$1@slb1.atl.mindspring.net...
> All,
>
> I am going to attempt to sell all of the below as a package.
> The reason being is that I don't want to un-install the software :),
> and it all seems to work so well together. If no acceptable offers
> have been received by the end of two weeks, I'll either post it on e-bay
> or break it up into smaller packages. Also note that some of the items
> are negotiable as to whether to include them in the system or not;
> e.g. if you don't want the monitor, it'll reduce the price of the
> overall system. Atari specific stuff (e.g. the Nova card) are not
> negotiable in this manner.
>
> All negotiable items are marked with an asterisk ("*").
>
> Commercial Software Development and License (yes, you can
> update these and sell them within the terms of the agreement)
> --
> o Diamond Back
> o Diamond Edge
>
> Hardware
> --------
> o Falcon 030 in C-LAB MK-X Case
> o 1.2 GB Internal Toshiba IDE hard drive
> o Afterburner040 w/hardware switch to switch back to 030
> o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
> o Nemesis accelerator
> o Nova 64-bit graphics card with 2 MB VRAM
> o QWERTYX AT keyboard/serial mouse adapter
> o Mega STe keyboard
> o Microspeed keyboard
> o Golden Image mouse
> o Other mice from other manufacturers.
> o Motorola 28.8 external modem
> o External monitor switch for Nova/Falcon video output
> o All necessary interconnecting cables and power supplies
> o Wangtek Model 51000 1.2 GB SCSI tape drive
> o 3 Maxell 1.2 GB QICs for Wangtek drive (these are $30 each new)
> o Assortment of 150 MB and 525 MB QICs that work with the Wangtek drive
> o 4.3 GB Internal IBM SCSI hard drive

> o 2 Radio Shack joysticks w/suction cups
> o QuickShot II Turbo joystick
> o Wico Command Control joystick
> * Yamaha CRW64 Internal SCSI CD Writer
> * MicroTek Scanmaker E3+ SCSI Color scanner
> * Four-bay SCSI case with power supply
> * Philips Magnavox 19" monitor
> * Labtec stereo speakers that sit on monitor
> * HP Laserjet III printer with RAM expansion and good toner
>
> Commercial Software - non-games
> ------------------------------
> o NVDI 4.11
> o Papyrus Gold 3.64 with 4.25 upgrade
> o ProCopy ST
> o SpeedoGDOS
> o XBoot III
> o Atari MultiTOS (upgraded)
> o CAB 2.7
> o CD Font Manager ST
> o Extendos Pro
> o Extendos Gold
> o HD Driver 7.11 with 7.71 upgrade
> o Thought - Idea processor (design tool)
> o AtariWorks
> o Lattice C 5.6
> o N.AES 2.0
> o Straight Fax 2
> o Flash II
> o Bird of Prey CD (Floating Fish collection of Falcon stuff)
> o Expert Software 2000 Fonts CD
> o Bitstream 500 Fonts CD
> o Selected Signs Font CD
> o Speedo Superfont
> o Wercs Resource editor
> o Cleanup ST
> o CD Writer
> o GEMTrade German translation program
> o MicroRTX
> o ScanX scanner software
> o UVK 2000
> o Iface Color Resource editor
> o MegaPaint CAD tool
>
> Commercial software - games
> ---------------------------
> o Steel Empire
> o Sky Chase
> o Sundog - Frozen Legacy
> o Super Sprint

> o Arkanoid
> o Star Quake
> o Lords of Conquest
> o Hoyle official Book of Games, Volume 2 - Solitaire
> o MegaTraveller 1
> o Greg Norman's Ultimate Golf
> o Space Rogue
> o Dominium
> o Radical Race
> o Just Another War in Space
> o Risk
> o Defender II
> o Captain Blood
> o Dungeon Master
> o Dungeon Master Expansion Set #1 - Chaos Strikes Back
> o Nine Princes in Amber
> o Midimaze
> o Red Lightning
> o Omega
> o Microprose Golf
> o Ogre
> o ST Star Raiders
> o Stellar Crusade
>
> Registered shareware
> --------------------
> o Paula mod player
> o CLA Digitial Circuit Designer
> o Thing 1.27
> o ANIPlay
> o Others, I know....
>
> Other software
> --------------
> o Atari Development Kit with all binders and documents
> o MiNT installed across both disks
> o MiNT 1.12 currently running
> o RPM installed
> o SSL version of Lynx installed
> o Lots more installed freeware...
>
> Books
> -----
> o Best Electronics catalog
> o Atari Compendium
> o The ST Assembly Language Workshop
> o Introducing Atari ST machine code
> o MC68030 User's manual (Motorola)
> o MC68040 User's manual (Motorola)
> o MC68060 User's manual (Motorola)

> o 68K programmer's reference manual (Motorola)
> o ST Disk Drives
> o Atari ST Internals
> o Atari ST: VDI
>
>
> All hardware is in excellent working condition EXCEPT for the native video
> output of the Falcon. There is a blue tinge that comes and goes.
> This blue tinge is not present on the video card output.
>
> Nearly all commercial software includes original disks, most include the
> boxes. Most installed shareware has been registered. No guarantee on
some
> of the older software as far as compatibility is concerned (some of the
> games have been around since my 1040 STe). Please ask if you have a
> question about a specific software item (e.g. version, compatibility,
> etc...).
>
> Total for all items: $2200 US
> Total for all items minus optional hardware - $1700 US
> (Note that this means you supply your own SCSI case)
> Buyer pays shipping
>
> Price is negotiable. Buyer who will pick it up in Ft. Worth, Texas
> preferred. Will entertain trades (partial or full), especially in
firearms
> or accessories. Payment in e-gold also accepted.
>
> I can be reached via email at michael12@mindspring.com, or you can
> reach me by phone at 817-427-2129 in the evenings.
>
> Thanks.
> --
> Michael White
> michael12@mindspring.com

5375. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 16:54:55 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <D9vL7.1074$kR3.68714584@news.incc.net>
Source record: 40140

"JI Logan" <jlog@nospam.zetnet.co.uk> wrote in message
news:3bfd9bb9$0$174@news.zetnet.co.uk...
> Are you planning on having him eat you?

He's a Christian lion, so he wouldn't lower himself to that carnal level.

I based him on a copyrighted pre-existing stuffed lion and his "look" didn't come out right after modifications for animation, as well as the fact that he is simply too small to be anything but a host PC driven unit, so I've gone with a much larger, generic stuffed animal to animate.

I will probably sell him with his software on eBay eventually, for around the price it cost to have him made. He is definately unique (he's a prototype)... *and* interactive (with proper programming). I also have a VHS video of him in action. Need to get it copied and maybe I can help sell him by others seeing it.

Sure wish there was an animatronics newsgroup I could spout all this stuff in...

Jared

5376. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 17:13:00 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <9tm02shsq1@news.hawaii.edu>
Source record: 40141

Barrie at Keychange <barrie@keychange.co.uk> wrote:

: My ten pennyworth.... This gimme gimme gimme thing really annoys me.
: If software writers want to make their product freeware that is up to them
: I fully support the continued ' dongling ', but then, I would, wouldn't I.

: Just get on with making music!
: That is why you want Notator......isn't it?

Hmmm... I purchased Notator for $600 many years ago. Since then I have purchased two additional copies, as well as upgraded to Logic, etc...

THE DONGLE INTERFERES WITH MAKING MUSIC.

I can't tell you how many hours of work that I have lost because the computer froze when the software went to check the dongle on a disk access. It is one thing if the copy protection is transparent, and another thing entirely when it interferes with the operation of the software.

Aloha.

5377. Looking for external SCSI host adapter for (Mega) ST(E)

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 17:16:59 UTC
From: "M. Scheltens" <someone@someplace.com>
Message-ID: <fwvL7.111$Ug5.422@pollux.casema.net>
Source record: 40142

Hi group,

I'm looking for an external SCSI host adapter for my Atari Mega STE, to be able to make swift harddisk backups to my PC without too much troubles. I'd be interested in an adapter from for example ICD, like the Link, Link 2, Link 96 or Link 97. Adapters of other brands or DIY kits, working or not, wouldn't be a problem too.

Thanks,
Martijn

5378. chuchu rocket update!

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 18:59:29 UTC
From: Matt Smith <mattsmith@zetnet.co.uk>
Message-ID: <l0xL7.389$zh6.44887@news1.cableinet.net>
Source record: 40144

```
ChuChu Rocket has now been updated and is available for
download from http://rg.atari.org

So what are you waiting for, download it now!

neo_rg
```

5379. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 20:19:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006604745.2668.1@demeter.clara.net>
Source record: 40056

Hi Weeds and wanking

| Sure wish there was an animatronics newsgroup I could spout all this stuff
| in...

Not as much as we do!!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5380. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 21:37:51 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bfec107_3@news2.vip.uk.com>
Source record: 40047

Hi John,

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:9tm02shsq1@news.hawaii.edu...
> THE DONGLE INTERFERES WITH MAKING MUSIC.
>
> I can't tell you how many hours of work that I have lost because the
> computer froze when the software went to check the dongle on a disk
> access. It is one thing if the copy protection is transparent, and
> another thing entirely when it interferes with the operation of the
> software.

Totally agree with yourself an Hallvard here. I too paid around the same price years ago (no problems at all with that!) but the timing checks relative to the dongle make it quite unreliable - shows up _any_ problems with cartridge ports etc. Especially as they are not interested in replacing or investigating problems with it. I had a nightmare situation a few years back with my Steinberg D-50 Synthworks dongle (brilliant editior) which decided to fail and they (Steinberg) just couldn't care less. Fair play to the programmers to try to protect their hard earned projects _but_ this software is a *large* investment and is ruled totally inoperative without the dongle. You've paid for the software *not* the dongle - you shouldn't even have to be worried about that issue. Interestingly, the Cubase dongle I've never had a problem with whatsoever.

Regards
KapMan

5381. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-23 21:41:43 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bfec1ef_3@news2.vip.uk.com>
Source record: 40048

Hi Hallvard,

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message
news:1f3bp1n.3xcwhc1iny7adN%northstar2010@___NO_SPAM___yahoo.no...
> Notator isn't even sold or supported by its makers any longer, but
> enough of that as we've discussed this endlessly on the Notator mailing
> list without having gotten Emagic to change their minds about releasing
> it as freeware).

Maybe not freeware, but what about all owners who purchased and have
dongles to be able to send these in an get a non dongleware program? This
way only legitimate users would own it.

Regards
KapMaN

5382. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 01:33:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <KOCL7.4484$7z3.921174@news6-win.server.ntlworld.com>
Source record: 40049

Hello.

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:9tm02shsq1@news.hawaii.edu...
> Barrie at Keychange <barrie@keychange.co.uk> wrote:
>
> : My ten pennyworth.... This gimme gimme gimme thing really annoys me.
> : If software writers want to make their product freeware that is up to
them
> : I fully support the continued ' dongling ', but then, I would, wouldn't
I.
>
> : Just get on with making music!
> : That is why you want Notator......isn't it?
>
> Hmmm... I purchased Notator for $600 many years ago. Since then I have
> purchased two additional copies, as well as upgraded to Logic, etc...

Operative word ' purchased ' methinks.
>
> THE DONGLE INTERFERES WITH MAKING MUSIC.

No. I used Notator on a Mega STE with very little trouble

Lack of maintenance is the problem, as long as the dongle is in clean and
tight it works.
The machines are now over 10 yrs old, look after them and they work.
I know this 'cos I fix them.

I could always hard wire the dongle to the mobo for you.......

> ......Especially as they are not interested in replacing or investigating
problems with it.

They being the dealer or Steinberg?

> Fair play to the programmers to try to protect their hard earned projects
but
> this software is a *large* investment and is ruled totally inoperative
> without the dongle.

The whole point of having a copy protection key.

> You've paid for the software *not* the dongle -

A common misconception, you buy a licence to use the product.

> Yes, as a salesman I can see your point of view. However, for the user
the dongle provides its fair share of problems,

I got into fixing Ataris by using the software and still use both Notator
and
Cubase.

Seems the biggest problem is having to buy Notator instead of just
freeloading it......

Barrie at Keychange. www.keychange.co.uk

5383. Re: K"ln 18 november 2001

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 03:28:49 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <HtEL7.25763$op.3825166@news20.bellglobal.com>
Source record: 40050

```
Yes you should.

> Maybe I
> should get the TTM field service manual...
>
```

5384. Re: looking for ASCII editor as acc for ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 03:30:59 UTC
From: ".rEs" <res@sympatico.ca>
Message-ID: <JvEL7.25770$op.3827385@news20.bellglobal.com>
Source record: 40051

http://ic.net/~harvey/editplus.htm

5385. RatSoft BBS Software wanted.

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 07:06:20 UTC
From: NEOGEOman@whatthefuck.com
Message-ID: <3988ec78.0111232306.1696341f@posting.google.com>
Source record: 40053

A long time ago I owned the RatSoft BBS software. Several moves later
I find myself without it.

I'd like to purchase this software from anyone willing to sell it.
Original disks and manuals are preferred.

Please reply to this or email me if you've got a copy you're willing
to part with!

Thanks,

Lawrence.

5386. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 07:07:42 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <6EHL7.1091$n34.69606446@news.incc.net>
Source record: 40052

Steve Sweet wrote in message <1006544182.27627.1@iapetus>...
>Hi Jared
>Could you mention to your mother when you see her next that she should have
>punched your father in the face when she fell pregnant with you or at least
>drowned you at birth.

Just egging me on, aren't you? For your information, I am VERY glad to be alive and to have my Christian animatronic project to fall back on after my failed efforts here. Thus, I have no reason to say such silliness to her.

Now, would you please stop replying to my messages and let the whole issue be forgotten, so people can go back to their normal lives? As soon as I see that none of my messages are being replied to anymore, I'll grow bored and unsubscribe from this newsgroup. Shouldn't take more than a couple days. I've already unsubscribed from the other Atari newsgroups. This is the last one! Really!

You want me gone or not? *sigh* Clueless fudge-packing dickhead. Can't keep your mouth shut long enough to see me go away. At this rate, I'll NEVER leave!

Whatta mattuh... your brain suffering frostbite these days? Doesn't take a genius to figure out that ignoring me and my messages will get rid of me a lot quicker than not.

Betcha can't resist replying to this message... you'd probably die of bordom without me, right? But, then again, how'd you ever survive while I was away since my last visit months ago?

Jared

5387. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 07:35:22 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <1bIL7.358$y65.989@nntpserver.swip.net>
Source record: 40054

Can't you guys just.... stop this?

/Peter

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1006544182.27627.1@iapetus...
> Hi Jared
>
> | Well, I guess it's back to working on my animatronic lion, getting him
> sewn
> | back up and restuffed (I had to tear him open to replace a stripped
servo)
> | and using him to test out some new animation software/hardware.
> |
> | At least $10,000.00 from my mother got my most important dream realized
> (the
> | animatronic lion). I guess being a computer company CEO just isn't in
my
> | destiny. But God knows best, so who am I to try to change it otherwise?
>
> Could you mention to your mother when you see her next that she should
have
> punched your father in the face when she fell pregnant with you or at
least
> drowned you at birth.
>
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

5388. Re: Homa Systems House Contact information

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 12:17:10 UTC
From: Nicholas Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <adML7.4688$zh6.500146@news1.cableinet.net>
Source record: 40055

Hi Nima

long time,, you off to Germany?

Nick

"Nima Montaser" <nmontaser@hotmail.com> wrote in message
news:e657320c.0111132030.46a2e98c@posting.google.com...
> Hi fellow atarians,
> If you are interested in contacting Homa Systems House, here is the
> contact info, including a web site:
>
> email: homa@canada.com
> URL: http://www.geocities.com/nmontaser
>
>
> Homa Systems House
> P.O. Box 52127
> Ottawa, ON K1N 5S0
> Canada
> Tel: 1 (613)277-5577
> Fax: 1 (775)942-8344
>
> cheers,
> Nima

5389. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 13:45:10 UTC
From: ebaiz@skyenet.net
Message-ID: <GvNL7.33$oC1.69299@newsfeed.slurp.net>
Source record: 40057

On 24 Nov 2001 00:07:42 , "Jared Falvo" wrote:

>You want me gone or not? *sigh* Clueless fudge-packing dickhead. Can't
>keep your mouth shut long enough to see me go away. At this rate, I'll
>NEVER leave!

Great... I like you Jared and the way you think. We need strong
Atarians in this newsgroup...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5390. Re: Looking for external SCSI host adapter

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 13:45:12 UTC
From: ebaiz@skyenet.net
Message-ID: <IvNL7.34$oC1.69492@newsfeed.slurp.net>
Source record: 40058

On 23 Nov 2001 17:16:59 , "M. Scheltens" wrote:
>Hi group,
>
>I'm looking for an external SCSI host adapter for my Atari Mega STE, to be
>able to make swift harddisk backups to my PC without too much troubles. I'd
>be interested in an adapter from for example ICD, like the Link, Link 2,
>Link 96 or Link 97. Adapters of other brands or DIY kits, working or not,
>wouldn't be a problem too.

I reccommend the Link II. That is what I use for my STe....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5391. SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 13:47:39 UTC
From: ebaiz@skyenet.net
Message-ID: <%xNL7.35$oC1.69881@newsfeed.slurp.net>
Source record: 40059

Hello,

When I was asking questions concerning chaining SCSI devices, people mentioned a SCSI program they used to help them. I have been looking for this program and cannot find it. Can anyone tell me where to download it or else upload it to me? Thanks..

Also, has anyone successfully gotten a Sony CD drive to work with an Atari computer?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5392. Re: MLTISTRP/STIC

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 14:05:33 UTC
From: nospam@zonnet.nl
Message-ID: <NONL7.1256$O_4.3981@zonnet-reader-1>
Source record: 40060

On 22 Nov 2001 14:55:50 , "KapMaN" wrote:
>Hi Martin,
>
>on Thu 22-11-2001 12:37 (GMT) Martin Tarenskeen wrote:
>
>>Does anyone know how to configure STIC ?
>
>Did you not recive the docs in ST-Guide format? If not contact me and I'll
>send them.
>

Please send them, thank you !
replace "nospam" in my e-mail address with "m.tarenskeen" for the correct reply address.

5393. Re: Casio CZ editors?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 14:10:20 UTC
From: nospam@zonnet.nl
Message-ID: <gTNL7.1316$O_4.3981@zonnet-reader-1>
Source record: 40061

On 22 Nov 2001 19:53:17 , wrote:
>Greetings from a chilly London town, fellow Atarians!
>
>Just wondering if anyone on the NG dabbles with MIDI and in particular
>Casio CZ range of synths at all? I bought a CZ3000 second-hand some
>time back and am interested in getting a decent editor/librarian for
>it. I've downloaded CZ Rider and CZ Android and they're ok but not
>exactly straight-forward to use! Anyone know of any others or even if
>there was an X-OR/Unisys module for it?
>

I have one called CZPHONIX. Unlike many other old and free Atari midi software
(like my YSEDITOR for Yamaha synths) it uses clean GEM windows and menu's and
it runs on my Falcon with MiNT/N.AES.

5394. Re: C LAB Creator sluggish on 1040ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 14:14:02 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bff9f0289d901@ic24.net>
Source record: 40062

Hi Barrie,

on Sat 24-11-2001 01:33 (GMT) Barrie at Keychange wrote:

>No. I used Notator on a Mega STE with very little trouble
>
>Lack of maintenance is the problem, as long as the dongle is in clean and
>tight it works.
*****

I've personally always looked after these dongles like they were rare gems!
:-) but have found the Notator one is not great - I'm sure other Notator users
have found this too. By the shear act of connecting and disconnecting
dongles wears things out. There are ways aroung this - key ports and stuff,
but then again as Hallvard has said, Notator can be unreliable with those.

I guess having to repair/replace cartride ports and dongles may help your
finances but it's not the point here.

>> ......Especially as they are not interested in replacing or
>investigating problems with it.
>
>They being the dealer or Steinberg?
>

Yes, Steinberg.

>> You've paid for the software *not* the dongle -
>
>A common misconception, you buy a licence to use the product.
>

Of course....a licence to use the product and not have it's use interfered
with by a over zellus copy protection. You haven't had this problem so good
luck to you, but it's obvious others have as why would you have to repair
them otherwise if this wasn't an issue?

>Seems the biggest problem is having to buy Notator instead of just
>freeloading it......

Hmmm, I don't think Hallvard is saying this at all as he's obviously
already owns a copy - I think he's mainly concerned of problems caused by
the timing of the dongle in relation to trying to expand his system setup.

I agree with Hallvard and John as Notator is the best sequencer program
I've ever used and it's just a shame it's reliability is hampered by the
dongle. I've even spoken to experts like El at Atari Workshop previously
about this aspect and he said he agreed that they (C-Lab) made the timing

too tight - it could have been done a lot less fussy yet still retain
copy protection without problems.

--
Regards
KapMaN

comp.sys.atri.st
* Location: England(UK) ICQ :79233293 *

5395. Re: Looking for external SCSI host adapter

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 15:38:55 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFFBF0F.B3D0BA03@seimet.de>
Source record: 40063

"Edward S. Baiz Jr." schrieb:

> I reccommend the Link II. That is what I use for my STe....

Note that the Link II does not provide initiator identification, which
guarantees the highest compabibility. LINK96 and LINK97 do.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5396. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 15:41:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFFBFAA.2997346C@seimet.de>
Source record: 40064

"Edward S. Baiz Jr." schrieb:

> When I was asking questions concerning chaining SCSI devices, people
> mentioned a SCSI program they used to help them. I have been looking
> for this program and cannot find it. Can anyone tell me where to
> download it or else upload it to me? Thanks..

What do you mean with "SCSI program"? What is such a program intended to
do? Note that for each device designated drivers are required in order
to access this device. You can use software like DISKUS, however, to
directly send SCSI commands to a device. But this only makes sense if
you are a SCSI expert and have something particular in mind with respect
to this device.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5397. Re: Pure C English Docs

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 15:56:09 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0111240756.3c671a8c@posting.google.com>
Source record: 40065

"Ian" <info@dotqr.com> wrote in message
news:<1006435008.25765.0.nnrp-02.9e98e6ee@news.demon.co.uk>...
> Hi, does anyone know if there are any English
> language documents for Pure C? The software
> seems to be in English, but the docs are German.
>
> Cheers, Ian.

Hello

Try this address.

http://elfsoft.home.mindspring.com/prod.htm

5398. Re: MLTISTRP/STIC

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 17:01:59 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9tojq7duv1@snipp.uninett.no>
Source record: 40068

Martin Tarenskeen <nospam@zonnet.nl> wrote:
> I got a program called STIC.APP with my N_AES 2.0 package. If I understand well it

I don't recommend using STIC, as the concept of one application using
RSC-data stored in another application's memory space can be very risky
and seriously affect the stability of your system.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5399. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 17:26:08 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1006675524-290249AEicMi@ntlworld.com>
Source record: 40092

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Sat, 24 Nov 2001 16:41:30 +0100

>"Edward S. Baiz Jr." schrieb:
>
>> When I was asking questions concerning chaining SCSI devices, people
>> mentioned a SCSI program they used to help them. I have been looking

>What do you mean with "SCSI program"? What is such a program intended to
>do? Note that for each device designated drivers are required in order

I think that Edward is searching for SCSIDRV.PRG from Steffan Engle. It's
part of the Gemar archive, which as you know is a tape streamer backup
program.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5400. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:10:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tonqb$h8l$1@dos.canit.se>
Source record: 40069

Jared Falvo <luposian@azob.quik.com> skrev:

First of all, learn some bloody netiquette. Don't waste bandwidth.

: I am going to cease striving against you. Rattle on as much as you like.
: There are a few who see my points. The rest simply don't.

When I had gone to such lengths to write such an eloquent response? It
seems like your usual way of handling serious arguments.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5401. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:31:07 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9top1b$h8l$2@dos.canit.se>
Source record: 40073

Jared Falvo <luposian@azob.quik.com> skrev:
: Does anyone know if anyone is/was working on or has attempted a
: PowerPC-based Atari clone? If not, I'm doing a bit of research into it.
: There may yet still be a chance.

Yes.
As for your research, what would that amount to? You don't know one thing
about such matters.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5402. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:32:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9top3b$h8l$3@dos.canit.se>
Source record: 40070

Matthias Jaap <mjaap@t-online.de> skrev:

: There is the Tempest, the Coldfire-powered Pegasus, the G4 bplan board...

I'd very much like a Pegasos, but I didn't know that it had any ties with
the Atari market.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5403. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:38:37 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9topfd$h8l$4@dos.canit.se>
Source record: 40071

Edward S. Baiz Jr. <ebaiz@skyenet.net> skrev:
: On 24 Nov 2001 00:07:42 , "Jared Falvo" wrote:

:>You want me gone or not? *sigh* Clueless fudge-packing dickhead. Can't
:>keep your mouth shut long enough to see me go away. At this rate, I'll
:>NEVER leave!

: Great... I like you Jared and the way you think. We need strong
: Atarians in this newsgroup...

Only he isn't an Atarian, he's a PC user with a complex.
BTW, isn't it odd that he seemed to give up when he heard that Bplan had
the TOS sources? If I were hell-bent on Atari's survival, I'd be
rejoicing. Bplan's new computer looks lovely, and it already is running
MorphOS.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5404. Re: The standard for a revival...

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:42:03 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9toplr$h8l$5@dos.canit.se>
Source record: 40072

Jared Falvo <luposian@azob.quik.com> skrev:
: Let's assume we, as a united effort of both US and foreign Atarians and

I'm not foreign, I'm Swedish.

: ex-Atarians, will attack this matter with all due diligence and fortitude.

: Let's decide on the first two issues of importance:

: 1) The OS we will use

Go to http://www.tosgroup.org/.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

5405. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 18:54:10 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <A2SL7.5240$i37.584391@news6-win.server.ntlworld.com>
Source record: 40074

Hello.

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:%xNL7.35$oC1.69881@newsfeed.slurp.net...
> Hello,
>
> When I was asking questions concerning chaining SCSI devices, people
> mentioned a SCSI program they used to help them......

ICD did a SCSI test program, it sent commands etc to the drive.

It may be on the net somewhere but it is a commercial prog......

> Also, has anyone successfully gotten a Sony CD drive to work with an
> Atari computer?

A Sony CD rom yes, many times, using one now but it probably depends on the
drive and software.

I always used ICD pro and Extendos Pro. My thanks to Roger Burrows.
http://www.cyberus.ca/~anodyne/

Barrie at Keychange. www.keychange.co.uk

5406. Re: Atari Portfolio for sale Like new

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 19:26:17 UTC
From: neil sheppard <neil.sheppard@worldcom.att.net>
Message-ID: <3BFFF4BF.E057833@worldcom.att.net>
Source record: 40075
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

Atari Portfolio with 256k Atari card fax/modem card serial interface
manuals etc in original box like new
$175 O.B.O

> email nshep@mail.com

5407. Re: Atari Portfolio and PCMCIA products for sale

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 19:31:01 UTC
From: neil sheppard <neil.sheppard@worldcom.att.net>
Message-ID: <3BFFF5DC.E1F98B1@worldcom.att.net>
Source record: 40076
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,alt.atari.2600vcs,comp.sys.atari.st

Atari Portfolio in perfect condition used once. Have all manuals etc in
original box.
(I see reconditioned ones for $175 $189 . Mine is as close to new as you can
get!!!)

interfaces for paralell and serial port plus original Atari card and a
fax/modem card

also available:
I Megahertz PCMCIA 28.8 fax/modem card also used once only.
(Not positive but I think I can locate the cable for it. Otherwise they are
obtainable.)

PCMCIA card reader/writer for a PC.
Works with 1 type III or 2 type II cards It us new in original box asking
$150.

I will accept best offers

Thank
you Neil Sheppard

GDG wrote:

> Here's what's new this week at TAT!
>
> * NEW! Name that Game! Win prizes!
> * NEW! Atari Karts Review
> * NEW! New 7800 and 5200 review forms added! Send in your scores!
> * NEW! Guides page added (We need more guides from you!)
> * NEW! Vote for the most recognized video game company of all time.
> * NEW! Adopt-A-Page Program! Advertise your business on TAT!
>
> * Revisit My Most Hated Jaguar Games
>
> The Atari Times is always looking for new material written by you! Yes,
> you can earn cash for your written work! (How many other websites do
> that?) Also, we're desprately looking for great articles and reviews for
> Atari ST and Atari 8-bit computers. If you have a craving to write
> something about Atari, The Atari Times is your first stop for getting
> your work web-published!
>
> --
> Greg
>

> "I fear that all we have done is awaken a sleeping giant, and fill it
> with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora
>
> =-=
> - ||| ||| -
> = ||| Visit The Atari Times Website! ||| =
> - / | \ http://www.ataritimes.com / | \ -
> = ATARI ATARI =
> - DO+THE Lynx Book Coming Soon! HYPAT? -
> = MATH =
> -=-

5408. Re: Looking for external SCSI host adapter

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 19:34:25 UTC
From: "M. Scheltens" <someone@someplace.com>
Message-ID: <5DSL7.159$4z1.584@pollux.casema.net>
Source record: 40077

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BFFBF0F.B3D0BA03@seimet.de...
> "Edward S. Baiz Jr." schrieb:
>
> > I reccommend the Link II. That is what I use for my STe....
>
> Note that the Link II does not provide initiator identification, which
> guarantees the highest compabibility. LINK96 and LINK97 do.

I'd be more than satisfied if the adapter could provide me with SCSI-1. My Adaptec 2940 SCSI-2 card in my PC will do the rest as has been succesfully tested by making backups of a Mac SE/30 here (has an external 25-pin SCSI-1 connector). Backward compatibility rox :-)

Cheers,
Martijn

5409. Re: New Falcon Owner, Some questions..

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 19:36:03 UTC
From: vdjole@EUnet.yu
Message-ID: <9tosr2$7s8$1@news.eunet.yu>
Source record: 40078

On 19 Nov 2001 08:35:48 , Matthias Arndt wrote:

>..ST files are diskimages - files that contain the contents of a whole disks.
>Use a program likeMakedisk to transfer them back to a real disk.
>But beware: .st files are almost always DD disks not HD disks.
>
>http://home.tu-clausthal.de/~ifmar/makedisk/ for a short tutorial.

There is also a utility floating around, which reads the contents of a
ST or .MSA disk image into a RAM disk. Works very well so long as
there is a file system on the imaged disk

cu;

5410. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 19:36:07 UTC
From: vdjole@EUnet.yu
Message-ID: <9tosr5$7s8$2@news.eunet.yu>
Source record: 40079

On 21 Nov 2001 08:49:51 , Atari wrote:
> I jumped W2 1-2 and W3 1-2 and jumped W4. And also cut a pin un the U12
> chip.

If the chips worked in another computer as you say, then it is probably some trivial mistake, becaue it appears that you have done -everything- just right (I assume that you cut pin 12 of U12). So I suspect something like a lost contact on a chip pin, misplaced chip or jumper, or somethng silly like that. E.g. I had once a problem with bad contacts in sockets for ROM chips. It was found out that eprom-chip pins themselves has oxydised sufficiently to lose contact. Maybe you should look at the schematics and check with an ohmmeter if you have all the connections relevant to ROMs exactly right.

>Alexander Holland wrote:

>> 1Mx6 2-3 2-3 Jumper No Use

>> Dont think so, you sure it's not a higher TOS and you should have used
>> the LAST setting (1M*6)?
>>
>> Or you could get a TOS2.06 on two chips, which is the middle setting.
>> You can source the chips for (max) 2.99 each.

Unfortunately it not as simple as that because, although it would be possible to install chips containing TOS2.06 in the six sockets, the address space reserved for chips in these sockets is is not sufficient so 256KB TOS 1.6* and 2.* can not use existing chip-select circuit in the glue.

cu;

5411. FA: Falcon030 Digital Audio Setup

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 21:01:38 UTC
From: Larry Anderson <retrogmr1@home.com>
Message-ID: <MPG.1669aa9e934c9bdd989683@news.haywd2.sfba.home.com>
Source record: 40080
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.misc

Check the following link:

<http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1301728038>

Drop me an e-mail if you have specific questions!!

5412. Re: MiNTnet CAB.OVL 1.86

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 21:58:33 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <dKUL7.130515$xe.35743185@typhoon.we.rr.com>
Source record: 40081

The OVL is now version 1.8601, to correct the "Error -323 No route to host"
problems most people were having with 1.86.

http://highlandsun.com/hyc/ovl18601.tgz

Howard Chu wrote in message <6r1L7.131539$R9.33562719@typhoon.we.rr.com>...
>Hello there. It's been at least two years since I've done any serious work
>on
>my Ataris but I've just now upgraded to the current SpareMiNT distribution
>and brought my development environment up to date. In addition to getting
>the
>CAB overlay code updated, I've made a couple more small improvements:

5413. Re: Casio CZ editors?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 22:05:52 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111241405.161906c4@posting.google.com>
Source record: 40082

> Greetings from a chilly London town, fellow Atarians!
>
> Just wondering if anyone on the NG dabbles with MIDI and in particular
> Casio CZ range of synths at all? I bought a CZ3000 second-hand some
> time back and am interested in getting a decent editor/librarian for
> it. I've downloaded CZ Rider and CZ Android and they're ok but not
> exactly straight-forward to use! Anyone know of any others or even if
> there was an X-OR/Unisys module for it?
>
> Al

Hi Al

I have found the Caged Artist series good, but it looks like you want
something more! It seems like you have the main program XOR. You can
get all the profiles you want for it from the MOTU web site on the PC
download section.

http://www.motu.com

To use them in XOR you just need to rename the extensions: profile to
.xor and the help file to .hlp and copy them to the same dir as
xor.prg. Then run the Setup.prg and install your new profiles. The run
xor.prg and there you have it!
BTW: The caged artist version (CZ-Rider) is compatable with XOR.

There might be some more Casio editors for Atari as well on the
Atari-MIDI archive site under SOUNDS. Check my site for the links.

Tim Conrardy
Tims Atari Midi World
http://tamw.atari-users.net

5414. XaAES v0.933

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 23:33:13 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C002E3A.787A3E08@chello.nl>
Source record: 40083

L.S.

Fixes:

crashes very likely to occur:

Crash when hiding (and unhiding) taskmanager.
Crash on export NAME=a-rather-long-character-string

The format NAME=string is accepted again (no spaces around =)

Mintsetter finds its rsc when running as accessory.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5415. Re: Mega ST 4 TOS Upgrade?

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 23:55:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9tpc14$4bi$1@thorium.cix.co.uk>
Source record: 40084

In message <9tosr5$7s8$2@news.eunet.yu>, vdjole@EUnet.yu said:

>On 21 Nov 2001 08:49:51 , Atari wrote:
>> I jumped W2 1-2 and W3 1-2 and jumped W4. And also cut a pin un the U12
>> chip.
>
>If the chips worked in another computer as you say, then it is probably some
>trivial mistake, becaue it appears that you have done -everything- just
>right (I assume that you cut pin 12 of U12). So I suspect something
>like a lost contact on a chip pin, misplaced chip or jumper, or somethng
>silly like that. E.g. I had once a problem with bad contacts in sockets
>for ROM chips. It was found out that eprom-chip pins themselves has oxydised
>sufficiently to lose contact. Maybe you should look at the schematics and
>check with an ohmmeter if you have all the connections relevant
>to ROMs exactly right.

Yes and he should also check that all the pins of the TOS ROMs are
actually in the sockets! When I upgraded my STFM to TOS 2.06 I had
intermittent problems, and on checkling found that some pins had
not gone into the socket but had been bent over when inserting the
chip, though they still touched the top of the socket and usually
made contact. Pulling out the ROMs, straightening the pins and
replacing them more carefully cured the problem.

Regards, /Peter/

5416. Mail address for r.g.faika

Newsgroup: comp.sys.atari.st
Date: 2001-11-24 23:55:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9tpc14$4bj$1@thorium.cix.co.uk>
Source record: 40085

Does anyone have a current email address for Richard? All the ones
I tried from the Luna and Arthur HYPs either bounced or were not
replied to :-(

Regards, /Peter/

5417. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 00:25:54 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <oSWL7.1109$we4.70117464@news.incc.net>
Source record: 40086

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:GvNL7.33$oC1.69299@newsfeed.slurp.net...
> On 24 Nov 2001 00:07:42 , "Jared Falvo" wrote:
>
> >You want me gone or not? *sigh* Clueless fudge-packing dickhead. Can't
> >keep your mouth shut long enough to see me go away. At this rate, I'll
> >NEVER leave!
>
> Great... I like you Jared and the way you think. We need strong
> Atarians in this newsgroup...

I like you too. You've always been my biggest supporter.

However...

Forgive me for asking, but... was that a sarcastic reply or a serious one? Sometimes a reply can be so generic as to the way it can be taken, it's hard to tell how it was meant. :-) And, considering how few actually agree with anything I've said in the past weeks, I sometimes grow suspicious of everyone after awhile.

Jared

5418. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 00:28:30 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <QUWL7.1111$Tc4.70018154@news.incc.net>
Source record: 40087

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1006604745.2668.1@demeter.clara.net...
> Hi Weeds and wanking
>
> | Sure wish there was an animatronics newsgroup I could spout all this
stuff
> | in...
>
> Not as much as we do!!!.

Take note of a slight modifcation to your sig.

> Regards from STEve & his nice warm cosy PAK'd Anus!

5419. KCS page Updated

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 02:10:09 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111241810.2f592414@posting.google.com>
Source record: 40088

Hi ALL:

Finally Updated my KCS page with links to Tim Wilsons Excellent Open Mode Tutorial. This is an excellent article and if you have not checked it out...NOWS THE TIME!

I have also put in Tronds History of KCS as it was pretty clear. Thanks Trond!

I also have a new link to the Midi Recording Studio Manual in PDF format. Actually, there is a story with this. I was asking for any Dr T basic documentation and a person answered me and created one...but it was the wrong one! he did it for MRS (Midi Recording Studio) which is an entry level sequencer to KCS (correct?)However, I believe you can still use parts of it for KCS. Check it out anyway. I am very thankful however, as we still can't get a downloadable version of Dr T basic.

I also put in my part about using Open Mode and the Mmouse.all file which I created using Music mouse patterns (Laurie Spiegels program)So have fun with that as an Open Mode Play.

http://tamw.atari-users.net/omega.htm

Tim

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

5420. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 04:28:25 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.akgthdqn@localhost>
Source record: 40089

```
Flowers 'n' Fliers wrote:
>
> Take note of a slight modifcation to your sig.
>
> > Regards from STEve & his nice warm cosy PAK'd Anus!

For the last time, cut the crap!
```

5421. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 08:29:09 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <y32M7.461$y65.1543@nntpserver.swip.net>
Source record: 40090

I am sure there are newsgroups for this kind of bullshit too. Go play
somewhere else.

/Peter

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:QUWL7.1111$Tc4.70018154@news.incc.net...
> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1006604745.2668.1@demeter.clara.net...
> > Hi Weeds and wanking
> >
> > | Sure wish there was an animatronics newsgroup I could spout all this
> stuff
> > | in...
> >
> > Not as much as we do!!!.
>
> Take note of a slight modifcation to your sig.
>
> > Regards from STEve & his nice warm cosy PAK'd Anus!
>
>
>

5422. TAMW Download page Updated!

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 09:07:30 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0111250107.15e82ee5@posting.google.com>
Source record: 40091

Hi All
Been working all this night with something that has been on my mind
to do for a while, and that is Update the TAMW download page! I have
included many other programs that do not have pages yet on TAMW, but
sometime will, (like mandala) and tried to group the applications in a
logical manner. (I hope! :-)Take a look...you might find something
you never knew was available!I would invite comments

http://tamw.atari-users.net/dwnloads.htm

Tim Conrardy

==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

5423. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 09:41:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200111251041.a2043@su2.maus.de>
Source record: 39915

Hi Edward,

ESBJ>Also, has anyone successfully gotten a Sony CD drive to work with an
ESBJ>Atari computer?
there will be no problem to use it as data drive ('read only hard
drive'), there might be problems to use it as an audio drive
('grabbing') but should not.

Und TTschï¿½
ps

5424. Jared

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 12:14:01 UTC
From: vdjole@EUnet.yu
Message-ID: <9tqna5riq1@news.eunet.yu>
Source record: 40093

Hi all;

Recently, the number of daily postings in this newsgroup has about quadrupled. I would welcome such an occurence, had it not been due to overzealous efforts of a single person. I agree that he is almost completely uninformed of the state of the Atari scene and that his repetitive posts on the same irelevant subject (Atari -name-) has become boring beyond imagination, but still we should all try to calm down and not resort to personal insults. At least some of us pay internet by the hour, and I at least do not find it funny to pay for tens of messages containing nothing but noise. I am not offended or blushing because of the foul language, but the information content of those messages is zero. And it is not even easy to use message filter, because Jared cunningly changes the subject every now and then and, and even replies to his own posts under a different name, and one would have to adjust the filter every couple of days...

To Jared:

Relax. Take a deap breath. Don't say anything. Go to a vacation for a couple of weeks. Have some fun with your wife.

When you return, re-read what people have been replying to your posts. Think about what they said, most of them said what they did with good intentions and from experience. Then find yourself an AtariST computer. Try TOS 2.06. Try Mint. Try Magic. Try Geneva. Try modern desktops. Try some more-less recent applications (e.g. Papyrus etc). See how much or how little all that has travelled away from the simple TOS1.0 on a 520ST. Then try to get a more powerful Atari (TT or Falcon), or find someone who has an Atari clone. Compare your personal experience with the performance of clones. Then try an emulator or two. See what is good in them and what is not. It doesn't matter that the clones and emulators don't conform to your dream- find out personally what is really there. Don't complain that you can't afford all that- if you are serious about re-creating a computer brand you should be able to invest at least in a couple of machines and several software titles.

On the hardware side, inform yourself of the established upgrades that exist (or existed) for the Ataris. See what improvements those add-ons brought, and what did not. Get acquainted with someone who develops electronic hardware. Find out how much money and, even more important, work, time and equipment is needed to develop a product with the complexity of a computer. Re-think it all over. Go fishing for a couple of weekends.

After you have done a decent research (my estimate is that it should last a couple of months) and thought about it, THEN come with new ideas. And if someone replies with well-intended critic, don't say you are finished and then come back fifteen seconds later with another half-baked idea. Think.

Regards;

5425. FA: modem and CD-ROM changer

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 14:28:50 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <B8266A52.46F%atari@bright.net>
Source record: 39996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I still have some items left, check my list of auctions at:

http://members.ebay.com/aboutme/atarilp/

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5426. What to run on 4Mb 1040STf?

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 14:28:52 UTC
From: 100550.3170@compuserve.com
Message-ID: <3c04eb29.237537386@news.freeuk.net>
Source record: 40095

Hi

It has been a couple of years since I was using my Stf reularly. I got to a stage where I had upped to 4Mb but still have 720 fdd only.

Played KO2 ran Pro 24 and Cubase 1 and had CAB going as well as Telnet util... but what has come recently that could be good to have a look at??

Cheers

Mark

5427. Re: MLTISTRP/STIC

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 15:08:32 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3c00fbac14037b0@ic24.net>
Source record: 39997

Hi Martin,

on Sat 24-11-2001 14:05 (GMT) Martin Tarenskeen wrote:

>>>Did you not recive the docs in ST-Guide format? If not contact me and
>I'll >send them.

>Please send them, thank you !
>replace "nospam" in my e-mail address with "m.tarenskeen" for the correct
>reply address.

Should be in your mailbox ;-)

--
Regards
KapMaN

comp.sys.atri.st
* Location: England(UK) ICQ :79233293 *

5428. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 17:52:52 UTC
From: ebaiz@skyenet.net
Message-ID: <UdaM7.150$zn2.134277@newsfeed.slurp.net>
Source record: 39998

On 24 Nov 2001 17:25:54 , "Flowers 'n' Fliers" wrote:

>Forgive me for asking, but... was that a sarcastic reply or a serious one?
>Sometimes a reply can be so generic as to the way it can be taken, it's hard
>to tell how it was meant. :-) And, considering how few actually agree with
>anything I've said in the past weeks, I sometimes grow suspicious of
>everyone after awhile.

A serious one bud....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5429. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 17:52:56 UTC
From: ebaiz@skyenet.net
Message-ID: <YdaM7.151$zn2.134286@newsfeed.slurp.net>
Source record: 39999

On 24 Nov 2001 17:26:08 , Derryck Croker wrote:

>I think that Edward is searching for SCSIDRV.PRG from Steffan Engle. It's
>part of the Gemar archive, which as you know is a tape streamer backup
>program.

Yes, that was the one that was mentioned to me. I did download the
Gemar archive, so I will see if the program helps or not.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5430. Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 17:52:58 UTC
From: ebaiz@skyenet.net
Message-ID: <_daM7.152$zn2.134300@newsfeed.slurp.net>
Source record: 40000

Hello,

Is there a good undelete program for an Atari computer?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5431. Re: Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 20:04:23 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C014EC7.BC924B5B@greeleynet.com>
Source record: 40002

"Edward S. Baiz Jr." wrote:
>
> Hello,
>
> Is there a good undelete program for an Atari computer?

I liked Knife ST personally, but I don't know if it's avalable anymore.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5432. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 20:46:52 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <7KcM7.1123$eL5.71250028@news.incc.net>
Source record: 40003

Dennis Vermeire wrote in message <1006619822-111955AEicMi@gmx.net>...
>NO NO NO !!
>Before you get all windup and over-enthousiastic again forget all about yet
>another attempt to create another Atari clone...
>The big difference with a PC clone maker is the sofware base. All one needs
>to do to sell heaps of PC clones is build a decent machine and sell it at
the
>right price, the computers will sell on the strenght of their software
base.
>The average PC user doesn't really care who, how and why the computer was
>build, all he cares about is that the PC programs run on it.
>For an Atari clone it's the opposite, there isn't any software at all that
>exploits the power of these machines. Someone buying a clone is able to run
>his existing apps faster, but that's it. For some people this might be all
it
>takes to upgrade, but the majority will say that it's not enough.
>I'm fed up repeating this: the very first thing that needs to happen is
some
>amazing software appearing, and preferably software that can't run on the
old
>machines but requires at least a 68040 and graphic card...

Fine. But who is going to do this? Certainly not me. I have no
programming ability. I am only able to offer supposedly misdirected and
sometimes hated inspiration to a cause.

If no one does what you say needs to be done, then there utterly is NO hope
at all. If those in the Atari community, who CAN program the superior apps
required to motivate the cause, do NOT program those apps, what hope is
there?

Jared
"Count me outta the picture. I've got a lion to get working again..."

5433. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 20:50:36 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <DNcM7.1124$mH5.71008344@news.incc.net>
Source record: 40004

Iggy Drougge wrote in message <9topfd$h8l$4@dos.canit.se>...
>Only he isn't an Atarian, he's a PC user with a complex.
>BTW, isn't it odd that he seemed to give up when he heard that Bplan had
>the TOS sources? If I were hell-bent on Atari's survival, I'd be
>rejoicing. Bplan's new computer looks lovely, and it already is running
>MorphOS.

What in blazing tarnations is "MorphOS"? As though we don't already have enough TOS-compatible OS's already. And, as Dennis has already stated, withgout the software to take advantage of these new powerful systems, they're just about dead in the womb!

Jared
"Count me out. I've got a lion to get working again."

5434. Re: The standard for a revival...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 20:57:46 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <mUcM7.1125$kN5.71383165@news.incc.net>
Source record: 40005

Iggy Drougge wrote in message <9toplr$h8l$5@dos.canit.se>...
>I'm not foreign, I'm Swedish.

If you're Swedish, in Sweden, you're considered foreign to the US. Ever heard the term "Foreign and Domestic cars"? Well, those cars made in the US are considered Domestic and those made outside of the US are considered Foreign. At least if I understand the terms at all.

>: ex-Atarians, will attack this matter with all due diligence and fortitude.
>
>: Let's decide on the first two issues of importance:
>
>: 1) The OS we will use
>
>Go to http://www.tosgroup.org/.

I'll have to consider going there. Thanks for the link.

Jared
"Count me out. I've got a lion to get working again."

5435. [WEB] TA : links pages updated ...

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 22:33:49 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <9trrh0$2qd1$1@news5.isdnet.net>
Source record: 40006

Hello !

The TransAction links pages are updated (links.htm and links_f.htm) ...

Some dead links can be re-activ, and some others are now dead ...
and there are any news links ...

Regards ...

Paul CAILLET for TransAction.
atari.transaction@free.fr

5436. Re: Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 23:19:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c01ad7e1c38c2@madasafish.com>
Source record: 39942

Hi Eick,

>As I saw today on the homepage of R.O.M. Logicware, Papyrus 9.01 is available
>since November 26, 2001:
>
> http://www.rom-logicware.com/

Wow, I really must upgrade from my ageing Pap Gold!
--
Lyndon Amsdon

5437. Re: Jared

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 23:20:12 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <RZeM7.1130$cS5.71696426@news.incc.net>
Source record: 40007

Djordje Vukovic wrote in message <9tqna5riq1@news.eunet.yu>...
>Hi all;
>
>Recently, the number of daily postings in this newsgroup has about
quadrupled.
>I would welcome such an occurence, had it not been due to overzealous
efforts
>of a single person. I agree that he is almost completely uninformed of the
>state of the Atari scene and that his repetitive posts on the same
irelevant
>subject (Atari -name-) has become boring beyond imagination, but still we
>should all try to calm down and not resort to personal insults. At least
some
>of us pay internet by the hour, and I at least do not find it funny to pay
>for tens of messages containing nothing but noise. I am not offended or
>blushing because of the foul language, but the information content of those
>messages is zero. And it is not even easy to use message filter, because
Jared
>cunningly changes the subject every now and then and, and even replies to
his
>own posts under a different name, and one would have to adjust the filter
>every couple of days...

If everyone stops replying to the posts of which I started the topic of and went on talking about what they WERE talking about prior to my interruption (revisit), they would soon find that I am gone.

Shoot, I don't even know why I am still here... probably mostly out of curiosity to see if Steve Sweet or someone else will reply with something interesting to then continue the brigade. Afterall, if I unsubscribed to this last Atari newsgroup today (don't everyone urge me on too heartily, now), there might be a reply I would have found worth while to reply to.

You need not worry, my tirade is over. Dennis has pointed out the necessity for which all here, that can, must follow, and that necessity is not something I can do at all, so it is pointless for me to go on blathering about the Atari brandname blah-blah-blah-blah, etc. et all.

>To Jared:
>
>Relax. Take a deap breath. Don't say anything. Go to a vacation for a
couple
>of weeks. Have some fun with your wife.

Were that we had even the money to buy groceries much less go on any sort of trip, I would... uh, go on a trip with my wife, that is. Don't say

anything? Aw, shoot. I spoke. But no one needs to reply... really! The less people reply to my posts, replies, and topics I started, the sooner everyone can see me go the way of the dodo... at least as far as this newsgroup is concerned.

>When you return, re-read what people have been replying to your posts.
>Think about what they said, most of them said what they did with good
>intentions and from experience. Then find yourself an AtariST computer.
Try
>TOS 2.06. Try Mint. Try Magic. Try Geneva. Try modern desktops. Try some
>more-less recent applications (e.g. Papyrus etc). See how much or how
little
>all that has travelled away from the simple TOS1.0 on a 520ST. Then try to
>get a more powerful Atari (TT or Falcon), or find someone who has an Atari
>clone. Compare your personal experience with the performance of clones.
Then
>try an emulator or two. See what is good in them and what is not. It
doesn't
>matter that the clones and emulators don't conform to your dream- find out
>personally what is really there. Don't complain that you can't afford all
>that- if you are serious about re-creating a computer brand you should be
>able to invest at least in a couple of machines and several software
titles.

You have to realize something... I've been there/done that, as far as the Atari1040ST, Mega ST4, and Falcon030 are concerned. As for the clones... can't get one here in the states to try and, really, haven't the money to buy one anyways.

If I could do everything I can do with my PC, on an Atari clone, plus feel that the machine I owned was still being improved, supported ,and had new software coming out for it (look at www.bebits.com for proof that even a "dead" OS (BeOS) can have programmers still working towards it's future... we're talking hardware drivers, apps, and utilities galore!), then I would gladly own such a machine.

If the Atari scene had this kind of support, I would gladly own one again. However, I do not use BeOS either. Why? Because it's future is uncertain (has been for well over 1.5 years) and it hasn't got a browser to enable me to go anywhere and everywhere on the Internet (Jave support and such) or play certain sound/video files perfectly, etc. Windows 98 does. And the Mac would (if I owned one).

The Atari community is a fraction of the BeOS community and I am involved in neither. Nostalgia drove me to discuss the impossible in the Atari scene. But little to nothing will drive me back to the BeOS scene... until either BeOS is licesed by BeUnited or OpenBeOS is actually a working clone of BeOS.

And the future is uncertain down both those streets.

>After you have done a decent research (my estimate is that it should last
>a couple of months) and thought about it, THEN come with new ideas. And if

>someone replies with well-intended critic, don't say you are finished and
>then come back fifteen seconds later with another half-baked idea. Think.

What new ideas? Everyone knows what I believe must be done and what I now realize is the situation. Do you really think my opinion of how these things ought be done will change regardless of the time taken away? Not likely.

No. My time here is at a close. The future of Atari and/or the TOS community I desire will probably never happen. If software drives hardware and no one writes the software... it's just hot hardware with no future.

Besides, I have a more Christian ambition I need to get back on track with. I've wasted enough time (mine and other's) here.

So, please, DON'T reply to this message or any part of it! DON'T reply to anymore of my other messages! DON'T reply to anyone else's messages that have anything about me or my topics in them!

Do this for at least a week (starting Monday) and you'll be rid of me once and for all...

Sound good?

"Excellent! Flawless victory!"

Jared
"Count me out. I've got a lion to get working again."

5438. [PUB] zBench 0.9

Newsgroup: comp.sys.atari.st
Date: 2001-11-25 23:53:58 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <B8274325.6329%zorro270@yahoo.fr>
Source record: 40008

```
Hi,

Zbench available on my web page.

Please, send me your results.

Thank you
--
http://zorro.arcadia-crew.com/
```

5439. Farewell...

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 00:17:51 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <vQfM7.1133$lV5.71900295@news.incc.net>
Source record: 40009

After a bit of consideration, I have decided to unsubscribe from this newsgroup. I have wasted enough of my time and others, as well as annoyed a few too many over matters seemingly only important to me.

Feel free to discuss over past topics as you see fit or berate me as you like. It may be helpful in the former, because I have set a portion of this communirty ablaze with topics (to which one or more of you may agree or disagree and discuss to a positive end), and pointless in the latter, because I will no longer be monitoring this newsgroup.

I wish the Atari community well (yes, even you, Steve Sweet, you volatile little rodent! (grin)) and hope that, should I peek in at a later date, the discussion speaks of new systems and software that make wanting to own a TOS compatible system truly worthwhile.

My intent was not to anger or upset, but to spark and envision. Perhaps I was wrong in my dogmatic views and deserved the replies I got. Either way, the end is the same. I am no futher along than I was when I came back. I can only hope that, perhaps, I have opened up thoughts and ideas and topics and conversations that would yield a future that I still do not, yet, see (but would love to) in the Atari community.

It's been fun... but I have needs be elsewhere with another project that requires my attention.

Fare thee well... I am now gone.

Jared

5440. Re: Homa Systems House Contact information

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 03:44:27 UTC
From: nmontaser@hotmail.com
Message-ID: <e657320c.0111251944.3412a45f@posting.google.com>
Source record: 40010

Hi Nick,
Yeah, I know. I've been around, but not quite as visible as I'd like to be.

Anyhow, what is going on in Germany?

cheers,
Nima

"Nicholas Harlow" <nick.harlow@cableinet.co.uk> wrote in message
news:<adML7.4688$zh6.500146@news1.cableinet.net>...
> Hi Nima
>
> long time,, you off to Germany?
>
> Nick
>
>
>

5441. Re: [PUB] zBench 0.9

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 10:44:23 UTC
From: BMaedicke@t-online.de
Message-ID: <1f3h4nk.18qrnrujq9h7kN%BMaedicke@t-online.de>
Source record: 40011

Zorro <zorro270@yahoo.fr> wrote:

Hi,

> Zbench available on my web page.

Nice program. I have run zBench on my Falcon. My Falcon have a
Afterburner and a NOVA graphic card inside and runs under MagiC
6.20/NVDI 5.03

>
> Please, send me your results.
>
> Thank you

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

5442. Re: Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 12:44:57 UTC
From: swampfax@atlantic.net
Message-ID: <dPqM7.1$Ix6.11835@news1.atlantic.net>
Source record: 40012

On 25 Nov 2001 17:52:58 , Edward S. Baiz Jr. wrote:
>Hello,
>
>Is there a good undelete program for an Atari computer?
>
>Edward S. Baiz Jr.
> (Gamer)

Hi Ed,
Diamond Edge has an undelete feature.
John G.

5443. Flipflap / MagicMac

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 13:55:52 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00415140@fmlynet.org>
Source record: 40020

FamilyNet Newsgate

Hi there, just trying to get with a user named FlipFlap in reguards to a
copy of Magic Mac. Please write me at: drclu@swbell.net

Thanks!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5444. Re: Jared

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 14:34:40 UTC
From: Lonny Pursell <atarilp@hotmail.com>
Message-ID: <B827BD30.5B3%atarilp@hotmail.com>
Source record: 40013

in article RZeM7.1130$cS5.71696426@news.incc.net, Jared Falvo at luposian@azob.quik.com wrote on 11/25/01 6:20 PM:

> You have to realize something... I've been there/done that, as far as the
> Atari1040ST, Mega ST4, and Falcon030 are concerned. As for the clones...
> can't get one here in the states to try and, really, haven't the money to
> buy one anyways.

Medusa will ship a Hades060 to your front door. It's simply a matter of how bad you want something. I do not wish to debate the 'brand name' issue I just want to be sure everyone here knows that Medusa will ship a clone directly to an individual apon request. That is how I got mine.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5445. Re: Mail address for r.g.faika

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 14:40:48 UTC
From: Lonny Pursell <atarilp@hotmail.com>
Message-ID: <B827BE9F.5B4%atarilp@hotmail.com>
Source record: 40014

in article 9tpc14$4bj$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 11/24/01 6:55 PM:

> Does anyone have a current email address for Richard?

From his web page:

rgfa@rgfsoft.com

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5446. FA: ebay: Magazines about the Atari ST and 500XJ Controller

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 17:02:34 UTC
From: David Smith <david11125@home.com>
Message-ID: <3C0275A8.2020407@home.com>
Source record: 40015

I have the following auctions underway:

Item name: Atari ST: 17 Magazines, with disks
Item number: 1301809204
Current bid: $1.00
End date: Dec-01-01 16:31:25 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1301809204

Item name: 500XJ Epyx Joystick Controller by Konix
Item number: 1301630543
Current bid: $1.00
End date: Dec-01-01 08:56:13 PST
To view item, click here:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1301630543

5447. Atari Online News, Etc. #03-47

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 18:10:45 UTC
From: danap8@aol.com
Message-ID: <20011126131045.07156.00001684@mb-cu.aol.com>
Source record: 40016

```
A-ONE #0347 11/23/01

~ Net Tax Ban Extension! ~ People Are Talking! ~ E-mail Overload?!
~ Hack Attacks Smarter! ~ Bleem! Goes Under! ~ Mac Office v. X
~ Time For Giving Thanks ~ GameCube Launches! ~ Dreamcast Slashed!
~ Foreign Hackers Law! ~ Hewlett Fights Merger! ~ Netscape Upgrade!

-* Russian Programmer Trial Set *-
-* Microsoft Reaches Private Settlement*-
-* Microsoft Deal May Core Apple In Schools! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@atarinews.org
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / /http://people.delphiforums.com/dpj/a-one.htm
ww ooooo----ooooo ww http://www.atarinews.org
```

5448. Re: [PUB] zBench 0.9

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 20:14:54 UTC
From: Zorro <zorro270@yahoo.fr>
Message-ID: <B828614D.64C4%zorro270@yahoo.fr>
Source record: 40017

Hi,

>> Zbench available on my web page.

> "Unable to locate host zorro.arcadia-crew.com"
> That's all I get when trying to locateyour website.

Hmm? It's very strange... Some others peoples have the same problem.

Try the direct link:

http://the.zorro.free.fr

Regards
Zorro
--
http://zorro.arcadia-crew.com/

5449. Re: Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 21:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <116_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 40019

In uno strano messaggio del 25 Nov 01 ebaiz@skyenet.net (2:333/608.1)
scrisse al povero All :
e> Is there a good undelete program for an Atari computer?

.. that works on Vfat with longnames ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o noooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5450. Re: The standard for a revival...

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 22:48:03 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C02C6A1.C2BF04B1@chello.nl>
Source record: 40021

Iggy Drougge wrote:
>
> Jared Falvo <luposian@azob.quik.com> skrev:
> : Let's assume we, as a united effort of both US and foreign Atarians and
>
> I'm not foreign, I'm Swedish.
>

I'm Dutch, I have an alien under the stairs and a domestic cat of which I
dont understand a word.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5451. Re: Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 23:27:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9tuj4vjpv1@thorium.cix.co.uk>
Source record: 40023

In message <3C014EC7.BC924B5B@greeleynet.com>, wordworks@greeleynet.com said:

>"Edward S. Baiz Jr." wrote:
>>
>> Hello,
>>
>> Is there a good undelete program for an Atari computer?
>
>I liked Knife ST personally, but I don't know if it's avalable anymore.

But Knife does not get along at all well with hard disks, specially with large partitions. Don't think it caters for LFNs either. It's fine on floppies There is an UNDEL.TTP (awkward as you have to enter the full path on the command line) as well as an UNDELETE.PRG which offers its own file selector of sorts; however that tells me I don't have enough memory when I start it - on a 14 MB Falcon!

There's also a rather good undelete in Diamond Edge, but unfortunately that does not like large partitions of LFNs either :-(As it reports nonsensical results (negative values!) for partiton sizes with my 840 MB partitions, I wouldn't trust it for undeleting.

Regards, /Peter/

5452. Re: Mail address for r.g.faika

Newsgroup: comp.sys.atari.st
Date: 2001-11-26 23:27:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9tuj50$jq0$1@thorium.cix.co.uk>
Source record: 40022

In message <B827BE9F.5B4%atarilp@hotmail.com>, atarilp@hotmail.com said:

>> Does anyone have a current email address for Richard?
>
>From his web page:
>
>rgfa@rgfsoft.com

Thanks Lonny - I am trying that this blink. I had 4 others for him
taken from his Luna and Arthur HYPs but go no replies...

Regards, /Peter/

5453. WTB: Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 00:41:50 UTC
From: progster@iname.com
Message-ID: <261120011641506136%progster@iname.com>
Source record: 40018

I'm interested in buying a working hard drive to install in a STacy,
40MB or greater. Anybody got one lying around?

5454. Tablet for CAD

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 03:55:56 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <9tv2scfpc1@news.hawaii.edu>
Source record: 40024

Greetings,

Can anyone recommend a graphics tablet for use with programs such as Cyber Sculpt? Anyone out there that may have one for sale or trade, please let me know.

Thanks,

John Perez

5455. Re: Undelete program...

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 07:46:07 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C0344BF.9295920@seimet.de>
Source record: 40025

"Mike De.Petris" schrieb:

> e> Is there a good undelete program for an Atari computer?
>
> .. that works on Vfat with longnames ?

DISKUS does, but note that it is German only, see
http://www.seimet.de/atari_english.html.

Also note that DISKUS can only undelete the short name, but afterwards
you can simply rename the file to get the long name back.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5456. Re: Tablet for CAD

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 08:49:14 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9tvk02$j3h$1@pegasus.csx.cam.ac.uk>
Source record: 40026

John Perez wrote in message <9tv2scfpc1@news.hawaii.edu>...
>Greetings,
>
>Can anyone recommend a graphics tablet for use with programs such as Cyber
>Sculpt? Anyone out there that may have one for sale or trade, please let
>me know.

The "Tabby" graphics tablet works on both the ST and Falcon, it pulgs into the Modem port and uses the GEM mouse routines, therefore if Cyber Sculpt uses its own mouse routines it won't work with that program.
You should also note that the one I have came with a 9 pin D connecter, this will plug directly into the Falcon, however you will need a 9 to 25 pin adaptor to use it on an ST or visa versa if older versions were fitted with the 25 pin connector.

Unfortunatly I don't know where you will find one as I purchased mine second hand from a private seller.

Stephen Moss

5457. [NEW]PS/2 interface for Atari: Keyb and Mouse

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 08:57:32 UTC
From: Laurent <Laurent.favard@NIETSPAM.libertysurf.fr>
Message-ID: <3C03557C.B1C453D3@NIETSPAM.libertysurf.fr>
Source record: 40034
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all !

I very happy to say, that i finished a full public realease
of a small interface PS/2, which allows to connect a PS/2 Keyboard
and a standard PS/2 mouse (With 2/3 buttons) or enhanced PS/2 wheel
mouse. (News keys are usable, as Win left...)

The board is very small, only 35mmX48mm, and can be embedded directly
into a Atari machine or as external adapater inside a small box.

This one only need a driver for remapped "special" keyboard keys,
as with the Adaptakey from Oxo compagny (for example, the key +=);
mouse don't need any driver to work immediatly as with a standard
atari mouse.

But, a new driver is currently worked, will allow to get the same
behaviour that the from Oxo, to remapped the keys, and get the mouse's
wheel running.

Because i have now a full interface running and already connected to
my Falcon, i can let you the somes prices:

Internal release (for mother board keyboard connector): 250 Frs-38 Euros
External release (with RJ-12 connector, for Mega ST/STE/TT): 290 Frs-44
Euros

I expected to get more informations as soon as possible,
about the driver...

Laurent
(Sorry for my very poor english...)

5458. Re: I think I'm about done...

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 10:22:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvpgg$8kp$3@dos.canit.se>
Source record: 40027

Jared Falvo <luposian@azob.quik.com> skrev:
: Iggy Drougge wrote in message <9topfd$h8l$4@dos.canit.se>...
:>Only he isn't an Atarian, he's a PC user with a complex.
:>BTW, isn't it odd that he seemed to give up when he heard that Bplan had
:>the TOS sources? If I were hell-bent on Atari's survival, I'd be
:>rejoicing. Bplan's new computer looks lovely, and it already is running
:>MorphOS.

: What in blazing tarnations is "MorphOS"? As though we don't already have
: enough TOS-compatible OS's already. And, as Dennis has already stated,
: withgout the software to take advantage of these new powerful systems,
: they're just about dead in the womb!

And as you've stated, without the holy Atari brand, not even divine
intervention would make a difference! It's Atari or bust, isn't it?
Besides, MorphOS is not any TOS derivative.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5459. Re: The standard for a revival...

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 10:25:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvpm9$8kp$4@dos.canit.se>
Source record: 40028

Jared Falvo <luposian@azob.quik.com> skrev:

: Iggy Drougge wrote in message <9toplr$h8l$5@dos.canit.se>...
:>I'm not foreign, I'm Swedish.

: If you're Swedish, in Sweden, you're considered foreign to the US. Ever
: heard the term "Foreign and Domestic cars"? Well, those cars made in the
: US are considered Domestic and those made outside of the US are considered
: Foreign. At least if I understand the terms at all.

Foreign is a useless concept in an international forum. We're all
foreigners.

:>: ex-Atarians, will attack this matter with all due diligence and
: fortitude.
:>
:>: Let's decide on the first two issues of importance:
:>
:>: 1) The OS we will use
:>
:>Go to http://www.tosgroup.org/.

: I'll have to consider going there. Thanks for the link.

I didn't tell you to "consider" going there. There are already people
making up standard, and then you don't ewant to play anymore? It's really
your way or no way, right?

--
/Iggy, the irregular regular

5460. Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 11:15:12 UTC
From: emil.prpic@inet.hr
Message-ID: <3c0370ba.17187976@news.tel.hr>
Source record: 40029

Hello, everybody!

This is my first time visiting this group. I'm sorry if my question is "look, yet another lamer with the same question" but I haven't found any thread of a similar topic in this group.

So, I still have my old Atari 1040 STfm (german TOS, very early, 1.0something I think, 1 MB, DS internal floppy). Some time ago, I've bought an ICD Link 2 SCSI host adapter (basically, it's a cable that connects to my Atari's AHDI hard disk port and on the other side there is a SCSI controller inside a big (SCSI-I type 50-pin) connector that plugs into an external 100 MB Quantum SCSI hard disk. Everything is working fine, I'm happy.

My question is - would it be possible (since it basically is a standard, normaln SCSI hard drive) to connect this HDD to a PC wih SCSI host adapter running under DOS or Win95 (naturally, disconnect it from Atari first) and - with help of some software on the PC side - read/write files directly from/to it. That is - I know that it WOULD be possible IF the software (a driver, a standalone program, whatever) that makes Atari format readable to PC existed.

Well, has anyone tried this? Does such a piece of software exist? If so, could you please give me the URL, or, if reasonable, E-mail it to me, or put in some binaries group, or whatever.

The reason I ask for this is that I see this as the fastest possible way of transferring data and software to my Atari - I surf the web via a PC (Atari has a 19200 bps limit on its serial port so I think this is reasonable, don't you think? :-)).

Thanx in advance,
Emil

5461. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 11:40:55 UTC
From: nospam@zonnet.nl
Message-ID: <bZKM7.4709$O_4.18329@zonnet-reader-1>
Source record: 40030

I'm beginning to get bored with this thread.
Can this be the final word about Infogrames please ?

5462. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 12:17:45 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna0710o.tju._Adam_@core.preferuje.luzik.pl>
Source record: 40031

> The reason I ask for this is that I see this as the fastest possible
> way of transferring data and software to my Atari - I surf the web via
> a PC (Atari has a 19200 bps limit on its serial port so I think this
> is reasonable, don't you think? :-)).

You can also transfer files via printer port using PARCP and rech 30kb/sec speeds (I had that on my STE, but it almost depends on the PC speed, in my case ST couldnt go faster). PARCP also allows files transport berween 2 ataris.

There is also program called GHOSTLINK that allows you to map PC disks on ST (you can acces them like any other patritions on ST) but it uses serial port and reaches 2/3kb/sec on ST.

If you want to read ST partitions on PC you can use LINUX, becouse it has support for ATARI partiotion scheme. I didn't tested it so I cannot say If it works. I suppose that you will have to recompile LINUX Kernel.

Other way is using ATARI emulators on PC. IIRC GEMULATOR can read ATARI disks, and MAGICPC too (but I'm not 100% sure).

Adam Klobukowski
atari@gabo.pl

5463. CT60 ORDER STATUS

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 13:54:51 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c039c6f$0$15834$626a54ce@news.free.fr>
Source record: 40033

```
This email is sent to every people that were registered as potential buyer
of the CT60.
If you will not buy the CT60, unregister you NOW !!

78 people payed or will pay nextly for a CT60.

WARNING :
ONLY 22 CT60 are yet to be attributed !!

Here are the complete registrations :
- 54 people payed partially or completely for a CT60.
- 27 people payed for a 060RC60 FULL.

- 24 people are sending or will send soon a payment for a CT60.
- 10 people are sending or will send soon a payment for a 060RC60 FULL

- 0 people payed for a EC.
- 0 people payed for a LC.
- 13 people are registered as DEVeloper.
```

--
Rodolphe CZUBA
4, All&#65533;e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

5464. Re: [PUB] zBench 0.9

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 15:37:23 UTC
From: rsmac@t-online.de
Message-ID: <1f3jh3a.1mymgvgvsq8ssN%rsmac@t-online.de>
Source record: 40032

Zorro <zorro270@yahoo.fr> wrote:

> Hmm? It's very strange... Some others peoples have the same problem.

Take it last sunday without any problem.

Btw: Great tool!
Works fine on CT2 Falcon and PM G3/350 and MagiCMac 6.20

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

5465. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 16:59:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C03C682.4E5B8979@seimet.de>
Source record: 40035

"Emil Prpiï¿½" schrieb:

> My question is - would it be possible (since it basically is a
> standard, normaln SCSI hard drive) to connect this HDD to a PC wih
> SCSI host adapter running under DOS or Win95 (naturally, disconnect it
> from Atari first) and - with help of some software on the PC side -
> read/write files directly from/to it. That is - I know that it WOULD
> be possible IF the software (a driver, a standalone program, whatever)
> that makes Atari format readable to PC existed.

Fortunately this is simple. Just partition your drive on the Atari with
one partition that is both TOS and DOS/Windows compatible. You can do
that with HDDRUTIL (http://www.seimet.de/hddriver_english.html). You can
then read/write data from/to this partition without additional software
for the PC and without additional software, except HDDRIVER, for the
Atari.
Note that the Atari cannot boot from such a partition, though.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5466. ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 17:14:40 UTC
From: gregory@atari.pl
Message-ID: <9u0hm0dth1@news.tpi.pl>
Source record: 40036

Hi!
Does anyone know where can I find the English docs of the Scripter
program from ASH? I have the German version, and the only bad thing
about it is that I don't understand much from the documentation... :(
Could anyone tell me where I can find the Engish HYP file, or
send it to me? Thanx.
BTW is there an English version of ASH Scripter available?

--
Grzegorz Pawlik
http://marijuana.atari.org/

5467. Just peeking in for a moment before I leave again...

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 17:44:03 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <IeQM7.1173$Na7.76775473@news.incc.net>
Source record: 40037

Just thought I've post this Email I just recieved from Infogrames before I disappear into the woodwork again. Relates to Atari, in whatever capacity they/it exist(s), so...

Jared:
Thank you for your continued interest in the Atari brand. As you know from our previous correspondence, we have reinvented the Atari brand and have brought it back into the marketplace with three inaugural titles: Splashdown, Transworld Surf and MXrider, with more to come.

As for a name change, while there have been rumors to that effect, we have not made any corporate announcement on the subject. Unfortunately, that limits what I'm able to share with you.

Thank you for your interest.

Sincerely,
Nancy Bushkin

_____
Nancy Bushkin
Vice President, Corporate Communications
Infogrames, Inc.
417 Fifth Avenue
New York, NY 10016
P: 212/726-4222
F: 212/726-4239
EM: nbushkin@us.infogrames.com

5468. Re: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 19:39:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006980950.936.2@eurus>
Source record: 39914

Hi Emil

| This is my first time visiting this group. I'm sorry if my question is
| "look, yet another lamer with the same question" but I haven't found
| any thread of a similar topic in this group.
|
| So, I still have my old Atari 1040 STfm (german TOS, very early,
| 1.0something I think, 1 MB, DS internal floppy). Some time ago, I've
| bought an ICD Link 2 SCSI host adapter (basically, it's a cable that
| connects to my Atari's AHDI hard disk port and on the other side there
| is a SCSI controller inside a big (SCSI-I type 50-pin) connector that
| plugs into an external 100 MB Quantum SCSI hard disk. Everything is
| working fine, I'm happy.
|
| My question is - would it be possible (since it basically is a
| standard, normaln SCSI hard drive) to connect this HDD to a PC wih
| SCSI host adapter running under DOS or Win95 (naturally, disconnect it
| from Atari first) and - with help of some software on the PC side -
| read/write files directly from/to it. That is - I know that it WOULD
| be possible IF the software (a driver, a standalone program, whatever)
| that makes Atari format readable to PC existed.

It is possible to connect the Atari and the PC to the same drive at the same time, providing they dont try to share a partition simoultaneously. Uwe Seimet will no doubt be along in a sec to fill you in on the nitty gritty.

| Well, has anyone tried this? Does such a piece of software exist? If
| so, could you please give me the URL, or, if reasonable, E-mail it to
| me, or put in some binaries group, or whatever.

Providing that your HD has been partitioned such that the PC will recognise it then no additional software is required.

| The reason I ask for this is that I see this as the fastest possible
| way of transferring data and software to my Atari - I surf the web via
| a PC (Atari has a 19200 bps limit on its serial port so I think this
| is reasonable, don't you think? :-)).

You could modify your Atari to give a 38400 bps port and smash your PC to bits violently!!.

--

Steve. S.

5469. Freeserve connect probs

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 20:37:39 UTC
From: sonik@wearelondon.fsnet.co.uk
Message-ID: <9u0tij$6cr$1@newsg1.svr.pol.co.uk>
Source record: 40038

Evening from London town!

I've just converted from Freeserve HomeTime (their cheap-rate unmetred access package) to their AnyTime product and am now having trouble connecting with STing.

I made a copy of the dial script I usually use (in fact am using now!) and altered only the log-in number but the dialer now hangs on the login command and then times out. Any ideas? Anyone else had this problem? I'm using an STE 1040 2 meg running Sting 1.15.

Cheers and feel free to mail me direct :)
Al

5470. Re: AtariIRC v1.21 released

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 23:15:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c04132a265673@madasafish.com>
Source record: 39978

Hi lp,

>Fixed a bug in the init code that bombed on some 68000 machines.
>Follow link below...
>
>--
>Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

Thanks Lonny!
--
Lyndon Amsdon

5471. Re: OK, has this happened to anyone else

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 23:20:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c04132a265674@madasafish.com>
Source record: 39979

Hi Edward,

>On 30 Nov 2001 00:56:52 , Jim DeClercq wrote:
>>My Atari machines do the most interesting things, some of them with my
>>help. This time, my STe cannot find its floppy drive. It lost it while I
>>was using it. It is not really missing, because a diagnostic cartridge
>>finds it, and can format a disk in it, write to and read from that disk,
>>and do anything else that could be done to it. But the operating system
>>does not know it is there.
>>
>>I will get this fixed as soon as my STe can get to an oscilloscope, but
>>that will be a couple of weeks. Everything else works. It is being used
>>to post this.
>>
>>Has anyone solved this exact problem before?
>
>I had this happen to me while using an older ST. I believe it was the
>floppy drive controller or else bad ROM chips...

Yes, I would imagine bad ROMs. If it were the floppy controller then it
would probably not work either way. Could just need them reseating.
--
Lyndon Amsdon

5472. aMail

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 23:27:15 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C04213C.CD880AAF@chello.nl>
Source record: 40039

L.S.

Anyone knows the author of aMail and how to contact him?

Thanks

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5473. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-27 23:58:26 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9u19b2$2ug$1@thorium.cix.co.uk>
Source record: 40040

In message <9u0hm0dth1@news.tpi.pl>, gregory@atari.pl said:

>Does anyone know where can I find the English docs of the Scripter
>program from ASH? I have the German version, and the only bad thing
>about it is that I don't understand much from the documentation... :(
>Could anyone tell me where I can find the Engish HYP file, or
>send it to me? Thanx.
>BTW is there an English version of ASH Scripter available?

Yes, Atari Workshop market it in the UK, together with a
comprehensive HYP file (I translated the package for them).
Current price is 24.95 UKP + post/packing. Their email address is:
info@atari-workshop.co.uk

Regards, /Peter/

5474. Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 00:17:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200111280117.a57491@ki.maus.de>
Source record: 39896

As I saw today on the homepage of R.O.M. Logicware, Papyrus 9.01 is available since November 26, 2001:

http://www.rom-logicware.com/

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

5475. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 00:20:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9u1ala$jg5$1@dos.canit.se>
Source record: 40041

Hallvard Tangeraas <northstar2010@___no_spam___yahoo.no> skrev:

: I use an Apple Mac (68K) with Netscape 4.08 when surfing the web. Most
: of the time when downloading .LZH files, which many people use to
: compress Atari software with, the whole screen is filled up with that
: data instead of showing me the file selector asking me where I want the
: file downloaded to.
: After the data has been fully loaded into the screen I simply press
: "save text" and this usually decompresses just fine afterwards.
: But it's messy, and I don't know how the browser will react to getting
: *really* large files dumped in the broswer window.

: I've tried all kinds of settings, but nothing changes this behaviour.
: Someone else told me it has to do with the server the software is on, as
: the owner hasn't set the MIME types. Could this be it?

That's definitely it.

: Is there anything I can do at my end to make Netscape recognize .LZH
: files as binary files?

When you click the link, hold down the mouse button until a popup menu
appears. Choose to download it, save as "source".

5476. rgfaika

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 00:33:27 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9u1bcn$3s8$1@thorium.cix.co.uk>
Source record: 40042

It seems that the address I was sent for him in this topic wasn't quite correct - it should have been rgf@rgfsoft.com, I think. At least I have just received a mail from his robot:
and am posting it here in case someone can help him (Richard is the author of the Arthur translation program and the Luna advanced text editor):

HELP

My good old TT has given up the ghost :-(, can anyone help me? I need an ST-RAM card (2 MB) for my TT (daughterboard-TT) and the ST-RAM chips (also 2 MB) that are on the board (socketed). This is really urgent, as all projects run via the TT and due to this I am so to speak "hung out to dry". I would be most grateful. It would be nice also if it was at a reasonable price, perhaps someone has a broken TT lying around which could be used to "make one out of two".

So if anyone can help him, please get in touch!

Regards, /Peter/

5477. Re: rgfaika

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 01:51:14 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B829AD42.746%atarilp@hotmail.com>
Source record: 40043

in article 9u1bcn$3s8$1@thorium.cix.co.uk, xlator@cix.compulink.co.uk at xlator@cix.compulink.co.uk wrote on 11/27/01 7:33 PM:

> It seems that the address I was sent for him in this topic wasn't
> quite correct - it should have been rgf@rgfsoft.com, I think. At
> least I have just received a mail from his robot:
> and am posting it here in case someone can help him (Richard is
> the author of the Arthur translation program and the Luna advanced
> text editor):
>
> HELP
>
> My good old TT has given up the ghost :-(, can anyone help me?
> I need an ST-RAM card (2 MB) for my TT (daughterboard-TT) and
> the ST-RAM chips (also 2 MB) that are on the board (socketed).
> This is really urgent, as all projects run via the TT and due
> to this I am so to speak "hung out to dry". I would be most
> grateful. It would be nice also if it was at a reasonable
> price, perhaps someone has a broken TT lying around which could
> be used to "make one out of two".
>
> So if anyone can help him, please get in touch!

I received the same robot e-mail but had no clue what it was about,
thanks for the translation. Sold a perfectly working TT motherboard
a few weeks back for 50 bucks. I hope rgf gets some help and soon,
wish I could have forseen this...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5478. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 03:07:38 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C0454FA.6499C925@qnet.com>
Source record: 40044

Hallvard,

Right mouse click on the link then select "save link as". You will then be
able to save the file.

Don

5479. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 03:38:38 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c045c52$0$32587$626a54ce@news.free.fr>
Source record: 40045

Hello,

http://www.atari-workshop.co.uk/downloads/Files/GSCRIPT2.ZIP

English HYP off scripter ;-)

"Grzegorz Pawlik" <gregory@atari.pl> a crit dans le message news: 9u0hm0dth1@news.tpi.pl...
> Hi!
> Does anyone know where can I find the English docs of the Scripter
> program from ASH? I have the German version, and the only bad thing
> about it is that I don't understand much from the documentation... :(
> Could anyone tell me where I can find the Engish HYP file, or
> send it to me? Thanx.
> BTW is there an English version of ASH Scripter available?
>
> --
> Grzegorz Pawlik
> http://marijuana.atari.org/

5480. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:06:56 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna096n0.5dr._Adam_@core.preferuje.luzik.pl>
Source record: 39898

> Anyone knows the author of aMail and how to contact him?

attack.atari.org

Adam Klobukowski
atari@gabo.pl

5481. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:17:03 UTC
From: emil.prpic@inet.hr
Message-ID: <3c049a55.3107821@news.tel.hr>
Source record: 39900

On 27 Nov 2001 12:17:45 GMT, Adam Klobukowski <_Adam_@gabo.pl> wrote:

>You can also transfer files via printer port using PARCP and rech 30kb/sec
>speeds (I had that on my STE, but it almost depends on the PC speed, in my
>case ST couldnt go faster). PARCP also allows files transport berween 2
>ataris.

Dunno about less old Atari machines, but my 1040 ST doesn't seem to
have a bi-directional parallel port - actually, it doesn't even
recognise the standard input control lines like "paper out" or
"printer ready". So I don't see how this could work with it.

>There is also program called GHOSTLINK that allows you to map PC disks on ST
>(you can acces them like any other patritions on ST) but it uses serial port
>and reaches 2/3kb/sec on ST.

I know about that one - I've downloaded it - version 1.02 beta of
02/05/94. I have a problem with it - on the PC side it only supports
COM1 or COM2. For some perverse reason of mine, these two I cannot use
for other purposes (don't ask, it's a long story). I'd need to use
COM3 (connect it in parallel with my modem, making sure that I never
power both modem AND the Atari at the same time) because I have a
mouse at COM4.

Is there maybe a newer version of Ghostlink somewhere that supports
COM3/4 on PC. Or can I get hold of the source to patch it myself?

(In case you wonder, yes, my PC is a piece of obsolete junk but
satisfies my needs, just like Atari. :-))

>If you want to read ST partitions on PC you can use LINUX, becouse it has
>support for ATARI partiotion scheme. I didn't tested it so I cannot say If
>it works. I suppose that you will have to recompile LINUX Kernel.

Whoa, whoa... I do have some Unix knowledge, but recompiling OS Kernel
isn't something I'd like to get into. ;-)

>Other way is using ATARI emulators on PC. IIRC GEMULATOR can read ATARI
>disks, and MAGICPC too (but I'm not 100% sure).

Nah... We're talking about 200+ floppies (backed them up on a CD a
long time ago, want them back on Atari HDD now). The times of endless
hours sitting by the computer feeding it floppies isn't something I'd
like to repeat. Ever. As Danny Glover said in "Lethal Weapon" - "I'm
too old for that shit." :o)

Thanx for the tips anyway!

Emil

5482. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:17:12 UTC
From: emil.prpic@inet.hr
Message-ID: <3c049d86.3925032@news.tel.hr>
Source record: 39899

On Tue, 27 Nov 2001 17:59:46 +0100, Uwe Seimet
<us__nospam__@seimet.de> wrote:

>"Emil Prpi" schrieb:
>
>> My question is - would it be possible (since it basically is a
>> standard, normaln SCSI hard drive) to connect this HDD to a PC wih
>> SCSI host adapter running under DOS or Win95 (naturally, disconnect it
>> from Atari first) and - with help of some software on the PC side -
>> read/write files directly from/to it. That is - I know that it WOULD
>> be possible IF the software (a driver, a standalone program, whatever)
>> that makes Atari format readable to PC existed.
>
>Fortunately this is simple. Just partition your drive on the Atari with
>one partition that is both TOS and DOS/Windows compatible. You can do
>that with HDDRUTIL (http://www.seimet.de/hddriver_english.html). You can
>then read/write data from/to this partition without additional software
>for the PC and without additional software, except HDDRIVER, for the
>Atari.
>Note that the Atari cannot boot from such a partition, though.
>
>--
>--
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

5483. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:22:52 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <166_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39897

In uno strano messaggio del 27 Nov 01 us__nospam__@seimet.de (2:333/608.1)
scrisse al povero All :
un> Fortunately this is simple. Just partition your drive on the Atari
un> with one partition that is both TOS and DOS/Windows compatible. You can
un> do that with HDDRUTIL (http://www.seimet.de/hddriver_english.html). You
un> can then read/write data from/to this partition without additional
un> software for the PC and without additional software, except HDDRIVER,
un> for the Atari.
un> Note that the Atari cannot boot from such a partition, though.

Is it impossible at all or can we think it could be done loading HDDriver
from a floppy or having MagiC in ROM or else ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
PENTIUM - Produces Erroneous Numbers Thru Incorrect Understanding of
Mathematics

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5484. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:32:33 UTC
From: emil.prpic@inet.hr
Message-ID: <3c049d94.3939110@news.tel.hr>
Source record: 39901

On Tue, 27 Nov 2001 17:59:46 +0100, Uwe Seimet
<us__nospam__@seimet.de> wrote:

>Fortunately this is simple. Just partition your drive on the Atari with
>one partition that is both TOS and DOS/Windows compatible. You can do
>that with HDDRUTIL (http://www.seimet.de/hddriver_english.html). You can
>then read/write data from/to this partition without additional software
>for the PC and without additional software, except HDDRIVER, for the
>Atari.
>Note that the Atari cannot boot from such a partition, though.

I gather it's your product, isn't it?

Sounds interesting. Some questions:

1. Are you 1000000000 % sure it works with my machine (as I said, a
VERY old, german, TOS 1.0x)? I don't wish to install the demo version
- it is far too crippled to be actually usable (writing only to C:
particularly bothers me) and what if I can't get back to original ICD
driver...

2. You mention Link96 and Link97. The thing I bought from ICD is
called "Link II". It was bought November 1998. It explicitly mentions
some restrictions of their driver on older TOS versions (which is not
important to me, but I wonder whether there are some that, perhaps,
you're not aware of, but still apply to your software as well).

3. The web-site says ZIP and JAZ but doesn't explicitly say CD-ROM. I
have an external SCSI Toshiba 2x CD-ROM collecting dust in my desk
drawer - ICD driver doesn't support CD with TOS that old. What about
your thing?

4. Why do you need my original HDD driver floppy to register me?

5. Payment in cash not smart. What about S.W.I.F.T. bank transfer? You
E-mail me your bank's SWIFT reference ID (or that german thing - it's
called BLZ or something like that) and your account No and I transfer
the money from my EUR account here in Croatia. Unless you cheat on
your taxes... ;-)

5485. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 08:47:34 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna09936.5hc._Adam_@core.preferuje.luzik.pl>
Source record: 39902

In article <3c049a55.3107821@news.tel.hr>, Emil Prpii¿½ wrote:
> On 27 Nov 2001 12:17:45 GMT, Adam Klobukowski <_Adam_@gabo.pl> wrote:
>
>>You can also transfer files via printer port using PARCP and rech 30kb/sec
>>speeds (I had that on my STE, but it almost depends on the PC speed, in my
>>case ST couldnt go faster). PARCP also allows files transport berween 2
>>ataris.
>
> Dunno about less old Atari machines, but my 1040 ST doesn't seem to
> have a bi-directional parallel port - actually, it doesn't even
> recognise the standard input control lines like "paper out" or
> "printer ready". So I don't see how this could work with it.

That is very strange. I thought *all* 16/13bit Ataris have bi-directional
parrel port.

>>Other way is using ATARI emulators on PC. IIRC GEMULATOR can read ATARI
>>disks, and MAGICPC too (but I'm not 100% sure).
>
> Nah... We're talking about 200+ floppies (backed them up on a CD a
> long time ago, want them back on Atari HDD now). The times of endless
> hours sitting by the computer feeding it floppies isn't something I'd
> like to repeat. Ever. As Danny Glover said in "Lethal Weapon" - "I'm
> too old for that shit." :o)

I maean: THEY CAN READ HARDDISKS!

Adam Klobukowski
atari@gabo.pl

5486. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 10:39:44 UTC
From: emil.prpic@inet.hr
Message-ID: <3c04be23.12275588@news.tel.hr>
Source record: 39903

On 28 Nov 2001 08:47:34 GMT, Adam Klobukowski <_Adam_@gabo.pl> wrote:

>> Dunno about less old Atari machines, but my 1040 ST doesn't seem to
>> have a bi-directional parallel port - actually, it doesn't even
>> recognise the standard input control lines like "paper out" or
>> "printer ready". So I don't see how this could work with it.
>
>That is very strange. I thought *all* 16/13bit Ataris have bi-directional
>parrel port.

I wish... But no. 100% positively, the printer port is not
bi-directional. I do suppose it can be hacked into bi-directional, but
I don't fancy that if there are simpler ways...

>>>Other way is using ATARI emulators on PC. IIRC GEMULATOR can read ATARI
>>>disks, and MAGICPC too (but I'm not 100% sure).

>I maean: THEY CAN READ HARDDISKS!

Ah! Sorry, silly me... :-) Thanx for the tip, I'll try!

Emil

5487. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 14:56:47 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <9u2tvf$1gf$1@news.tpi.pl>
Source record: 39904

On 28 Nov 2001 04:38:38 , at)arcadia-crew(dot wrote:
> Hello,
>
> http://www.atari-workshop.co.uk/downloads/Files/GSCRIPT2.ZIP
>
> English HYP off scripter ;-)

Thanx!!!

--
Grzegorz Pawlik
http://marijuana.atari.org/

5488. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 14:56:49 UTC
From: gregory@atari.pl
Message-ID: <9u2tvh$1gf$2@news.tpi.pl>
Source record: 39905

```
On 28 Nov 2001 04:38:38 , at)arcadia-crew(dot wrote:
> Hello,
>
> http://www.atari-workshop.co.uk/downloads/Files/GSCRIPT2.ZIP
>
> English HYP off scripter ;-)

Thanx!!!

--
Grzegorz Pawlik
http://marijuana.atari.org/
```

5489. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 17:28:22 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C051EB6.6F408355@seimet.de>
Source record: 39906

"Mike De.Petris" schrieb:

> Is it impossible at all or can we think it could be done loading HDDriver
> from a floppy or having MagiC in ROM or else ?

You can boot/load HDDRIVER from a floppy as usual. It's just that you
cannot boot from the particular hard disk drive that is DOS/TOS/Windows
compatible. From any other drive you can still boot.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5490. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 17:30:01 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C051F19.559881A0@seimet.de>
Source record: 39907

"Emil Prpiï¿½" schrieb:
>
> On Tue, 27 Nov 2001 17:59:46 +0100, Uwe Seimet

> Sounds interesting. Some questions:

Please see my answers I have sent you earlier today by e-mail. If
somebody is interested he should ask Emil for them. I don't have my own
e-mail available anymore in order to post it here.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5491. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 17:31:21 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C051F69.5F6761A0@seimet.de>
Source record: 39908

Adam Klobukowski schrieb:

> That is very strange. I thought *all* 16/13bit Ataris have bi-directional
> parrel port.

Actually no Atari has a full-featured bi-directional parallel port. This
is the reason why you cannot connect a parallel ZIP drive, for example,
to the parallel port but have to use a ROM port interface instead.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5492. MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 17:50:52 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1006973602-934449AEicMi@xs4all.nl>
Source record: 39909

Are there any programs that show if a program is
actually running under MagiC? No sometimes it is hard
to distinguish if a renderprogram is still at work...

I recollect that something might exist but I am not
sure.....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5493. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 19:06:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200111282006.a26117@wun.maus.de>
Source record: 39916

Hallo Emil!

EP>Dunno about less old Atari machines, but my 1040 ST doesn't seem to
EP>have a bi-directional parallel port - actually, it doesn't even
EP>recognise the standard input control lines like "paper out"
EP>or "printer ready". So I don't see how this could work with it.

It has some control lines missing, that's true. But all available data lines
are bi-directional and may be used to transfer data to the ST as well as to a
connected printer or other device !

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5494. FA: NEC MultiSpin 74 External SCSI CD-ROM Reader

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 20:52:07 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82AB8A7.76F%atarilp@hotmail.com>
Source record: 39910

For a list of all my auctions:

http://members.ebay.com/aboutme/atarilp/

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5495. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 21:10:49 UTC
From: vdjole@EUnet.yu
Message-ID: <9u3jsn$bt5$1@news.eunet.yu>
Source record: 39911

On 28 Nov 2001 10:39:44 , Emil Prpi wrote:

```
>>That is very strange. I thought *all* 16/13bit Ataris have bi-directional
>>parrel port.
>
>I wish... But no. 100% positively, the printer port is not
>bi-directional. I do suppose it can be hacked into bi-directional, but
>I don't fancy that if there are simpler ways...
```

If I remember correctly, the truth is something in-between. The parallel port -IS- bidirectional, but not completely- one (I think) of the handshake signals signals is missing, although the data bus is bidirectional. As far as I can remember this was one of the stupidities of ST design, because the hardware needed to make that signal(s?) available already existed on ther board and it was just a matter of making connections.

For that matter, I think that very old PCs also did not have a completely functional bidirectional parallel port, but I think that with them the problem was that the data bus was not bidirectional and they used the handshake signals when it was needed to transfer data into the computer.

A long time ago, I have used a 1040STFm with TOS 1.0 and a Printtechnik scanner connected to the parallel port, so bidirectional data flow to/from ST's parallel port is surely possible. I suppose that the author of the data-transfer software took into account the reality of this port so the software should work on all Ataris.

cu;

5496. Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 21:53:47 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82AC71B.77C%atarilp@hotmail.com>
Source record: 39912

I have a Zip 100 that seems to have developed the dreaded clicking problem.
Anybody want it for parts? The adapter is fine.
I'll ship it anywhere in the USA for $3 if someone can use it for parts.
If not, it goes into the dumpster.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5497. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 22:17:48 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f3l1lp.188oh8ntsweviN%roughley@vanc.igs.net.invalid>
Source record: 39913

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> Atari <atari@qnet.com> wrote:
>
> > Right mouse click on the link then select "save link as". You will then be
> > able to save the file.
>
> Yes, I know. But I was hoping for a way that Netscape would recognize
> .LZH files as binaries.

Netscape isn't at fault here. Send an e-mail to your ISP and ask them to configure their server with the MIME type for LZH:

application/octet-stream lzh

The server will then know what kind of file it is and how it should be handled. When I attempt to download an LZH file in Netscape 4.7 from a properly configured server, a prompt appears stating in part "You have started to download the file filename.lzh, of type "application/octet-stream". | More info | Pick app | Save file | Cancel |. If the server isn't configured properly, the binary data will fill the browser window.

<< Neil >>

5498. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 22:23:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007059072.21911.2@eos>
Source record: 39937

Hi Hallvard

| This is a slightly off-topic message, but still relates to the group's
| subject as it has to do with Atari files...
|
| I use an Apple Mac (68K) with Netscape 4.08 when surfing the web. Most
| of the time when downloading .LZH files, which many people use to
| compress Atari software with, the whole screen is filled up with that
| data instead of showing me the file selector asking me where I want the
| file downloaded to.

Are there any settings for redirection in your archive engines

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5499. Re: MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-28 22:25:34 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007059074.21911.3@eos>
Source record: 39938

Hi Raoul

| Are there any programs that show if a program is
| actually running under MagiC? No sometimes it is hard
| to distinguish if a renderprogram is still at work...
|
| I recollect that something might exist but I am not
| sure.....

Dock??.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5500. [ebay] Reduced relists

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 05:14:16 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C05C428.28F9EB07@jps.net>
Source record: 39917

The following items have been relisted at a reduced price:

Falcon/ST/STE skin keyboard cover:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303744378

Falcon Power Supply:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303782486

All Things Falcon CD ROM

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303793207

Atari Service Bag

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303785149

Mouse/joystick extender cables

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303786100

8 bit SIO cable:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303786944

400/800 OS ROM module:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303787758

XL/XE Power Supply:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303789148

2600 Power Supply:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303791694

Thanks for looking.

John

5501. [ebay] Atari sticker

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 05:35:03 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C05C907.EBDEA05E@jps.net>
Source record: 39918

Offering an Atari window sticker:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303798870

5502. [ebay] SF354 Floppy, orig box

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 05:43:04 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C05CAE8.AC10A5FA@jps.net>
Source record: 39919

Offering an SF354 floppy drive in its Atari original box.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303800852

Thanks for looking.

John

5503. [ebay] Internal Floppy

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 05:50:08 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C05CC90.7F4F8D8C@jps.net>
Source record: 39920

Offering an Atari internal floppy drive:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303802571

Thanks for looking

5504. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 05:52:09 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <BFdAzjBJ0cB8EwAh@my-ste.demon.co.uk>
Source record: 39921

On Thu, 29 Nov 2001, Hallvard Tangeraas <northstar2010@___NO_SPAM___yaho
o.no> wrote:-

>Neil Roughley <roughley@vanc.igs.net.invalid> wrote:

<snip>

>> Netscape isn't at fault here. Send an e-mail to your ISP and ask them to
>> configure their server with the MIME type for LZH:
>>
>> application/octet-stream lzh

For 6.1, under "Preferences -> Helper Applications" add that as a MIME-
type and add the extension, but without a helper application. After
pressing return, edit the type and specify "save to disc." This _may_
get round the broken servers, but no guarantees.

<snip>

>I guess I'll just have to continue seeing garbage on my screen (in case
>I forget to select "save as" instead of just clicking a link to the
>file.

I sometimes suffer this when downloading .gz or .tgz archives. Some
servers send the wrong type so I get screens filled with the binary. In
those situations, I go back and use "save target as". Thankfully it's
not often I need to do so.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

5505. [ebay] Jaguar Shirt

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 06:19:12 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C05D360.1C21CDA4@jps.net>
Source record: 39922

Offering the Atari Jaguar T-shirt:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303808932

Thanks for looking.

5506. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 06:47:22 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <u2h7$QK6ndB8Ew3R@my-ste.demon.co.uk>
Source record: 39923

On Wed, 28 Nov 2001, Emil Prpii¿½ <emil.prpic@inet.hr.invalid> wrote:-

>On 28 Nov 2001 08:47:34 GMT, Adam Klobukowski <_Adam_@gabo.pl> wrote:
>
>>> Dunno about less old Atari machines, but my 1040 ST doesn't seem to
>>> have a bi-directional parallel port - actually, it doesn't even
>>> recognise the standard input control lines like "paper out" or
>>> "printer ready". So I don't see how this could work with it.

These pins are not connected on the STs parallel port. Instead, the ST
relies on the BUSY pin.

>>That is very strange. I thought *all* 16/13bit Ataris have bi-directional
>>parrel port.
>
>I wish... But no. 100% positively, the printer port is not
>bi-directional. I do suppose it can be hacked into bi-directional, but
>I don't fancy that if there are simpler ways...

All 16/32 bit Atari machines have a bi-directional printer port. They
were commonly used for sound samplers before the cartridge port variety
were designed.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

5507. Re: MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 07:10:48 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1007024132-954120AEicMi@xs4all.nl>
Source record: 39925

>Control-Alt-Esc ?

Hi Mike,

I am aware of that possibility in MagiC, thanks. But I
thought that there would exist a program with a
graphic output what is running. sometimes it is so
hard to see when, for instance, Xenomorph is still
running....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5508. Re: MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 08:27:26 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <228_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39924

In uno strano messaggio del 28 Nov 01 rt@xs4all.nl (2:333/608.1) scrisse al
povero All :
r> Are there any programs that show if a program is
r> actually running under MagiC? No sometimes it is hard
r> to distinguish if a renderprogram is still at work...

Control-Alt-Esc ?
U:\PROC\ ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5509. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 09:08:14 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f3lvf2.x415lkr066c4N%roughley@vanc.igs.net.invalid>
Source record: 39926

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> *My* server?

I thought perhaps you were having trouble with the server hosting your
Atari Launchpad, forcing you to use ZIP exclusively. In the past I had
trouble with PNGs stored on my web space, where the browser window was
filled with binary garbage. An e-mail to my ISP fixed the problem,
although they had to ask me what MIME type was needed since they had
never heard of the format.

> It's not a problem with .LZH files which *I've* made available (for the
> record, I always use .ZIp to avoid any problems such as this), but this
> problem shows up pretty often when I download files from other sites.
> Come to think of it, it isn't often that .lzh downloads properly as
> "binary files" at all.

As you know LZH isn't that common in a PC-dominated world, so you'll
have to live with the fact that many servers aren't familiar with it.

> I guess I'll just have to continue seeing garbage on my screen (in case
> I forget to select "save as" instead of just clicking a link to the
> file.

And rest easy knowing it's nothing at your end.

<< Neil >>

5510. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 09:08:16 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f3lxe5.1sdi0abv1t5g6N%roughley@vanc.igs.net.invalid>
Source record: 39927

David Bolt <nospam@my-ste.demon.co.uk> wrote:

> For 6.1, under "Preferences -> Helper Applications" add that as a MIME-
> type and add the extension, but without a helper application. After
> pressing return, edit the type and specify "save to disc." This _may_
> get round the broken servers, but no guarantees.

IE5/Mac -- my favorite browser -- has similar preferences, part of the file mappings contained in the Internet control panel of Mac OS. Like you say, there are no guarantees. I tried the download from http://the.zorro.free.fr, and no matter how I configure the preferences for LZH the file goes directly to the browser window like Hallvard experienced.

That particular domain is running under an Apache server, which would take but a minute to configure correctly for LZH. The webmaster could do it himself, too, if he has an .htaccess file, in which case it's just a matter of adding the MIME type for LZH.

<< Neil >>

5511. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 09:54:20 UTC
From: emil.prpic@inet.hr
Message-ID: <3c06055a.13453612@news.tel.hr>
Source record: 39928

On Wed, 28 Nov 2001 21:10:49 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>If I remember correctly, the truth is something in-between. The parallel >port -IS- bidirectional, but not completely- one (I think) of the [...]

Oh, I see. I didn't really need to use the Atari parallel port as an input in order to realise this, so I assumed that the port must be unidirectional if even some handshakes were missing.

Thanx for the info! And to everyone else as well!

Emil

5512. Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 10:34:49 UTC
From: nospam@zonnet.nl
Message-ID: <dboN7.7589$O_4.27658@zonnet-reader-1>
Source record: 39929

Anyone here who uses an Atari laser printer?
I have the opportunity to buy an Atari Laserprinter from a used-to-be Atari dealer new in the box (!) for NLG 100 (EUR 45.38). Is this a good deal ?

Martin Tarenskeen

5513. info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 11:02:48 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <sBoN7.2690$Ub4.25159@news.easynews.com>
Source record: 39930

Hello - posted this originall to comp.sys.atari.st.tech but didnt get much response.

I have recently aquired a Mega ST 2 a Mega ST 4 and a 520STFM.

The two Mega ST's need a monitor, so have been unable to test yet.

The 520STFM look like it has a newer TOS version than it should have (its copyright 1989, and the Atari logo scrolls lots of colours).

Questions:

Can i use a ST monitor connector to SCART connector for the Mega ST's so I can view them on my TV rather than source a hard-to-find monitor?

Failing that, can I use a monitor like the commodore 1084s or phillips ? Would it come with the right connector or is the ST one proprietry?

Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k and some games won't play?

What are the Mega ST's worth nowadays?

Cheers
Switch

5514. Re: Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 13:15:28 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9u5cdfqta1@news.panix.com>
Source record: 39931

Martin Tarenskeen <nospam@zonnet.nl> writes:

: Anyone here who uses an Atari laser printer?
: I have the opportunity to buy an Atari Laserprinter from a used-to-be Atari dealer
: new in the box (!) for NLG 100 (EUR 45.38). Is this a good deal ?

One opinion: grab it. I paid USD $258 for mine, about a year ago, show
machine, little used. Another unsupported opinion, with no data: the drums
do not wear out, the wiper blade does. Those are made of unobtanium, but
someone posted the fact that Canon CX are close enough fits to hack up a
bit and use.

Original cost? First laser printer costing less than $1000 USD.

--
..
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5515. Re: Freeserve connect probs

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 14:06:18 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3c06401e_1@news1.vip.uk.com>
Source record: 39932

Hi Al,

> I've just converted from Freeserve HomeTime (their cheap-rate unmetred
> access package) to their AnyTime product and am now having trouble
> connecting with STing.

Sorry found the same and changed in the end. I now use that 0800dial 24/7
connection (£12.99 pm) and * at the moment * that works ok with STinG,
STiK2, Iconnect and Draconis! :-) although you can never tell with these
ISP's these days.

> login command and then times out. Any ideas? Anyone else had this
> problem? I'm using an STE 1040 2 meg running Sting 1.15.

I tried everything for ages but no luck - so gave up in the end....

KapMaN

5516. How to get .st to a Atari 1024ST floppy

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 15:57:21 UTC
From: Mucky Net <mucky@mucky.net>
Message-ID: <9u5lsujvn1@news1.xs4all.nl>
Source record: 39933

How can i copy .st rom files to a atari 720 disk,
some of these st files are bigger then 720 and wont fit what kinda programs
can i use to
copy the .st files to disks

-roel

5517. Re: How to get .st to a Atari 1024ST floppy

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 16:29:04 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna0com9.29s.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 39934

```
On Thu, 29 Nov 2001 16:57:21 +0100, Mucky Net <mucky@mucky.net> wrote:
>How can i copy .st rom files to a atari 720 disk,
>some of these st files are bigger then 720 and wont fit what kinda programs
>can i use to
>copy the .st files to disks
>
>-roel
>
>

Use makedisk by Darren Birks on a PC.
Read my short tutorial at http://home.tu-clausthal.de/~ifmar/makedisk/

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321
```

5518. [GAME] New Quake version available

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 16:58:27 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <jfp5u9.246.ln@127.0.0.1>
Source record: 39935

Hello everybody,

Having a workable SDL version, I decided to test it with a huge program.
So I used Quake (or more precisely nuq, available at
http://www.quakeforge.net). I compiled two versions. One is 68000
without FPU (works with STonX and Aranym), the other is 68020 or higher
with FPU (I can not test it). Video is supported via XBIOS or VDI.
Keyboard and mouse should work. You need a very fast machine. With STonX
and Aranym, I get 5 to 10 seconds per image).

I would like people having non standard Atari (with graphics boards,
accelerators, or clones) test it to verify if it works. And it can make a
good benchmark. I hope returns from the FPU version (specially on
040/060), because I do not know if it works.

About Quake with SDL:

XBIOS:
On [Mega]ST[E]/ST emulators , you get 320x200 in grey levels (4 planes).
On TT, 320x240 in 256 colours (8 planes).
On Falcon/Aranym, 320x200 (TV) 320x240 (VGA) in 256 colors (8 planes).

VDI (avoid multitasking OS and AES, like Magic or Mint):
320x200 8 bits with an equal or higher resolution.
With a graphics boards which provides a 1 byte/pixel mode, it should work.
Use the environmenet variable SDL_VIDEODRIVER=vdi to test this driver.

I do not spread a complete SDL version, because I would like to have a
GEM driver for video.

The archive on my web site is nuq-20011128.zip

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5519. CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 17:27:32 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c069d22$0$194$626a54ce@news.free.fr>
Source record: 39941

The assembling of the CT60 Prototype board is finished !

I have now to find a scanner or photo app. and sjow you this great board !

Incredible to think that Cortex never show you a photo of their tempest !
I can now say that the CT60 board is more advanced than Tempest...

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

5520. Re: Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 17:40:03 UTC
From: Robert Sprokholt <r.sprokholt@chello.nl>
Message-ID: <3C0673C1.9301DFC1@chello.nl>
Source record: 39936

Martin Tarenskeen schreef:
>
> Anyone here who uses an Atari laser printer?
> I have the opportunity to buy an Atari Laserprinter from a used-to-be Atari dealer
> new in the box (!) for NLG 100 (EUR 45.38). Is this a good deal ?
>
> Martin Tarenskeen

I own a working SLM804. It was free. I have a SLM605, but it has problem
with the paper transport. It was free. The quality is good. As I
collector I would pay NLG 100 because it's new (!) in a box (!!!).
Could you mail me the adres of this person if he has more items to sell?

Robert

****
* Atari VCS (6 buttons) - Atari VCS (4 buttons) - Atari 2600 - Atari
2600jr *
* Atari 7800 - Atari XE system - 600 XL - 800 XL - 130 XE - 800
XE *
* ST 260-520-520+ - 3 x 1040STF - 1040STE - SM124 - SM125 - ST
Book *
* 2 x Mega ST2 - Mega STE4 - 2 x TT030 - Portfolio - Lynx -
PC4 *
* Megafile SH205/20/30/60 - SLM804 - SLM605 - TTM194 -
TTM195 *
****

5521. Re: [GAME] New Quake version available

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 19:05:43 UTC
From: Ctirad Fertr <phanatic@volny.cz>
Message-ID: <9u6161jtl1@news.vol.cz>
Source record: 39939

> without FPU (works with STonX and Aranym), the other is 68020 or higher
> with FPU (I can not test it). Video is supported via XBIOS or VDI.
> Keyboard and mouse should work. You need a very fast machine. With STonX
> and Aranym, I get 5 to 10 seconds per image).

Why you didn't test the FPU version on Aranym ? With STan's native fVDI
driver for output it could be pretty fast.
I didn't tested it myself because I have not correct .PAK (or WAD ?)
datafile :(

regards,

Ctirad

5522. Re: MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 19:17:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200111292017.a26180@wun.maus.de>
Source record: 39955

Hallo Raoul!

RT>But I thought that there would exist a program with a graphic output
RT>what is running.

There is a little TOS program around. It's called magxproc, (C) by Karsten Isakovic 1993, and will display all running programs.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5523. Re: [GAME] New Quake version available

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 19:56:59 UTC
From: vdjole@EUnet.yu
Message-ID: <9u63u9$84k$2@news.eunet.yu>
Source record: 39940

On 29 Nov 2001 17:58:27 , "Patrice Mandin" wrote:
>Hello everybody,
>
>Having a workable SDL version, I decided to test it with a huge program.
>So I used Quake (or more precisely nuq, available at
>http://www.quakeforge.net). I compiled two versions. One is 68000
>without FPU (works with STonX and Aranym), the other is 68020 or higher
>with FPU (I can not test it). Video is supported via XBIOS or VDI.
>Keyboard and mouse should work. You need a very fast machine. With STonX
>and Aranym, I get 5 to 10 seconds per image).

If you are in a mood for making software versions for different CPUs, note that it is possible to have a ST/MegaST/MegaSTe/ with MC68000 CPU and a so-called memory mapped FPU, which puts the machine's floating point performance somewhere in the range of an average STonX emulated machine, or make it even better. With a FPU, speed gain in floating-point intensive applications is somewhere between 500% and 1500% .

The game would probably still be of no practical interest for a [Mega]ST[e] owner, because you say that it takes 10s/frame with STonX, and I don't know what are the memory requirements (can it even be started on a 4MB machine?), but I wanted to point out the often-overlooked fact that it -IS- possible to have a MC68000 with a MC68881 FPU and most compilers provide options for creating code for this configuration. Unfortunately, software authors often assume that if one has a FPU than he also has at least a 68020 and uses Line-F FPU access.

cu;

5524. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 21:19:25 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9u68otplc2@dos.canit.se>
Source record: 39943

Neil Roughley <roughley@vanc.igs.net.invalid> skrev:

: As you know LZH isn't that common in a PC-dominated world, so you'll
: have to live with the fact that many servers aren't familiar with it.

You'd do better hosting them on a Japanese server. ZIP is quite marginal
in Japan. =)

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5525. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 22:42:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007148699.662.2@eurus>
Source record: 39981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi switchblade

| Hello - posted this originall to comp.sys.atari.st.tech but didnt get much
response.

| I have recently aquired a Mega ST 2 a Mega ST 4 and a 520STFM.

Lucky you.

| The two Mega ST's need a monitor, so have been unable to test yet.
|
| The 520STFM look like it has a newer TOS version than it should have (its
| copyright 1989, and the Atari logo scrolls lots of colours).

That would be Rainbow TOS, TOS 1.04 i beleive.

| Questions:

Shoot!.

| Can i use a ST monitor connector to SCART connector for the Mega ST's so I
| can view them on my TV rather than source a hard-to-find monitor?

You certainly can, however you must be aware that the "standards" for scart
are somewhat interperated, so you may have to get out the soldering iron to
get it to work, however the lead i used with my Mega STE worked fine after
some surgery on my monitor.

| Failing that, can I use a monitor like the commodore 1084s or phillips ?
| Would it come with the right connector or is the ST one proprietry?

The phillips CM 8833 was probably the most popular choice for an Atari
monitor and will work great with the correct connectors, cant comment on
grannies comode-door.

| Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k and
| some games won't play?

Some Games will fail with more than 1 meg, carefull not to shoot yourself in
the foot, more memory will be great for word pro or art work.

| What are the Mega ST's worth nowadays?

They are priceless if you aint got one. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5526. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 22:48:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007148702.662.3@eurus>
Source record: 39982

Hi Lonny

| I have a Zip 100 that seems to have developed the dreaded clicking problem.
| Anybody want it for parts? The adapter is fine.
| I'll ship it anywhere in the USA for $3 if someone can use it for parts.
| If not, it goes into the dumpster.

Some ZIP that suffered this problem had a production fault, if yours is in the range you could argue with Iomega and get it replaced on that basis, in warranty or out.

--

Steve. S.

5527. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 22:55:53 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <5zrB8A+8AYya092yn@NoSpam.com>
Source record: 39969

In article <qbVJ7.850$NN1.61345901@news.incc.net>,
"Jared Falvo" <luposian@azob.quik.com> wrote:
>The biggest hurdle, as I see it, is manufacturing... if the systems are
>built overseas, what complications are there with getting them here to the
>US, FCC Class B approval, Quality control, power supply voltage
>requirements, video output standard (NTSC vs. PAL), etc.

There are several companies that would manufacture it. Flextronics in Mexico
makes the Microsoft Xbox and Handspring visor. That way, Microsoft and
Handspring do not have to go to the expense of building manufacturing
facilities.

--
Ryan 'Gozar' Collins

5528. Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 23:15:06 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <_gzN7.1232$B8.80030810@news.incc.net>
Source record: 39944

Hello

Hades are out of stock and no more produced.
Look on www.xTOS.de for more information about the new TOS machine.

--
Mit freundlichen Gr&#65533;ssen
Fredi Aschwanden
Medusa Computer Systems
Buchhaldenstrasse 16
CH-8610 Uster
Tel.: ++41 1 940 92 54
FAX : ++41 1 942 55 35
homepage: www.kingx.com/kingx/medusa
mail: medusa@kingx.com

Looks like I *can't* get one delivered to my door. *sigh* I wonder how
this will bode for people having problems with their Hades systems...

Guess Medusa is out of the Atari clone business, eh?

Jared

5529. Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 23:28:09 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B82C12EE.1AE06%nameerf@flash.net>
Source record: 39945

Hello!

I've been desparately trying to figure out the best way to regularly transfer files between my Falcon and my iMac. I used to e-mail them to myself, which was a bit of a pain, but my ISP has been bought by Prodigy, and since the switch I can't get my Falcon to connect at all using both STiNG and STiK II (and Prodigy staff obviously won't be much help since they aren't even very Mac friendly), so this is out for the moment. I really need to get some files moved back and forth between the two systems, and fairly often. Has anyone successfully networked a Falcon to an iMac?

Here are the options that I've found so far, although I don't know if they'd work. Any comments on this would be appreciated:

1. Ethernet to LocalTalk bridge : Lets Ethernet-equipt Macs "see" and access LocalTalk devices. Could this work using the Falcon's LocalTalk LAN port?

2. Ethernet adapter for the Falcon : I have a feeling this will be quite expensive, and at the moment the only ones I've found require me to use the ROM port. As I use Cubase Audio quite frequently, I don't want to keep having to swap the ROM port adapter and my Cubase dongle. Is there a way to have both connected at the same time?

3. USB to 8-pin DIN serial adapter : These all say they aren't LocalTalk compatible, but can be used on Mac modems and printers. Could this be used for a null-modem type connection?

4. Floppy drive for the iMac : I would prefer a real network, but if there's no other way, I'll have to resort to this method of file transfer.

My iMac currently only has the CD-ROM, Ethernet port, USB ports, and the built-in modem.

Is there any other option I'm not considering? Any advice would be appreciated. Thanks!

Mike Freeman
nameerf@flash.net

5530. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-29 23:32:54 UTC
From: Bengy <bengy@europe-shareware.org>
Message-ID: <B82C13B8.4FC5%bengy@europe-shareware.org>
Source record: 39946

> Guess Medusa is out of the Atari clone business, eh?

No, Jared.
Medusa is the developer of the so-called "xTOS."

5531. OK, has this happened to anyone else

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 00:56:52 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9u6lgk$c0d$1@news.panix.com>
Source record: 39947

My Atari machines do the most interesting things, some of them with my help. This time, my STe cannot find its floppy drive. It lost it while I was using it. It is not really missing, because a diagnostic cartridge finds it, and can format a disk in it, write to and read from that disk, and do anything else that could be done to it. But the operating system does not know it is there.

I will get this fixed as soon as my STe can get to an oscilloscope, but that will be a couple of weeks. Everything else works. It is being used to post this.

Has anyone solved this exact problem before?

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

5532. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 01:57:01 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82C519D.82F%atarilp@hotmail.com>
Source record: 39948

in article _gzN7.1232$B8.80030810@news.incc.net, Jared Falvo at
luposian@azob.quik.com wrote on 11/29/01 6:15 PM:

> Hello
>
> Hades are out of stock and no more produced.
> Look on www.xTOS.de for more information about the new TOS machine.
>
>
> --
> Mit freundlichen Grï¿½ssen
> Fredi Aschwanden
> Medusa Computer Systems
> Buchhaldenstrasse 16
> CH-8610 Uster
> Tel.: ++41 1 940 92 54
> FAX : ++41 1 942 55 35
> homepage: www.kingx.com/kingx/medusa
> mail: medusa@kingx.com
> ------
> Looks like I *can't* get one delivered to my door. *sigh* I wonder how
> this will bode for people having problems with their Hades systems...

Fredi will still service them, he's VERY helpful unlike some dealers who
never return e-mails.

> Guess Medusa is out of the Atari clone business, eh?

See the line about 'new TOS machine' above? Blind in one eye and can't see
out the other...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5533. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 02:00:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82C526F.830%atarilp@hotmail.com>
Source record: 39949

in article B82C12EE.1AE06%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 11/29/01 6:28 PM:

> Is there any other option I'm not considering? Any advice would be
> appreciated. Thanks!

I have the same problem, except I have a Hades060 instead of a Falcon. Ethernet would be the fastest, however I don't have a driver for the ethernet card. Hope you get some good replies, I'm very curious how others may have solved this one.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5534. AtariRC v1.21 released

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 03:19:32 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82C64F3.835%atarilp@hotmail.com>
Source record: 39950

Fixed a bug in the init code that bombed on some 68000 machines.
Follow link below...

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5535. Re: SCSI program?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 03:40:26 UTC
From: ebaiz@skyenet.net
Message-ID: <KcDN7.1867$TD5.24165@newsfeed.slurp.net>
Source record: 39951

On 25 Nov 2001 10:41:00 , Peter Schneider wrote:
>Hi Edward,
>
>ESBJ>Also, has anyone successfully gotten a Sony CD drive to work with an
>ESBJ>Atari computer?
>there will be no problem to use it as data drive ('read only hard
>drive'), there might be problems to use it as an audio drive
>('grabbing') but should not.
>
>Und TTsch&#65533;
>ps

Hello,

Actually the drive is a CDRW drive. Roger at Anodyne says the drive
should work, but Extendos does not like it. HDDriver reads the drive
just fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5536. Re: Papyrus 9.01

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 03:40:28 UTC
From: ebaiz@skyenet.net
Message-ID: <McDN7.1868$TD5.24094@newsfeed.slurp.net>
Source record: 39952

On 25 Nov 2001 23:19:10 , "Lyndon Amsdon" wrote:
>Hi Eick,
>
>>As I saw today on the homepage of R.O.M. Logicware, Papyrus 9.01 is available
>>since November 26, 2001:
>>
>> http://www.rom-logicware.com/
>
>Wow, I really must upgrade from my ageing Pap Gold!

That is great. I will have to see what's up with this new version. I
have 8.03 right now and am satisfied with it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5537. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 03:40:31 UTC
From: ebaiz@skyenet.net
Message-ID: <PcDN7.1869$TD5.24094@newsfeed.slurp.net>
Source record: 39953

On 29 Nov 2001 16:15:06 , "Jared Falvo" wrote:
>Hello
>
>Hades are out of stock and no more produced.
>Look on www.xTOS.de for more information about the new TOS machine.
>
>Looks like I *can't* get one delivered to my door. *sigh* I wonder how
>this will bode for people having problems with their Hades systems...
>
>Guess Medusa is out of the Atari clone business, eh?
>
>Jared

I would think this is good news since Medusa is helping develop the
newer TOS machine. Can't wait to finally see one in action....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5538. Re: OK, has this happened to anyone else

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 03:40:34 UTC
From: ebaiz@skyenet.net
Message-ID: <ScDN7.1870$TD5.23742@newsfeed.slurp.net>
Source record: 39954

On 30 Nov 2001 00:56:52 , Jim DeClercq wrote:
>My Atari machines do the most interesting things, some of them with my
>help. This time, my STe cannot find its floppy drive. It lost it while I
>was using it. It is not really missing, because a diagnostic cartridge
>finds it, and can format a disk in it, write to and read from that disk,
>and do anything else that could be done to it. But the operating system
>does not know it is there.
>
>I will get this fixed as soon as my STe can get to an oscilloscope, but
>that will be a couple of weeks. Everything else works. It is being used
>to post this.
>
>Has anyone solved this exact problem before?

I had this happen to me while using an older ST. I believe it was the
floppy drive controller or else bad ROM chips...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5539. NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 06:28:23 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0111292222440.14705-100000@shell.pacifier.com>
Source record: 39956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links below/above! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5540. Re: MagiC...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 07:10:24 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1007150976-868189AEicMi@xs4all.nl>
Source record: 39985

Thanks Ekkehard,

>There is a little TOS program around. It's called
>magxproc, (C) by Karsten
>Isakovic 1993, and will display all running programs.

O.k. I'll start looking for it....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5541. Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 07:27:47 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c0734f3$0$176@news.zetnet.co.uk>
Source record: 39957

Hi all!

For some time now I've been having trouble logging into the various Yahoo! services with my ID with CAB (v2.7c, Dan Ackerman's OVL v1.4400).

It used to have minor trouble getting in - I would have to try twice before I could get in. Now however, I put in my ID and password and hit submit, and straight away CAB reports Transaction Failed. (It's ok on a PC).

Has everyone been getting the same result? Or is there anyone else with a similar set up still getting in?

Cheers!

James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-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5542. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 07:38:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C073776.BB70BC0@seimet.de>
Source record: 39958

Jared Falvo schrieb:

> Looks like I *can't* get one delivered to my door. *sigh* I wonder how
> this will bode for people having problems with their Hades systems...
>
> Guess Medusa is out of the Atari clone business, eh?

ROTFL. You do not really know anything about Hades and Medusa and who
designed these machines, do you?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5543. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 10:11:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007197174-200097AEicMi@ntlworld.com>
Source record: 39801

From: northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas)
Date: Tue, 27 Nov 2001 23:37:16 GMT

>I use an Apple Mac (68K) with Netscape 4.08 when surfing the web. Most
>of the time when downloading .LZH files, which many people use to
>compress Atari software with, the whole screen is filled up with that
>data instead of showing me the file selector asking me where I want the
>file downloaded to.

You might have a config section in Netscape where you can set MIME types for
yourself, add LZH and TOS file types to the ZIP etc that should already be
there.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5544. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 10:14:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007197180-201253AEicMi@ntlworld.com>
Source record: 39800

From: "[ProToS]" <protos(at)arcadia-crew(dot)com>
Date: Wed, 28 Nov 2001 04:38:38 +0100

>English HYP off scripter ;-)

I must say that I'm very surprised that Atari Workshop have made part of a
commercial package available for download!
--

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____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5545. Re: Q: Atari SCSI HDD to PC?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 10:17:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007197182-201694AEicMi@ntlworld.com>
Source record: 39799

From: emil.prpic@inet.hr (Emil Prpiï¿½)
Date: Wed, 28 Nov 2001 08:17:03 GMT

>On 27 Nov 2001 12:17:45 GMT, Adam Klobukowski <_Adam_@gabo.pl> wrote:
>
>>You can also transfer files via printer port using PARCP and rech 30kb/sec

>Dunno about less old Atari machines, but my 1040 ST doesn't seem to
>have a bi-directional parallel port - actually, it doesn't even

Don't worry, it works a treat anyway ;-)

Buy a ready-made cable, but make sure that the plugs aren't moulded, you need
to unsolder two wires inside one of them and swop them over.
--

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/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5546. Re: PC-Mouse on ATARI 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 10:18:33 UTC
From: Johan <kingu@mail.bip.net>
Message-ID: <3C075F91.45CE9A1C@mail.bip.net>
Source record: 39960

Has anyone got this to work.
I've tried every kombination, but without any succes.
Using a Mega ST2
/Johan

Martin \"Nightowl\" Byttebier wrote:

> on Tue 20-11-2001 18:32 warneke@unique-bremen.de wrote:
>
> >Hello.
> >
> >Is it possible to connect a normal seriell PC-mouse to the ATARI 1040 STF?
> >My original mouse is gone.
> >I heard from a hardware solution, but i like to go on first with a software
> >solution.
> >
> >Somebody know a software tool to solf my problem?
> >Where can I find this tool?
>
> You can find the soft on the Belgian ftp-server
> ftp://chapelie.rma.ac.be/atari/utilities/
> genmouse.lzh
> mouse26beta.lzh
> mouse26s.lzh (sources of mouse26beta)
>
> It's possible you need both genmouse and mouse26beta.lzh. The docs are
> in English/German.
>
> CU
> Martin
>
> --
> ***** Greetings from Okami Newsreader *****
> ** On the seventh day He created Atari **
> ********** tos4ever@pandora.be*********
> ** ICQ 37138054 **
> But He uses a freeMiNT powered Hades 060 now
> UTSI: http://users.pandora.be/tos4ever/utsi.htm
> Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5547. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 10:19:09 UTC
From: emil.prpic@inet.hr
Message-ID: <3c075a83.14251772@news.tel.hr>
Source record: 39959

On Thu, 29 Nov 2001 11:02:48 GMT, "switchblade" <xxx@nospam.com>
wrote:

>Can i use a ST monitor connector to SCART connector for the Mega ST's so I
>can view them on my TV rather than source a hard-to-find monitor?

I successfully connect my 1040 STfm to RGB SCART of a TV set (although
I have an RF modulator built in, because this way you get a better
picture quality), but this is only for low and medium resolution. The
high resolution (monochrome) is no go. I suppose it's the same with a
MEGA.

>Failing that, can I use a monitor like the commodore 1084s or phillips ?
>Would it come with the right connector or is the ST one proprietry?

The ST monitor connector, which is non-standard (13 pin in a
rectangular 4x3 matrix + one below, all in a round DIN-type shield)
is, IMHO, the single greatest screw-up of Atari. Of course, they've
used it so that you can't buy only a connector (for a reasonable
price) and use it to connect other monitors or SCART TVs.

>Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k and
>some games won't play?

15 years ago soldering "piggyback" additional memory chips was as
usual as tying shoelaces. :-) Today, I suppose, the right chips are
hard to find, but there are other ideas. Look at:

http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html

>What are the Mega ST's worth nowadays?

Here, in Croatia, people sell an 520/1040 ST(fm) or a MEGA with a
monitor, a mouse, joysticks, tons of software for under $100.

Emil

5548. trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 11:37:43 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C076F86.E70DFA21@forestmeister.com>
Source record: 39961

I just bought from someone online a Mega ST4 and an Atari hard drive, SH205. I'm having trouble with getting the hard drive running.

First of all, I used several Atari computers from when they first came out until when I bought my first IBM compatible PC in

94. Since then I've only used my old Atari to run certain programs I created for my work and haven't yet ported to the PC.

My Atari's floppy stopped working which is why I bought a system

online. For my old Atari I had a hard drive custom built before the Atari hard drives came out.

Anyways, the fellow who sold me the Atari said that he wiped the

hard drive clean but reinstalled the Atari hard drive software so it should boot up, but it doesn't.

I'm not even sure I have the hard drive plugged in properly. It has 2 ports on the back, one is "out" and one is "in". I presume

the "out" is the one to use. I vaguely remember that it is necessary to first turn on the hard drive, let it come up, then turn on the computer. What happens is that the computer's drive "A" light stays on and the hard drive doesn't come up. If I put a floppy in the drive, the light will go off but the computer can't see the floppy complaining that the disc or floppy drive is no good and I do not see an icon for the hard drive. If I turn the computer on without the hard drive turned on, then the computer successfully sees drive A.

The fellow who sold me the computer then emailed me what he says

is the Atari hard drive software. It consists of 2 folders. The first is called Ahdi and in it are 2 files, Ahdi.prg and Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and Hdx.rsc.

So, how do I install this hard drive software? What steps are necessary as far as turning on the computer and hard drive and what should be in the floppy? Do I need to remove those files from the folders?

I used to be really good at Atari tech stuff and did a lot of programming with Laser C. But, it's been almost 10 years since I

did any such tech stuff- and I don't have the hard drive
installation instructions.

I wouldn't be surprised the hard drive has the software already
installed but I must be doing something wrong.

Help will be greatly appreciated.

--
Joe Zorzin

5549. [NEW]Eiffel interface PS/2 for atari

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 12:02:08 UTC
From: Laurent <Laurent.favard@NIETSPAM.libertysurf.fr>
Message-ID: <3C077540.9C1BF9C7@NIETSPAM.libertysurf.fr>
Source record: 39962

Hi all !

I'm currently working to updated my small wab pages,
to add the schematics and HEX file available from
internet.

All i want, is it will be possible to anyone to build
easilly the PS/2 interface whithout problems. Sure you
need make the printed board, and program the PIC !

You can have a look at:

http://perso.libertysurf.fr/lfavard/

Atari section and Eiffel interface...My english isn't good, but
if you can understand :-)) This page isn't finished.

Laurent.

5550. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 12:41:09 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <F7LN7.67448$Ze5.37468586@news1.rdc1.md.home.com>
Source record: 39963
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Of course, if you ever sell anything by auction read this BS take on
auctions:
http://home.pacifier.com/~atari/caveat.htm
then head over to B&C ComputerVisions at www.myatari.com for your Atari
needs.

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0111292222440.14705-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
> http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!
>
> I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!
>
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures
> you didnt know you wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links below/above!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>

> Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

5551. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 13:41:13 UTC
From: Pelcombe-Ilford <training@pelcombe-ilford.fsnet.co.uk>
Message-ID: <9u82cr$qe4$1@newsg4.svr.pol.co.uk>
Source record: 39964

"Joseph Zorzin" <redoak@forestmeister.com> wrote in message
news:3C076F86.E70DFA21@forestmeister.com...
> I just bought from someone online a Mega ST4 and an Atari hard
> drive, SH205. I'm having trouble with getting the hard drive
> running.
>

>
> I'm not even sure I have the hard drive plugged in properly. It
> has 2 ports on the back, one is "out" and one is "in". I presume
>
> the "out" is the one to use. I vaguely remember that it is
> necessary to first turn on the hard drive, let it come up, then
> turn on the computer. What happens is that the computer's drive
> "A" light stays on and the hard drive doesn't come up. If I put
> a floppy in the drive, the light will go off but the computer
> can't see the floppy complaining that the disc or floppy drive
> is no good and I do not see an icon for the hard drive. If I
> turn the computer on without the hard drive turned on, then the
> computer successfully sees drive A.
>

I suspect it might be a SCSI drive, in which case you might need to connect
the computer to the 'IN' port, and then connect a SCSI teminator block to
the 'OUT' port.

(This might just be a shot in the dark, since I'm not familiar with the
Atari built hard drives, I'm working from my experience with a System
Solutions external SCSI drive, which I operated with a ST+ SCSI adaptor and
a Falcon. I hope this information is useful though.)

5552. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 13:43:31 UTC
From: Pelcombe-Ilford <training@pelcombe-ilford.fsnet.co.uk>
Message-ID: <9u82h4qgb1@newsg4.svr.pol.co.uk>
Source record: 39965

"Emil Prpi" <emil.prpic@inet.hr> wrote in message
news:3c075a83.14251772@news.tel.hr...
> On Thu, 29 Nov 2001 11:02:48 GMT, "switchblade" <xxx@nospam.com>
> wrote:
>
> >Can i use a ST monitor connector to SCART connector for the Mega ST's so
I
> >can view them on my TV rather than source a hard-to-find monitor?
>
> I successfully connect my 1040 STfm to RGB SCART of a TV set (although
> I have an RF modulator built in, because this way you get a better
> picture quality), but this is only for low and medium resolution. The
> high resolution (monochrome) is no go. I suppose it's the same with a
> MEGA.
>
> >Failing that, can I use a monitor like the commodore 1084s or phillips ?
> >Would it come with the right connector or is the ST one proprietry?
>
> The ST monitor connector, which is non-standard (13 pin in a
> rectangular 4x3 matrix + one below, all in a round DIN-type shield)
> is, IMHO, the single greatest screw-up of Atari. Of course, they've
> used it so that you can't buy only a connector (for a reasonable
> price) and use it to connect other monitors or SCART TVs.
>
> >Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k
and
> >some games won't play?
>
> 15 years ago soldering "piggyback" additional memory chips was as
> usual as tying shoelaces. :-) Today, I suppose, the right chips are
> hard to find, but there are other ideas. Look at:

If System Solutions are still going, I think they sell memory upgrades for
the ST. I upgraded the memory on my 520 STFM, I think I got the upgrade from
SS.

>
> http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html
>
> >What are the Mega ST's worth nowadays?
>
> Here, in Croatia, people sell an 520/1040 ST(fm) or a MEGA with a
> monitor, a mouse, joysticks, tons of software for under $100.
>

> Emil

5553. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 14:13:30 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <euMN7.17998$Ve1.128590@news.easynews.com>
Source record: 39966

thanks for the reply :)

5554. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 15:33:06 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <MCNN7.1251$5v.81276997@news.incc.net>
Source record: 39967

You know, after reading up on this device, I'm rather impressed! If I had the money (and a Falcon030), I might actually consider getting one! The only thing that bothers me is that pesky external ATX power supply! There's just GOTTA be a way of creating an ATX performaing power supply within the confines of the stock Falcon030 power supply dimentions... or does the CT60 literally take up the space of the original power supply? Bad...

Jared

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3c069d22$0$194$626a54ce@news.free.fr...
> The assembling of the CT60 Prototype board is finished !
>
> I have now to find a scanner or photo app. and sjow you this great board !
>
> Incredible to think that Cortex never show you a photo of their tempest !
> I can now say that the CT60 board is more advanced than Tempest...
>
> --
> Rodolphe CZUBA
> 4, All�e du Laurier
> F-60290 AUVILLERS
> FRANCE
> email : rczuba@free.fr
> WEB : www.czuba-tech.com
>
>

5555. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 15:46:30 UTC
From: Johan <kingu@mail.bip.net>
Message-ID: <3C07AC6F.C0C8662B@mail.bip.net>
Source record: 39968

It should be plugged in to the "IN" socket and you don't need any
terminators.
But be careful about what files you put in the "auto"-folder, i put a
bad file in that folder by mistake and now I can't boot my HD either.

Joseph Zorzin wrote:

>
>
> I'm not even sure I have the hard drive plugged in properly. It
> has 2 ports on the back, one is "out" and one is "in". I presume
>
> the "out" is the one to use. I vaguely remember that it is
> necessary to first turn on the hard drive, let it come up, then
> turn on the computer. What happens is that the computer's drive
> "A" light stays on and the hard drive doesn't come up. If I put
> a floppy in the drive, the light will go off but the computer
> can't see the floppy complaining that the disc or floppy drive
> is no good and I do not see an icon for the hard drive. If I
> turn the computer on without the hard drive turned on, then the
> computer successfully sees drive A.

5556. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 16:37:22 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <6BON7.16$d46.2266@newsfeed.slurp.net>
Source record: 39970

I thought you were leaving... Don't let the door hit you on your way out...

Joshua.

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:MCNN7.1251$5v.81276997@news.incc.net...
> You know, after reading up on this device, I'm rather impressed! If I had
> the money (and a Falcon030), I might actually consider getting one! The
> only thing that bothers me is that pesky external ATX power supply!
There's
> just GOTTA be a way of creating an ATX performaing power supply within the
> confines of the stock Falcon030 power supply dimentions... or does the
CT60
> literally take up the space of the original power supply? Bad...
>
> Jared
> ----------
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3c069d22$0$194$626a54ce@news.free.fr...
> > The assembling of the CT60 Prototype board is finished !
> >
> > I have now to find a scanner or photo app. and sjow you this great board
!
> >
> > Incredible to think that Cortex never show you a photo of their tempest
!
> > I can now say that the CT60 board is more advanced than Tempest...
> >
> > --
> > Rodolphe CZUBA
> > 4, All�e du Laurier
> > F-60290 AUVILLERS
> > FRANCE
> > email : rczuba@free.fr
> > WEB : www.czuba-tech.com
> >
> >
>
>

5557. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 16:51:15 UTC
From: tos4ever@pandora.be
Message-ID: <1f3p53m.61gfv8qqphtoN%tos4ever@pandora.be>
Source record: 39971

lp <atarilp@hotmail.com> wrote:

> in article _gzN7.1232$B8.80030810@news.incc.net, Jared Falvo at

> > Looks like I *can't* get one delivered to my door. *sigh* I wonder how
> > this will bode for people having problems with their Hades systems...
>
> Fredi will still service them, he's VERY helpful unlike some dealers who
> never return e-mails.
>
Fredi is a very helpfull guy indeed. I wished all the people were just
like him.

CU,
Martin

5558. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 16:51:15 UTC
From: tos4ever@pandora.be
Message-ID: <1f3p574.au12vo36pz4N%tos4ever@pandora.be>
Source record: 39972

lp <atarilp@hotmail.com> wrote:

> in article B82C12EE.1AE06%nameerf@flash.net, Michael and Nicole Freeman at
> nameerf@flash.net wrote on 11/29/01 6:28 PM:
>
> > Is there any other option I'm not considering? Any advice would be
> > appreciated. Thanks!
>
> I have the same problem, except I have a Hades060 instead of a Falcon.
> Ethernet would be the fastest, however I don't have a driver for the
> ethernet card. Hope you get some good replies, I'm very curious how others
> may have solved this one.

I have a Mac G3 and a Hades in a Network. I send over files by means of
ftp. Works just great. There exist a NE2000 network card driver (MiNT)
for hades. See http://www.TorstenLang.de

TTFN,
Martin

5559. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 17:00:08 UTC
From: njc@CC47532-A.ewndsr1.nj.home.com
Message-ID: <slrna0ffas.otk.njc@CC47532-A.ewndsr1.nj.home.com>
Source record: 39973
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

On Fri, 30 Nov 2001 12:41:09 GMT, Paul Gifford wrote:
>Of course, if you ever sell anything by auction read this BS take on
>auctions:
>http://home.pacifier.com/~atari/caveat.htm
>then head over to B&C ComputerVisions at www.myatari.com for your Atari
>needs.

I just sak'd them into my kill file. I'm getting real tired of their
continous ng SPAM.

--
Linux Home Automation Neil Cherry ncherry@athome.net
http://members.home.net/ncherry (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)

5560. eBay: 4 Infocom Games For Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 17:53:08 UTC
From: docprego <docprego@lvcm.com>
Message-ID: <u0fhrup58bd11@corp.supernews.com>
Source record: 39974
Cross-posted to: comp.sys.atari.st,rec.games.video.classic,rec.games.video.marketplace

Hello all,

Here are Trinity,Mind forever voyaging, Zork II and Zork III in one no
reserve auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303697361

Thanks for looking,
--
Mike
www.playitagain-games.com
docprego@playitagain-games.com
eBay Id: docprego

5561. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 17:56:31 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.logbstqo@localhost>
Source record: 39977

Flowers 'n' Fliers wrote:
>

> just GOTTA be a way of creating an ATX performaing power supply
> within the confines of the stock Falcon030 power supply dimentions...
> or does the CT60 literally take up the space of the original power
> supply? Bad.

Well there is not that much space left inside the falcon case..

5562. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 18:21:36 UTC
From: osian@zetnet.co.uk
Message-ID: <3c07ce30$0$175@news.zetnet.co.uk>
Source record: 39975

On 30 Nov 2001 07:27:47 , James Haslam wrote:
>Now however, I put in my ID and password and hit
>submit, and straight away CAB reports Transaction Failed. (It's ok on a
>PC).
>
>Has everyone been getting the same result? Or is there anyone else with a
>similar set up still getting in?

Yes, I have the same trouble, with many sites that use forms. I
always had trouble accepting a new request to join my Yahoo Webrings,
I could get most of the way through the process but I'd get
Transaction Failed on the very last screen. However, Yahoo has now
let go of Webring and it's under new ownership, and I tried doing it
one day this week and it actually worked. Can't imagine why, I'm sure
the programs on the server end are very much the same.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5563. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 18:28:25 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c07cfc9$0$176@news.zetnet.co.uk>
Source record: 39976

Hello Ken,

Sorry for the delay, but work sometimes comes first !

On 18 Nov 2001 15:28:49 , Ken Kosut wrote:

>Hi Paul,

>AUTOEXEC.BAT: Are the *.PRG files above actual programs or
> just the name of the program?

The AUTOEXEC.BAT file is simply a text file stored in your AUTO folder, so the PRGs listed are just their names. No paths are required of course as all the listed PRGs are already in the AUTO folder.

>What is FPU__3.PRG used for?

I'm not entirely sure :-)) but I suspect it is a Hades only file, and I need it as the first PRG in my AUTO folder. I doubt other machines need it but I may be wrong. If so, I am sure someone else will tell you.

>> BTW, my AUTO folder order is as follows:

<snip>

>For the above *.PRG and *.PRX programs. I assume these are programs
>in your AUTO folder and that you are referring to the running order
>in xboot. Please correct me if I am wrong.

They are programmes in the AUTO folder in the order there are stored on the drive. You can use XBOOT to alter the order, and if you do, this changes the position of the PRGs on your drive. Once you have found the right order for them, make a note of it in case something happens. It is often the case that certain programmes need to be run before others.

HTH

Cheers

Paul

5564. Atari Times Update 11-30-2001 - Year End Issue Announcement!

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 18:50:28 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C07D4BC.8633FC59@ataritimes.com>
Source record: 39980
Cross-posted to: rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Whew! The lack of updates lately doesn't mean I haven't been working hard for the video game faithful! In fact, I'd like to announce the official Atari Times 2001 Year End Issue!

* NEW! The pricing has now been set for the 2001 Year End issue. You can get a copy of this Year-End compilation for $16.95 if you pre-order before December 14! It even includes a color cover!

* NEW! Selling Some Stuff - I'm doing some clearing out, so maybe you'll find a game on my list that you've always wanted?

* NEW! Is Emulation Better? - Just a few Pros and Cons on running emulators on your PC.

Once the Year End issue is out the door, expect more weekly updates on The Atari Times!

--
Greg

"I fear that all we have done is awaken a sleeping giant, and fill it with a desire for vengeance." - Admiral Isoroku Yamamoto, Tora Tora Tora

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- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Lynx Book Coming Soon! HYPAT? -
= MATH =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

5565. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 19:07:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200111302007.a26218@wun.maus.de>
Source record: 39796

Hi Mike!

MANF>Is there any other option I'm not considering? Any advice would be
MANF>appreciated. Thanks!

Connect a CD-burning device to the Mac and store the files there (on CD-RW for multiple use). If the iMac has got an SCSI port, you could use an external device and use it on both the Mac and the Falcon.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

5566. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 19:41:21 UTC
From: tos4ever@pandora.be
Message-ID: <1f3pd4n.5iiqt91bnb902N%tos4ever@pandora.be>
Source record: 39983
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**emulators**
ftp://chapelie.rma.ac.be/atari/emulators/steem_v2_06.zip
(521.427 bytes) ST emulator for pc

ftp://chapelie.rma.ac.be/atari/emulators/xsteem_v2_06-2-i386.tar.gz
(338.736 bytes) ST emulator for X-windows

**graph-tools**
ftp://chapelie.rma.ac.be/atari/graph-tools/photp310.zip
(820.195 bytes) (driver for digital cameras and editing tool for pictures)

ftp://chapelie.rma.ac.be/atari/graph-tools/funmedia/funmedia.zip
(374.144 bytes) Video editing tool. German/french/English version.

**mathematics**
ftp://chapelie.rma.ac.be/atari/mathematics/eurka112.zip
(844.435 bytes) 2D Graph Describer, 3D Modeller. French/English version.

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/music/abcm2ps_2.9.11.lzh
(184.409 bytes) abcm2ps is a program which converts
music tunes from ABC format to PostScript.

ftp://chapelie.rma.ac.be/atari/utilities/music/abctab2ps_1.2.1.lzh
(179.534 bytes) abctab2ps is a music and tablature
typesetting program which translates an input file
in the abc language into postscript.

ftp://chapelie.rma.ac.be/atari/utilities/zbench.lzh
(431.059 bytes) Zbench analyzes the performance of your computer and lets
you compare your system to other Atari Computers (or emulators).
```

ftp://chapelie.rma.ac.be/atari/utilities/file_search/find_it-204.tos
(251.998 bytes) Very nice and powerfull file search utility. French/English version.

5567. FS: Atari 1040 STE +...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 19:44:41 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <9u8nj6$feci$1@as201.hinet.hr>
Source record: 39984

FS:

- Atari 1040 STE, 4 Mb RAM, 250 Mb HDD IDE internal 2.5", IDE controller by M. Becroft, TOS 2.06 UK, TOS 1.06 GER chips, external ATAPI CD rom 48 x with case and power supply, mice, software, MIDI cables, parallel copy cable, ICD Link SCSI adapter w/software, SM 146 monitor, VGA ST high adapter, Atari joystick.

- C-Lab Polyframe w/dongle and leather case.

make an offer

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

5568. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 20:52:22 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <ciSN7.1256$4A.81589344@news.incc.net>
Source record: 39986

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
>
> > Guess Medusa is out of the Atari clone business, eh?
>
> ROTFL. You do not really know anything about Hades and Medusa and who
> designed these machines, do you?

I assume Medusa designed the Hades, since they sold it. Of course, they had an outside company fab and assemble them for Medusa... unless Medusa has their own fab/assembly facilities. But as for being "in the know" about much of anything to do with Atari/TOS clones these days... I am, as they say... clueless.

I ain't been "in the scene" since I sold my Falcon030 several months after buying it new, years and years ago (when I saw that support for my Falcon030 was dwindling fast and that Atari had abandoned the computer market and made a last ditch effort to survive with the Jaguar, I cashed my chips in quick! I could just smell disaster coming.

Odd that I acted in like fashion (I sold my copy of BeOS R5 Pro) when Be, Inc.'s stock went through the floor. Took awhile (over 1.5 years), but they died just the same. Bad management decisions from within will do that to a company, yaknow.

I'm also assuming that if they (Medusa) stopped producing/selling the Hades, it was not making money for them, or they decided to go a different route (something even better than the 060... PowerPC, we can only hope) or they went out of business or something.

So, since you ARE "in the know" about these things, please inform me so that I may prosper with this knowledge and not look quite so silly assuming things that are not as they appear.

Jared

5569. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-11-30 20:56:18 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <UISN7.1257$xl.80848999@news.incc.net>
Source record: 39987

The "in and "out" ports may mean plug your ST "in"to the hard drive and
daisychain another drive "out" from it. In other words, plug the cable into
the other port and see if that works.

Jared

"Joseph Zorzin" <redoak@forestmeister.com> wrote in message
news:3C076F86.E70DFA21@forestmeister.com...
> I just bought from someone online a Mega ST4 and an Atari hard
> drive, SH205. I'm having trouble with getting the hard drive
> running.
>
> First of all, I used several Atari computers from when they
> first came out until when I bought my first IBM compatible PC in
>
> 94. Since then I've only used my old Atari to run certain
> programs I created for my work and haven't yet ported to the PC.
>
> My Atari's floppy stopped working which is why I bought a system
>
> online. For my old Atari I had a hard drive custom built before
> the Atari hard drives came out.
>
> Anyways, the fellow who sold me the Atari said that he wiped the
>
> hard drive clean but reinstalled the Atari hard drive software
> so it should boot up, but it doesn't.
>
> I'm not even sure I have the hard drive plugged in properly. It
> has 2 ports on the back, one is "out" and one is "in". I presume
>
> the "out" is the one to use. I vaguely remember that it is
> necessary to first turn on the hard drive, let it come up, then
> turn on the computer. What happens is that the computer's drive
> "A" light stays on and the hard drive doesn't come up. If I put
> a floppy in the drive, the light will go off but the computer
> can't see the floppy complaining that the disc or floppy drive
> is no good and I do not see an icon for the hard drive. If I
> turn the computer on without the hard drive turned on, then the
> computer successfully sees drive A.
>
> The fellow who sold me the computer then emailed me what he says
>
> is the Atari hard drive software. It consists of 2 folders. The

> first is called Ahdi and in it are 2 files, Ahdi.prg and
> Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and
> Hdx.rsc.
>
> So, how do I install this hard drive software? What steps are
> necessary as far as turning on the computer and hard drive and
> what should be in the floppy? Do I need to remove those files
> from the folders?
>
> I used to be really good at Atari tech stuff and did a lot of
> programming with Laser C. But, it's been almost 10 years since I
>
> did any such tech stuff- and I don't have the hard drive
> installation instructions.
>
> I wouldn't be surprised the hard drive has the software already
> installed but I must be doing something wrong.
>
> Help will be greatly appreciated.
>
> --
> Joe Zorzin
>
>
>

5570. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 01:15:10 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <z7WN7.1266$FC.81752148@news.incc.net>
Source record: 39988

I was, but I still tinker around outside this newsgroup, peeking in now and then to see if anything will give me hope of a more interesting future for TOS-compatible computers... and a reason to actually consider investing in one.

The CT60, except for the pesky ATX power supply requirements, is VERY interesting. Makes me kinda wish I owned a Falcon030 right about now, but haven't got (and can't much warrant much a reason to use) the $500-$600 (or more) for one.

Hey, at least I'm not blathering on about my plans and dreams anymore. That was probably the biggest reason to be rid of me... so don't worry, I'm not here to bother anyone.

Jared

Joshua Kaijankoski wrote in message
<6BON7.16$d46.2266@newsfeed.slurp.net>...
>I thought you were leaving... Don't let the door hit you on your way out...
>
>Joshua.
>
>"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
>news:MCNN7.1251$5v.81276997@news.incc.net...
>> You know, after reading up on this device, I'm rather impressed! If I
had
>> the money (and a Falcon030), I might actually consider getting one! The
>> only thing that bothers me is that pesky external ATX power supply!
>There's
>> just GOTTA be a way of creating an ATX performaing power supply within
the
>> confines of the stock Falcon030 power supply dimentions... or does the
>CT60
>> literally take up the space of the original power supply? Bad...
>>
>> Jared
>> ---
>> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
>> news:3c069d22$0$194$626a54ce@news.free.fr...
>> > The assembling of the CT60 Prototype board is finished !
>> >
>> > I have now to find a scanner or photo app. and sjow you this great
board
>!

>> >
>> > Incredible to think that Cortex never show you a photo of their tempest
>!
>> > I can now say that the CT60 board is more advanced than Tempest...
>> >
>> > --
>> > Rodolphe CZUBA
>> > 4, All&#65533;e du Laurier
>> > F-60290 AUVILLERS
>> > FRANCE
>> > email : rczuba@free.fr
>> > WEB : www.czuba-tech.com
>> >
>> >
>>
>>
>
>

5571. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 01:17:15 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <raWN7.1267$6B.81654918@news.incc.net>
Source record: 39989

Ryan Collins wrote in message <5zrB8A+8AYya092yn@NoSpam.com>...
>In article <qbVJ7.850$NN1.61345901@news.incc.net>,
>"Jared Falvo" <luposian@azob.quik.com> wrote:
>>The biggest hurdle, as I see it, is manufacturing... if the systems are
>>built overseas, what complications are there with getting them here to the
>>US, FCC Class B approval, Quality control, power supply voltage
>>requirements, video output standard (NTSC vs. PAL), etc.
>
>There are several companies that would manufacture it. Flextronics in
Mexico
>makes the Microsoft Xbox and Handspring visor. That way, Microsoft and
>Handspring do not have to go to the expense of building manufacturing
>facilities.

Thanks for the heads-up on that detail. A bit late, but appreciated
nonetheless. :-)

Jared

5572. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 01:21:10 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <8dWN7.1268$FC.81752148@news.incc.net>
Source record: 39990

Who is "Fredi"? Is he in the US? And who are the dealers that never reply
to Emails?

Jared

Martin Byttebier wrote in message

>Fredi is a very helpfull guy indeed. I wished all the people were just
>like him.

5573. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 02:20:52 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82DA8B4.88A%atarilp@hotmail.com>
Source record: 39991

in article 1f3p574.au12vo36pz4N%tos4ever@pandora.be, Martin Byttebier at
tos4ever@pandora.be wrote on 11/30/01 11:51 AM:

> lp <atarilp@hotmail.com> wrote:
>
>> in article B82C12EE.1AE06%nameerf@flash.net, Michael and Nicole Freeman at
>> nameerf@flash.net wrote on 11/29/01 6:28 PM:
>>
>>> Is there any other option I'm not considering? Any advice would be
>>> appreciated. Thanks!
>>
>> I have the same problem, except I have a Hades060 instead of a Falcon.
>> Ethernet would be the fastest, however I don't have a driver for the
>> ethernet card. Hope you get some good replies, I'm very curious how others
>> may have solved this one.
>
> I have a Mac G3 and a Hades in a Network. I send over files by means of
> ftp. Works just great. There exist a NE2000 network card driver (MiNT)
> for hades. See http://www.TorstenLang.de

I wrote Torsten and he flat out refuses to send me the driver even after I
offered cash, told me I had to get it from some dealer. One which ignored
my e-mails for an ethernet card in the first place. I gave up trying to
get his driver. Some ne have a copy they wish to sell?

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5574. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 02:36:54 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.csmosefg@localhost>
Source record: 39992

Jared Falvo wrote:
>
> Who is "Fredi"? Is he in the US? And who are the dealers that never
> reply to Emails?

If you had botheres to visit Medusa Systems website, you'd know who
Fredi is.

On this URL you'll even find a picture of Fredi:

http://www.kingx.com/kingx/medusa/thes-download.html

Regards,

Joakim

5575. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 02:58:46 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82DB196.88D%atarilp@hotmail.com>
Source record: 39993

in article 8dWN7.1268$FC.81752148@news.incc.net, Jared Falvo at luposian@azob.quik.com wrote on 11/30/01 8:21 PM:

> Who is "Fredi"? Is he in the US? And who are the dealers that never reply
> to Emails?
>
> Jared
> --------------
>
> Martin Byttebier wrote in message
>
>> Fredi is a very helpfull guy indeed. I wished all the people were just
>> like him.

You really have a way of showing your stupidity, you don't fully read posts and you make tons of assumptions about individuals and businesses you know nothing about. It would be wise for you to drop the clone topic as well.

Fredi is highly respected, especially by us users who went that extra mile to obtain one of his clones.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5576. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 03:05:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82DB32A.88F%atarilp@hotmail.com>
Source record: 39994

in article 1007148702.662.3@eurus, Steve Sweet at stevesweet@freeuk.com
wrote on 11/29/01 5:48 PM:

> Some ZIP that suffered this problem had a production fault, if yours is in
> the range you could argue with Iomega and get it replaced on that basis, in
> warranty or out.

I'm done with iomega, I simply don't care much for it anymore. Actually it
still works, it just clicks at strange times, most un-nerving. I backed up
all my data and it's going bye-bye. Thanks for the tip though.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5577. CAB 2.7/ICON problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 03:36:36 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c0852ba$0$43571$272ea4a1@news.execpc.com>
Source record: 39995

Hi,

I am having some problems connecting with PPP-Connect.

Falcon/Magic 6.01/HS-modem

I have DRVIN.PRG and SCC.PRG in the AUTO folder.
(also SOCKETS.PRG)

Is DRVIN necessary with Magic?
Do I have to adjust DRVIN and SCC with Setter?

I used ICONF.PRG to create a New set.

I got it to dial in one time, but it would not connect.

Local Code Reject NO
Remote Code Reject NO
Local Protocol Reject NO
Remote Protocol Reject NO
Remote Authebntication Request NO
Remote Line Quality Report Request NO
Peer did not provide Local IP-address NO
DNS IP address NO
Timeout YES

I was told to leave the local IP address set to 0

I put in a DNS IP, but now the modem won't dial in.

I would appreciate any suggesstions.

thanks

ken

5578. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 06:52:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B82DCC75.1AE43%nameerf@flash.net>
Source record: 39797

in article 1f3p574.au12vo36pz4N%tos4ever@pandora.be, Martin Byttebier at
tos4ever@pandora.be wrote on 11/30/01 8:51 AM:

> lp <atarilp@hotmail.com> wrote:
>
>> in article B82C12EE.1AE06%nameerf@flash.net, Michael and Nicole Freeman at
>> nameerf@flash.net wrote on 11/29/01 6:28 PM:
>>
>>> Is there any other option I'm not considering? Any advice would be
>>> appreciated. Thanks!
>>
>> I have the same problem, except I have a Hades060 instead of a Falcon.
>> Ethernet would be the fastest, however I don't have a driver for the
>> ethernet card. Hope you get some good replies, I'm very curious how others
>> may have solved this one.
>
> I have a Mac G3 and a Hades in a Network. I send over files by means of
> ftp. Works just great. There exist a NE2000 network card driver (MiNT)
> for hades. See http://www.TorstenLang.de

Glad to hear that's at least possible on *some* TOS computers! Anything like
that for the Falcon? How much is a thing like that? etc...

Also, anyone know about using the Ethernet to LocalTalk bridge? This sounds
like the most interesting option to me, if it works. Maybe I'll actually
shell out money and try it. I guess if it doesn't work I can return it. I'll
see what others say first. Thanks!

Mike Freeman
nameerf@flash.net

5579. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 06:55:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B82DCD5B.1AE44%nameerf@flash.net>
Source record: 39798

in article 200111302007.a26218@wun.maus.de, Ekkehard Flessa at
Ekkehard_Flessa@wun.maus.de wrote on 11/30/01 11:07 AM:

> Hi Mike!
>
>
> MANF>Is there any other option I'm not considering? Any advice would be
> MANF>appreciated. Thanks!
>
> Connect a CD-burning device to the Mac and store the files there (on CD-RW for
> multiple use). If the iMac has got an SCSI port, you could use an external
> device and use it on both the Mac and the Falcon.

Thanks! I thought of this, too. It's kinda the same as my floppy drive
suggestion, only it'd hold a bit more. Great if I need to transfer large
amounts of stuff, but not too practical if I just need to transfer a small
2kb file. Too bad I didn't wait another year before buying my iMac. Now they
come with CD-RW's as standard. :(Oh well.

Mike Freeman
nameerf@flash.net

5580. Re: CAB 2.7/ICON problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 09:04:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200112011004.a54430@b.maus.de>
Source record: 39812

KK>SCC with Setter?

You can try to set the RBLS2 and TBLS2 to 8196 bytes or higher.

Gerhard

5581. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 11:19:58 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C08BCDD.654648E1@forestmeister.com>
Source record: 39802

Joseph Zorzin wrote:

> I just bought from someone online a Mega ST4 and an Atari hard
> drive, SH205. I'm having trouble with getting the hard drive
> running.
>
> First of all, I used several Atari computers from when they
> first came out until when I bought my first IBM compatible PC in
>
> 94. Since then I've only used my old Atari to run certain
> programs I created for my work and haven't yet ported to the PC.
>
> My Atari's floppy stopped working which is why I bought a system
>
> online. For my old Atari I had a hard drive custom built before
> the Atari hard drives came out.
>
> Anyways, the fellow who sold me the Atari said that he wiped the
>
> hard drive clean but reinstalled the Atari hard drive software
> so it should boot up, but it doesn't.
>
> I'm not even sure I have the hard drive plugged in properly. It
> has 2 ports on the back, one is "out" and one is "in". I presume
>
> the "out" is the one to use. I vaguely remember that it is
> necessary to first turn on the hard drive, let it come up, then
> turn on the computer. What happens is that the computer's drive
> "A" light stays on and the hard drive doesn't come up. If I put
> a floppy in the drive, the light will go off but the computer
> can't see the floppy complaining that the disc or floppy drive
> is no good and I do not see an icon for the hard drive. If I
> turn the computer on without the hard drive turned on, then the
> computer successfully sees drive A.
>
> The fellow who sold me the computer then emailed me what he says
>
> is the Atari hard drive software. It consists of 2 folders. The
> first is called Ahdi and in it are 2 files, Ahdi.prg and
> Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and
> Hdx.rsc.
>
> So, how do I install this hard drive software? What steps are
> necessary as far as turning on the computer and hard drive and

> what should be in the floppy? Do I need to remove those files
> from the folders?
>
> I used to be really good at Atari tech stuff and did a lot of
> programming with Laser C. But, it's been almost 10 years since I
>
> did any such tech stuff- and I don't have the hard drive
> installation instructions.
>
> I wouldn't be surprised the hard drive has the software already
> installed but I must be doing something wrong.
>
> Help will be greatly appreciated.
>
> --
> Joe Zorzin

I now have the computer connected to the Atari hard drive via the "in" port. But, apparently the boot up software isn't installed. I'm not sure how to use the software mentioned above. I see that Hdx.prg is a format program. I ran it but haven't yet done a reformat as I'm hesitant to ever reformat unless I know I should. Since I can't get the drive to work, I suppose I should go ahead and do this. The other program, Ahdi.prg, I presume will install the boot up software on the hard drive? When I ran Hdx, without formatting, I did notice the hard drive lights flickering, so apparently the computer can see the drive at least for the purpose of formatting.

Any last suggestions before I go ahead and reformat? I always dislike running programs without detailed instructions.

5582. Re: CAB 2.7/ICON problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 12:40:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007207996-364474AEicMi@ntlworld.com>
Source record: 39803

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Fri, 30 Nov 2001 21:36:36 -0600

>Is DRVIN necessary with Magic?

Yes. Driver, scc and sockets in that order.

>Do I have to adjust DRVIN and SCC with Setter?

I think it should work as-is. English docs for HSModem are on my web site
BTW.

>I used ICONF.PRG to create a New set.

Make sure you set the port to Modem2, usual 8-N-1 for the other settings,
I've got a simple atz for the modem command.

Local IP address should be 0.0.0.0

Login - try just the "Done" entry, with PPP ticked

DNS - either enter the one that the ISP provides, or enter 0.0.0.0. It will
then be negotiated during connection. Failure to enter or negotiate a DNS
won't make a ha'porth's worth of difference to dialling in, just that you
won't be able to browse any web sites unless you know their IP address.

>I would appreciate any suggesstions.

You might find it's a problem with the running order in your Auto folder, see
above. If IConnect stalls during the "negotiation" stage, then it's worth
activating the terminal and responding to your ISP's questions - you can use
the results as a script. Usually the "Done" entry is all you need, but the
ISP I use now wants a little chat with a script.

HTH.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5583. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 13:45:26 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <osBa54j27NC8EwvF@my-ste.demon.co.uk>
Source record: 39804

On Sat, 1 Dec 2001, Joseph Zorzin <redoak@forestmeister.com> wrote:-

<snip>

>I now have the computer connected to the Atari hard drive via the
>"in" port. But, apparently the boot up software isn't installed. I'm
>not sure how to use the software mentioned above. I see that Hdx.prg
>is a format program. I ran it but haven't yet done a reformat as I'm
>hesitant to ever reformat unless I know I should. Since I can't get
>the drive to work, I suppose I should go ahead and do this. The
>other program, Ahdi.prg, I presume will install the boot up software
>on the hard drive? When I ran Hdx, without formatting, I did notice
>the hard drive lights flickering, so apparently the computer can see
>the drive at least for the purpose of formatting.
>
>Any last suggestions before I go ahead and reformat? I always
>dislike running programs without detailed instructions.

Before you do, double-click ahdi.prg and then try installing and icon on
the desktop for C: It may not need formatting, just having the driver
installed again.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

5584. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 14:33:34 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C08EA3E.8E7C6088@greeleynet.com>
Source record: 39805

Hi. Joe,

It's been a long, long time since I used the Atari software, so I hope don't make a mistake here. <G>

> I'm not even sure I have the hard drive plugged in properly. It
> has 2 ports on the back, one is "out" and one is "in".

Someone in the thread said to connect the computer's port to the "in" port of the hard drive. That is correct. (I double checked that by looking at my Mega/Pizza box hard drive combo.)

> The fellow who sold me the computer then emailed me what he says
> is the Atari hard drive software. It consists of 2 folders. The
> first is called Ahdi and in it are 2 files, Ahdi.prg and
> Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and
> Hdx.rsc.
>
> So, how do I install this hard drive software? What steps are
> necessary as far as turning on the computer and hard drive and
> what should be in the floppy? Do I need to remove those files
> from the folders?

It sounds like you have all the software.

1. If you don't have a blank formatted 720k floppy, make your self one now.

2. Copy the 2 folders to the blank floppy.

3. Make a new folder on the floppy, and name it Auto.

4. Copy SHDRIVER.SYS from the AHDI folder to the root directory. Leave the original file where it is.

5. Copy AHDI.PRG to the AUTO folder.

6. Repeat the first 5 steps. Label one disk as to the contents, call it Master, and write protect it. Do the same with the 2nd disk, but call it Working. Don't write protect it, and this will be your boot floppy if you want to boot from floppy rather than the hard drive.

7. Turn on the hard drive.

8. Insert the Working floppy in the Mega. After the hard disk is up to speed, turn on the Mega.

If I haven't given you bad information, your hard drive should show up on the desktop after booting. If the answer is yes, save the desktop.

The desktop file will be saved to the floppy disk (I think <G>)

If you want to boot from the floppy disk, you're done. If you want to boot from the hard drive, continue on.

The following assumes the hard drive is already formatted.

9. Open the HDX folder on the floppy, and run HDX.PRG. Somewhere in the menu structure you will find "Install". Follow the instructions, and an SHDRIVER.SYS file will be written to the hard drive. If you get a message box telling you that things aren't working, my guess would be the drive's formatting has been damaged. If it was my hard drive, I would Format the drive, picking the options I preferred. Then you should be able to install SHDRIVER.SYS.

10. Reboot the computer. You can use the reset button if you like, a cold boot shouldn't be necessary.

11. If all has gone well, you should now have a desktop with the hard drive icon on the desktop for C: drive. If you partitioned the drive, I don't remember if the other partitions automatically show up or not.

12. Save the desktop, it will be saved on C: I think.

Unless I've screwed up, you should be up and running.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5585. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 14:49:45 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82E5839.8B4%atarilp@hotmail.com>
Source record: 39806

in article B82DCD5B.1AE44%nameerf@flash.net, Michael and Nicole Freeman at nameerf@flash.net wrote on 12/1/01 1:55 AM:

> Thanks! I thought of this, too. It's kinda the same as my floppy drive
> suggestion, only it'd hold a bit more. Great if I need to transfer large
> amounts of stuff, but not too practical if I just need to transfer a small
> 2kb file. Too bad I didn't wait another year before buying my iMac. Now they
> come with CD-RW's as standard. :(Oh well.

The used mac I got also lacks a cd burner. I now have a scsi PCMCIA card reader/writer on my TT030 and my Hades, got one for $26 and the other one for $45 off ebay, and I use these to move data back and forth with an 8mb smartmedia card. I can PC format the smartmedia card, so I'm wondering if I get a USB PCMCIA card reader/writer if the mac can deal with the PC formatted cards? I may try this route, it's cheap and I'm half way there. If it works I can use this until an ethernet solution presents itself, I also have some larger smartmedia cards so I can move very large volumes of data rather quickly.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5586. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 15:21:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <uB6O7.3393$4K2.422528@news6-win.server.ntlworld.com>
Source record: 39807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1007148699.662.2@eurus...
> Hi switchblade
>
> | Questions:
>
> Shoot!.

If only.....
>
> What are the Mega ST's worth nowadays?
>
> They are priceless if you ain't got one. 8-)

There you have it from the 'orses mouth, I have 5 Mega STs and some

Megafiles for sale, it seems now is the time to buy..........

Barrie at Keychange www.keychange.co.uk

Oh, mustn't forget the Spanish Mega keyboards.......

5587. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 16:34:33 UTC
From: tos4ever@pandora.be
Message-ID: <1f3qz4h.10sg58rduky92N%tos4ever@pandora.be>
Source record: 39808

lp <atarilp@hotmail.com> wrote:

> I wrote Torsten and he flat out refuses to send me the driver even after I
> offered cash, told me I had to get it from some dealer. One which ignored
> my e-mails for an ethernet card in the first place. I gave up trying to
> get his driver. Some ne have a copy they wish to sell?

If you wish I can try to contact that dealer. In the past he was rather
responsive to me. I can't give you any guaranty however.

CU,
Martin

5588. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 17:21:05 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <5k8O7.29047$z8.5854113@news02.optonline.net>
Source record: 39809

BeUnited will not put up a plan until they have something final with Palm.
I guess it's to protect their and Palm's plan.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"DAVID L. ORMAND" <dlormand@aztec.asu.edu> wrote in message
news:9tdtb4$38v$1@news.asu.edu...
>
> >Oops, wait a sec... I think they moved. Let me see if I can locate the
> >correct URL.
> >
> >My mistake... it's www.beunited.org, not beunited.com. Sorry, bout that.
>
> Sorry, dude, that's not any better. Totally devoid of content. I wish
them
> the best, but if they have a plan, they haven't presented it.
> --

5589. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 17:26:51 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <vp8O7.29173$z8.5867526@news02.optonline.net>
Source record: 39810

Forgive me, but I just saw this thread (first time in this group for a long time) and I'd like to catch up a bit.

I assume this is about getting back the Atari name and re-releasing a computer under it? If it is, it's quite ironic because I was thinking the same thing over the past few weeks.

Another question would be: Is this supposed to be compatible with the current (well, you know) ST/STE/TT/Falcon line, or something totally new? I would opt for totally new, myself, with BeOS as the operating system of choice. I have no idea what anyone else's thought on that is.

And finally... I had read an older interview with Nolan Bushnell where he seemed to be a tad upset over the fact that videogames are now dominated by the Japanese ("it started here, it should still be here") , and I almost get the feeling that he misses Atari since he has plans on coming back with his own Atari II (probably not with that name, obviously). Has anyone contacted him about wanting in on this type of action? I don't think he's too keen on Microsoft either.

If anyone could fill me in a bit on this I'd really appreciate it. I really do want to see a come back of Atari in some form.

Thanks.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:1TWI7.740$7r7.57475197@news.incc.net...
> I've also written up a tenative licensing proposition to send to
Infogrames,

5590. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 20:12:44 UTC
From: dziewon@xs4all.nl
Message-ID: <9ubdjs$nt9$1@news1.xs4all.nl>
Source record: 39811

On 28 Nov 2001 08:06:56 , Adam Klobukowski wrote:
>> Anyone knows the author of aMail and how to contact him?
>

both in Polish as in Czech one 't' will do: atack.atari.org

gtx, Rein

>attack.atari.org
>
>Adam Klobukowski
>atari@gabo.pl
>.

5591. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 20:36:09 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007318472.11811.1@eurus>
Source record: 39837

Hi Lonny

| > I have a Mac G3 and a Hades in a Network. I send over files by means of
| > ftp. Works just great. There exist a NE2000 network card driver (MiNT)
| > for hades. See http://www.TorstenLang.de
|
| I wrote Torsten and he flat out refuses to send me the driver even after I
| offered cash, told me I had to get it from some dealer.

Thats one way to feed the family!!!?.

--

Steve. S.

5592. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 20:40:24 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007318475.11811.2@eurus>
Source record: 39838

Hi Derryck

| >English HYP off scripter ;-)
|
| I must say that I'm very surprised that Atari Workshop have made part of a
| commercial package available for download!

I don't think that is part of that package as such, I believe that's public domain information for the Gemscript language itself.

--

Steve. S.

5593. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 21:05:22 UTC
From: KapMaN <KapMaN@ukf.net>
Message-ID: <3c09382a221c40@ukf.net>
Source record: 39813

Hi Derryck,

on Fri 30-11-2001 10:14 (GMT) Derryck Croker wrote:

(English HYP off scripter)
>I must say that I'm very surprised that Atari Workshop have made part of a
>commercial package available for download!

These are not the actual ASH Scripter 'application' docs Derryck, but
GSCRIPT.HYP - the GEMScript protocol docs, translated by Peter West.

--
Regards
KapMaN

kapman@ukf.net
* Location: England(UK) ICQ :79233293 *

5594. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 21:42:49 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f3qo2p.1t3u8kj1nhovauN%roughley@vanc.igs.net.invalid>
Source record: 39814

lp <atarilp@hotmail.com> wrote:

> The used mac I got also lacks a cd burner. I now have a scsi PCMCIA card
> reader/writer on my TT030 and my Hades, got one for $26 and the other one
> for $45 off ebay, and I use these to move data back and forth with an 8mb
> smartmedia card. I can PC format the smartmedia card, so I'm wondering if I
> get a USB PCMCIA card reader/writer if the mac can deal with the PC
> formatted cards? I may try this route, it's cheap and I'm half way there.
> If it works I can use this until an ethernet solution presents itself, I
> also have some larger smartmedia cards so I can move very large volumes of
> data rather quickly.

Mac OS should have no problem reading the PC-formatted cards so long as
the File Exchange control panel is turned on, otherwise it'll attempt to
read the card as a Mac volume (HFS).

<< Neil >>

5595. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 22:19:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82EC1A3.8D6%atarilp@hotmail.com>
Source record: 39815

in article 1f3qo2p.1t3u8kj1nhovauN%roughley@vanc.igs.net.invalid, Neil Roughley at roughley@vanc.igs.net.invalid wrote on 12/1/01 4:42 PM:

> Mac OS should have no problem reading the PC-formatted cards so long as
> the File Exchange control panel is turned on, otherwise it'll attempt to
> read the card as a Mac volume (HFS).

Cool, recommend a card reader for the mac? :-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5596. FS: Atari/Mac format sound libraries

Newsgroup: comp.sys.atari.st
Date: 2001-12-01 23:13:58 UTC
From: jamesbrey@aol.com
Message-ID: <20011201181358.13008.00000180@mb-mf.aol.com>
Source record: 39816

ROLAND:

D-50/Sound Source Unlimited -- Country/Acoustic folk -- Atari ST format floppy
D-50/Sound Source Unlimited -- Atmospheric textures and FX -- Atari ST format floppy
D-110/Sound Source Unlimited -- Digital Synths -- Atari ST format floppy
D-110/Sound Source Unlimited -- Dance Mix -- Atari ST format floppy
D-110/Sound Source Unlimited -- New Age -- Atari ST format floppy
SC-55/Sound Source Unlimited -- Film/New Age -- Roland MC-500 format floppy
SC-55/Sound Source Unlimited -- Stage & Studio -- Roland MC-500 format floppy

YAMAHA:

SY99/Sound Source Unlimited -- Vector Emulations -- Atari ST format floppy
SY99/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
SY99/Sound Source Unlimited -- Rock, Pop, and Roll -- Atari ST format floppy
SY99/Sound Source Unlimited -- Killer B3's -- Atari ST format floppy
SY99/Sound Source Unlimited -- Radical Film textures -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Ultimate Top 40 -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- SY77 Impressions -- Atari ST format floppy
SY22-TG33/Sound Source Unlimited -- Proteus Impressions -- Atari ST format floppy
TG33/Sound Source Unlimited -- New Age/Orchestral -- Atari ST format floppy
TG33/Sound Source Unlimited -- R&B/Industrial -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Soundtrack II -- Atari ST format floppy
DX7II/Sound Source Unlimited -- New Age Collection -- Atari ST format floppy
DX7II/Sound Source Unlimited -- Super R&B -- Atari ST format floppy
TG500/Sound Source Unlimited -- Radical Film Textures -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Country/Acoustic Folk -- MacIntosh format floppy
TG500/Sound Source Unlimited -- Hybrid Textures -- MacIntosh format floppy
SY55/TG55 Funk Set floppy for SY55 format disk drive
Standard Collection 3 -- Evening Dance for PSR-6700 floppy with jewel case, docs

KORG:

Wavestation AD/Pro Rec -- FilmTexture -- Atari ST format floppy
Wavestation/Pro Rec -- Filmscape -- Atari ST format floppy
M3R/Sound Source Unlimited -- Multi-Timbral, Vol.1 -- Macintosh format floppy
M3R/Sound Source Unlimited -- Pop/Rock Collection -- Macintosh format floppy
M3R/Sound Source Unlimited -- Radical Film Textures -- Macintosh format floppy

ENSONIQ: SD-1 Sequencer OS Disk 4.00 includes preset files and demos
EMU: Proteus/1/XR Sound Source Unlimited -- Library Pack (3 banks) -- Atari

ST format
KURZWEIL: Atari Object Mover for K1000 series (includes disk and docs)
PEAVEY: 64k RAM Expander for DPM3
CAKEWALK SEQUENCER: DNA Groove Templates Volume 1: R&B Collection

5597. Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 00:58:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0042996e@fmlynet.org>
Source record: 39820

FamilyNet Newsgate

The Atari laser printers are fairly robust and you can still get parts from Best Electronics in California. As for that price, it comes out to about 45.38 come out to about 85 US dollars I believe... all and all it seems like a good price.

Doctor Clu

> From: nospam@zonnet.nl (Martin Tarenskeen)
> Anyone here who uses an Atari laser printer?
> I have the opportunity to buy an Atari Laserprinter from a used-to-be Atari
> dealer
> new in the box (!) for NLG 100 (EUR 45.38). Is this a good deal ?
> Martin Tarenskeen

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

5598. Re: The final word from Infogrames...

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 04:19:54 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <IWhO7.1315$Gg1.84260905@news.incc.net>
Source record: 39817

Whoo-hoo! Another biter! I knew my words were not entirely in vain! And
they haven't fallen on all deaf ears either!

Yeah!

Just had to get that out of my system... I'll go away now... again... :-)

Jared

Jerry Cornelius wrote in message ...
>Forgive me, but I just saw this thread (first time in this group for a long
>time) and I'd like to catch up a bit.
>
>I assume this is about getting back the Atari name and re-releasing a
>computer under it? If it is, it's quite ironic because I was thinking the
>same thing over the past few weeks.
>
>Another question would be: Is this supposed to be compatible with the
>current (well, you know) ST/STE/TT/Falcon line, or something totally new?
I
>would opt for totally new, myself, with BeOS as the operating system of
>choice. I have no idea what anyone else's thought on that is.
>
>And finally... I had read an older interview with Nolan Bushnell where he
>seemed to be a tad upset over the fact that videogames are now dominated by
>the Japanese ("it started here, it should still be here") , and I almost
get
>the feeling that he misses Atari since he has plans on coming back with his
>own Atari II (probably not with that name, obviously). Has anyone
contacted
>him about wanting in on this type of action? I don't think he's too keen
on
>Microsoft either.
>
>If anyone could fill me in a bit on this I'd really appreciate it. I
really
>do want to see a come back of Atari in some form.
>
>Thanks.
>
>
>--
>-= http://www.gardenofentropy.net =-
>Vanity Plate for the Web
>"Jared Falvo" <luposian@azob.quik.com> wrote in message

>news:1TWI7.740$7r7.57475197@news.incc.net...
>> I've also written up a tenative licensing proposition to send to
>Infogrames,
>
>
>

5599. Re: Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 04:28:53 UTC
From: Oracle &#65533; <thisinsntreal@no.its.not>
Message-ID: <96iO7.400692$bY5.1705917@news-server.bigpond.net.au>
Source record: 39818

that was me, im a canon technician, I'm sure I can find an equivalent toner for them aswell, the other thing that will ware out on them is the upper fuser roller, which can be resprayed with Teflon, and the pressure roller, which im sure I can find an equivalent to aswell. as for the pickup rollers, they even seem similar to those of old Epson lasers.

--
Regards

"Jim DeClercq" <jimd@panix2.panix.com> wrote in message news:9u5cdfqta1@news.panix.com...
> Martin Tarenskeen <nospam@zonnet.nl> writes:
>
> : Anyone here who uses an Atari laser printer?
> : I have the opportunity to buy an Atari Laserprinter from a used-to-be Atari dealer
> : new in the box (!) for NLG 100 (EUR 45.38). Is this a good deal ?
>
> One opinion: grab it. I paid USD $258 for mine, about a year ago, show
> machine, little used. Another unsupported opinion, with no data: the drums
> do not wear out, the wiper blade does. Those are made of unobtanium, but
> someone posted the fact that Canon CX are close enough fits to hack up a
> bit and use.
>
> Original cost? First laser printer costing less than $1000 USD.
>
>
> --
> ..
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

5600. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 04:53:06 UTC
From: themroc@aol.com
Message-ID: <20011201235306.22723.00000560@mb-fc.aol.com>
Source record: 39819

The commodore or its philips equivalent(which i had long ago) only support Low and Midres graphics,rendering most sw (except for games) useless.The best solution is a first generation multiscan monitor(horizontal frequency 15-38khz) with an Atari monitor switchbox.The colorful atari logo gave the "rainbow TOS " its name.Upgrading the RAM would require difficult soldering and hard-to-find RAMs.

5601. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 08:27:12 UTC
From: roughley@vanc.igs.net.invalid
Message-ID: <1f3rftv.iz019drd5y96N%roughley@vanc.igs.net.invalid>
Source record: 39821

lp <atarilp@hotmail.com> wrote:

> in article 1f3qo2p.1t3u8kj1nhovauN%roughley@vanc.igs.net.invalid, Neil
> Roughley at roughley@vanc.igs.net.invalid wrote on 12/1/01 4:42 PM:
>
> > Mac OS should have no problem reading the PC-formatted cards so long as
> > the File Exchange control panel is turned on, otherwise it'll attempt to
> > read the card as a Mac volume (HFS).
>
> Cool, recommend a card reader for the mac? :-)

I have no experience with card readers. It's just that I recently bought an iMac to replace my 6500, and have been looking at different USB alternatives. I was searching the 'net for a USB floppy drive -- for my digital camera -- when I came across various pieces of card reader info. A company called SmartDisk (www.smartdisk.com) has a three-slot unit called VST Tri-Media Reader that handles floppy disks, SmartMedia, and CompactFlash. Since I didn't need the unit's other features, I bought a barebones Macally USB floppy drive -- a TEAC mechanism wrapped in Tupperware. But the Tri-Media Reader looked interesting, perhaps a good way for you to kill two birds with one stone.

<< Neil >>

5602. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 10:51:55 UTC
From: nospam@zonnet.nl
Message-ID: <fJnO7.11857$O_4.41191@zonnet-reader-1>
Source record: 39822

I can't connect to http://atack.atari.org (aMail, aFTP)
And where has http://kellis.atari.org (Katherine Ellis' MiNTsetter)
and the NEWSie website gone ?
It looks like one after the other Atari related site is disappearing ?

>
>both in Polish as in Czech one 't' will do: atack.atari.org
>

5603. Re: Atari laser printer

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 11:14:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007368538-158317AEicMi@ntlworld.com>
Source record: 39857

We don't know if this is an SLM605 printer, where supplies are easy to get
hold of, or the trickier SLM804.

Difficult to give advice then.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5604. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 11:53:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0a15dc19f6c0@madasafish.com>
Source record: 39833

Hi Martin,

>I can't connect to http://atack.atari.org (aMail, aFTP)
>And where has http://kellis.atari.org (Katherine Ellis' MiNTsetter)
>and the NEWSie website gone ?
>It looks like one after the other Atari related site is disappearing ?

I've been looking for Kellis site too. Atacks website is still up, search
on google as I was downloading stuff just the other day.
--
Lyndon Amsdon

5605. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 12:16:14 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C0A1B8D.8B0A5250@forestmeister.com>
Source record: 39824

Ken Springer wrote:

> Hi. Joe,
>
> It's been a long, long time since I used the Atari software, so I hope
> don't make a mistake here. <G>
>
> > I'm not even sure I have the hard drive plugged in properly. It
> > has 2 ports on the back, one is "out" and one is "in".
>
> Someone in the thread said to connect the computer's port to the "in"
> port of the hard drive. That is correct. (I double checked that by
> looking at my Mega/Pizza box hard drive combo.)
>
> > The fellow who sold me the computer then emailed me what he says
> > is the Atari hard drive software. It consists of 2 folders. The
> > first is called Ahdi and in it are 2 files, Ahdi.prg and
> > Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and
> > Hdx.rsc.
> >
> > So, how do I install this hard drive software? What steps are
> > necessary as far as turning on the computer and hard drive and
> > what should be in the floppy? Do I need to remove those files
> > from the folders?
>
> It sounds like you have all the software.
>
> 1. If you don't have a blank formatted 720k floppy, make your self one
> now.
>
> 2. Copy the 2 folders to the blank floppy.
>
> 3. Make a new folder on the floppy, and name it Auto.
>
> 4. Copy SHDRIVER.SYS from the AHDI folder to the root directory. Leave
> the original file where it is.
>
> 5. Copy AHDI.PRG to the AUTO folder.
>
> 6. Repeat the first 5 steps. Label one disk as to the contents, call
> it Master, and write protect it. Do the same with the 2nd disk, but
> call it Working. Don't write protect it, and this will be your boot
> floppy if you want to boot from floppy rather than the hard drive.
>

> 7. Turn on the hard drive.
>
> 8. Insert the Working floppy in the Mega. After the hard disk is up to
> speed, turn on the Mega.
>
> If I haven't given you bad information, your hard drive should show up
> on the desktop after booting. If the answer is yes, save the desktop.
> The desktop file will be saved to the floppy disk (I think <G>)
>
> If you want to boot from the floppy disk, you're done. If you want to
> boot from the hard drive, continue on.
>
> The following assumes the hard drive is already formatted.
>
> 9. Open the HDX folder on the floppy, and run HDX.PRG. Somewhere in
> the menu structure you will find "Install". Follow the instructions,
> and an SHDRIVER.SYS file will be written to the hard drive. If you get
> a message box telling you that things aren't working, my guess would be
> the drive's formatting has been damaged. If it was my hard drive, I
> would Format the drive, picking the options I preferred. Then you
> should be able to install SHDRIVER.SYS.
>
> 10. Reboot the computer. You can use the reset button if you like, a
> cold boot shouldn't be necessary.
>
> 11. If all has gone well, you should now have a desktop with the hard
> drive icon on the desktop for C: drive. If you partitioned the drive, I
> don't remember if the other partitions automatically show up or not.
>
> 12. Save the desktop, it will be saved on C: I think.
>
> Unless I've screwed up, you should be up and running.
>
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> Ken Springer

I tried all of the above with no luck, the drive must be defective.

While booting up, with the floppy in the drive (as described in your instructions)- I see Ahdi working to identify the hard drive, but it can't- it says something like "not bootable". When I attempted to do a format it lists the potential 0-6 SCSI devices but next to each I see "not responding". If I try clicking on SCSI "0" and try to proceed it just gives up after awhile.

The cable must be OK as during all the above efforts I do see the hard drive lights flickering so the MEGA is connected to the drive.

In the HDX program, there is no option for INSTALL, which apparently sets the boot sector. I keep hearing about this function but don't know where to

find it.

JZ

5606. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 13:08:10 UTC
From: BMaedicke@t-online.de
Message-ID: <1f3sk96.yaropo1nlh67gN%BMaedicke@t-online.de>
Source record: 39823

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> I can't connect to http://atack.atari.org (aMail, aFTP)

ATACk is now on http://atack.maiva.cz/

> And where has http://kellis.atari.org (Katherine Ellis' MiNTsetter)
> and the NEWSie website gone ?

this sites are down since a long time :-(

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

5607. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 13:32:22 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3c0a2c9f$1_3@news2.vip.uk.com>
Source record: 39825

Hi lp
"lp" <atarilp@hotmail.com> wrote in message
news:B82DB32A.88F%atarilp@hotmail.com...
> I'm done with iomega, I simply don't care much for it anymore. Actually
it
> still works, it just clicks at strange times, most un-nerving. I backed
up
> all my data and it's going bye-bye. Thanks for the tip though.

Just a quick mention for the iOmega service/returns ppl here, I had the
same problem so contacted them just to see if it could be fixed and 'after
listening to the clicking sound' sent me a replacement drive and zip disk
in 2 days *plus* sorted out the return carriage of the faulty drive.

Regards
KapMaN

5608. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:22:05 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <8VqO7.4243$003.971174@news11-gui.server.ntli.net>
Source record: 39830

Hello.

"Themroc" <themroc@aol.com> wrote in message
news:20011201235306.22723.00000560@mb-fc.aol.com...
> The commodore or its philips equivalent(which i had long ago) only support
Low
> and Midres graphics,rendering most sw (except for games) useless.The best
> solution is a first generation multiscan monitor(horizontal frequency
15-38khz)
> with an Atari monitor switchbox.

From experience.

The best solution is separate hi res and low/medium res monitors, with a
switch box.

If one blows you ain't completely stuffed.

> Upgrading the RAM would require difficult soldering and hard-to-find
> RAMs.

I have the STFM Extraram deluxe kits in stock

Barrie at Keychange.

www.keychange.co.uk

5609. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:25:54 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0A39F2.A19651DC@greeleynet.com>
Source record: 39826

Joseph Zorzin wrote:
>
> I tried all of the above with no luck, the drive must be defective.

That is a possibility. But it's rattling around in my mind that Atari made some little modification to the SH 204 & 205 so the weren't 100% SCSI compatible. This is info I would have heard about long before I ever owned a hard drive. My first hard drive came with my Mega 4, and the 205 may have been discontinued by the time I owned a hard drive.

> While booting up, with the floppy in the drive (as described in your
> instructions)- I see Ahdi working to identify the hard drive, but it can't-
> it says something like "not bootable". When I attempted to do a format it
> lists the potential 0-6 SCSI devices but next to each I see "not
> responding". If I try clicking on SCSI "0" and try to proceed it just gives
> up after awhile.
>
> The cable must be OK as during all the above efforts I do see the hard drive
> lights flickering so the MEGA is connected to the drive.

It would seem the external cable is ok. I assume it is connected to the controller board inside the 205 case just like all other hard drives I've seen. If so, there will be a cable from this board to the actual hard drive itself inside. It could be this cable is loose or defective.

> In the HDX program, there is no option for INSTALL, which apparently sets
> the boot sector. I keep hearing about this function but don't know where to
> find it.

Is there an HINSTALL program? That name just now popped into my mind. I might try to find my original disk that came with my Mega ST for the hard drive. I should still have it, but I may have lost it as that system has moved a number of times from state to state.

--
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Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5610. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:32:14 UTC
From: ebaiz@skyenet.net
Message-ID: <OXqO7.507$Mc.41136@newsfeed.slurp.net>
Source record: 39827

On 30 Nov 2001 13:52:22 , "Flowers 'n' Fliers" wrote:
>"Uwe Seimet" <us__nospam__@seimet.de> wrote in message

>> ROTFL. You do not really know anything about Hades and Medusa and who
>> designed these machines, do you?
>
>I assume Medusa designed the Hades, since they sold it. Of course, they had
>an outside company fab and assemble them for Medusa... unless Medusa has
>their own fab/assembly facilities. But as for being "in the know" about
>much of anything to do with Atari/TOS clones these days... I am, as they
>say... clueless.

Well Jared, do not feel bad. I thought as you and I have a Hades.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5611. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:32:16 UTC
From: ebaiz@skyenet.net
Message-ID: <QXqO7.508$Mc.41092@newsfeed.slurp.net>
Source record: 39828

On 30 Nov 2001 18:21:10 , "Jared Falvo" wrote:
>Who is "Fredi"? Is he in the US? And who are the dealers that never reply
>to Emails?
>
>Jared
>--------------

I wish Fredi was here in the US. I bought my Hades from Computer Direct
out of Canada. No dealer has ever sold the Hades in the US....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5612. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:32:18 UTC
From: ebaiz@skyenet.net
Message-ID: <SXqO7.509$Mc.41208@newsfeed.slurp.net>
Source record: 39829

On 30 Nov 2001 07:27:47 , James Haslam wrote:
>Hi all!
>
>For some time now I've been having trouble logging into the various Yahoo!
>services with my ID with CAB (v2.7c, Dan Ackerman's OVL v1.4400).
>
>It used to have minor trouble getting in - I would have to try twice
>before I could get in. Now however, I put in my ID and password and hit
>submit, and straight away CAB reports Transaction Failed. (It's ok on a
>PC).
>
>Has everyone been getting the same result? Or is there anyone else with a
>similar set up still getting in?

Yes I have. I tried it about a month ago and it was fine, now it does
not. However, I tried to get into another part of Yahoo and I got a
message saying that the server was too busy and to call back later, so
maybe that was the problem. I am going to try later on today...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5613. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 14:38:08 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0A3CD0.CF416BCC@greeleynet.com>
Source record: 39831

Lonny wrote:
>
> I have a Zip 100 that seems to have developed the dreaded clicking problem.
> Anybody want it for parts? The adapter is fine.
> I'll ship it anywhere in the USA for $3 if someone can use it for parts.
> If not, it goes into the dumpster.

What sometimes happens, apparently, is the disk itself or some irreplaceable data gets damaged by the drive somehow. I used to have a friend who bought a ZIP for his Windows machine when it first came out.

When he started having these problems with newer ZIP units, he went round and round with Iomega, and they were claiming it wasn't the units. Which of course it was and that's why they now fix/replace for free if the unit is bad.

If the disk itself is bad, you can sometimes you can save it by formatting from scratch with HDDriver and then partitioning it to TOS and DOS compatible. I don't know how Uwe does this, but the process does sometimes work. <G> Been there, done that.

--
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Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
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5614. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 15:30:10 UTC
From: David Smith <david11125@home.com>
Message-ID: <3C0A4902.8060606@home.com>
Source record: 39832

I have owned an STe & STf in the not too distant past. I currently own an PCC PowerBase (Mac OS 8.6) and iMac DV SE 400 (Mac OS 9.2 & X (10.1)). I also have 3 digital cameras that use Compact Flash to store images. I also have 2 HP LX 200 Palmtop Computers that have PCMCIA slots. With adapters, I use Compact Flash with these also. I have a Micretech (www.microtechint.com) USB Compact Flash and SmartMedia reader/writer. With this card reader/writer I am able to share files between all of these devices by swapping the Compact Flash card. I am totally amazed at the speed and ease of use of using CF to move information between devices that were never designed to communicate with each other! As a side note, the price of CF is coming down.

Neil Roughley wrote:

> lp <atarilp@hotmail.com> wrote:
>
>
>>in article 1f3qo2p.1t3u8kj1nhovauN%roughley@vanc.igs.net.invalid, Neil
>>Roughley at roughley@vanc.igs.net.invalid wrote on 12/1/01 4:42 PM:
>>
>>
>>>Mac OS should have no problem reading the PC-formatted cards so long as
>>>the File Exchange control panel is turned on, otherwise it'll attempt to
>>>read the card as a Mac volume (HFS).
>>>
>>Cool, recommend a card reader for the mac? :-)
>>
>
> I have no experience with card readers. It's just that I recently bought
> an iMac to replace my 6500, and have been looking at different USB
> alternatives. I was searching the 'net for a USB floppy drive -- for my
> digital camera -- when I came across various pieces of card reader info.
> A company called SmartDisk (www.smartdisk.com) has a three-slot unit
> called VST Tri-Media Reader that handles floppy disks, SmartMedia, and
> CompactFlash. Since I didn't need the unit's other features, I bought a
> barebones Macally USB floppy drive -- a TEAC mechanism wrapped in
> Tupperware. But the Tri-Media Reader looked interesting, perhaps a good
> way for you to kill two birds with one stone.
>
> << Neil >>
>

5615. Re: OK, has this happened to anyone else

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 16:32:26 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C0A579A.283782F@cswebmail.com>
Source record: 39835

Jim DeClercq wrote:

> My Atari machines do the most interesting things, some of them with my
> help. This time, my STe cannot find its floppy drive. It lost it while I
> was using it. It is not really missing, because a diagnostic cartridge
> finds it, and can format a disk in it, write to and read from that disk,
> and do anything else that could be done to it. But the operating system
> does not know it is there.

The nearest thing I had was several times, the disk directory was empty, but known to have files. Turning off the machine and dropping from 2 inches onto a hard flat surface cleared it up. Eventually, slight lifting then pushing down on all socketed chips becomes a must.

Rick D.

5616. Re: [NEW]Eiffel interface PS/2 for atari

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 17:15:59 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <9udnkf$t1b$1@news5.svr.pol.co.uk>
Source record: 39834

Hi Laurent

This could be what I am looking for! Now that Mario Becroft says that he will no longer be manufacturing the Qwertx PC K/B + Mouse! Both he and Chris (from ASP) had difficulty sourcing a particular chip, which was crucial to the interface. I have a Cherry PC keyboard waiting for an adaptor for the past 4 years!!

On 30 Nov 2001 13:02:08 , Laurent wrote:
>Hi all !
>
>I'm currently working to updated my small wab pages,
>to add the schematics and HEX file available from
>internet.
>
>All i want, is it will be possible to anyone to build
>easilly the PS/2 interface whithout problems. Sure you
>need make the printed board, and program the PIC !
>
>You can have a look at:
>
>http://perso.libertysurf.fr/lfavard/

Will you be able to make some yourself? I am keen to get one, presumably I can buy an adaptor for PS2 to an old DIN plug.

>
>Atari section and Eiffel interface...My english isn't good, but
>if you can understand :-)) This page isn't finished.
>
>Laurent.
>.
That's OK!

Neil :-)

5617. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 17:45:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0A68BF.8B28DDCC@greeleynet.com>
Source record: 39836

I was right, there is an HINSTALL program. I've been sorting through
old Atari stuff to sell here or on Ebay, and I found copies of Atari's
hard drive software, versions 2 and 3.

Run your HDX program, and find out the version number that you have. If
it's 2 or 3, I'll zip the software I have here and email it to you.

--
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Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5618. Looking for signum 2

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 18:41:33 UTC
From: Linus <daniele_blue@gmx.net>
Message-ID: <9udskp$b88$1@newsreader.mailgate.org>
Source record: 39839

Hello, I am looking for a free copy of Signum 2, since I lost my program diskettes in a home moving. I have a lot of work done uner Signum 2.

Please help, thanks

5619. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 18:51:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007339118.4169.1@eurus>
Source record: 39847

Hi wierdo

| You know, after reading up on this device, I'm rather impressed! If I had
| the money (and a Falcon030), I might actually consider getting one! The
| only thing that bothers me is that pesky external ATX power supply!
There's
| just GOTTA be a way of creating an ATX performaing power supply within the
| confines of the stock Falcon030 power supply dimentions... or does the
CT60
| literally take up the space of the original power supply? Bad...

Well since you have to buy it a case anyway, get an ATX case and you'll get
a free PSU, moron!!.

--

Steve. S.

5620. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 20:39:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ue3ha$b94$1@thorium.cix.co.uk>
Source record: 39840

In message <9u82cr$qe4$1@newsg4.svr.pol.co.uk>, training@pelcombe-ilford.fsnet.co.uk said:

>"Joseph Zorzin" <redoak@forestmeister.com> wrote in message
>news:3C076F86.E70DFA21@forestmeister.com...
>> I just bought from someone online a Mega ST4 and an Atari hard
>> drive, SH205. I'm having trouble with getting the hard drive
>> running.
>>
>> I'm not even sure I have the hard drive plugged in properly. It
>> has 2 ports on the back, one is "out" and one is "in". I presume
>> the "out" is the one to use. I vaguely remember that it is
>> necessary to first turn on the hard drive, let it come up, then
>> turn on the computer. What happens is that the computer's drive
>> "A" light stays on and the hard drive doesn't come up. If I put
>> a floppy in the drive, the light will go off but the computer
>> can't see the floppy complaining that the disc or floppy drive
>> is no good and I do not see an icon for the hard drive. If I
>> turn the computer on without the hard drive turned on, then the
>> computer successfully sees drive A.
>>
>
>I suspect it might be a SCSI drive, in which case you might need to connect
>the computer to the 'IN' port, and then connect a SCSI teminator block to
>the 'OUT' port.

I think the old Atari hard disks had DMA connections with an
internal host adapter. Most were of the old RLL or MSF type -
definitely not SCSI.

But, Joseph, you should connect his DMA lead to the IN socket! The
OUT was mainly for the Atari Laser, but could be used with a Link
or similar device to connect to SCSI drives. Also, try downloading
ther demo version of HDDRIVER from Uwe's site. If it works, buy
the full version -it's the best Atari harddisk driver there is!

You can run HDDRIVER from the floppy - as you can AHDI - and install
it on the hard drive. Don't forget you have to add the partition icons
manually to the desktop, unless you have Thing or jinnee which will
install them all with one mouse click. With the Atari desktop, click
on one of the floppy icons, then 'Install Disk Drive' and type in 'C'
(capital!) for the drive and 'Hard Disk' for the name. If the disk has
several partitions, repeat this for each one, incrementing the letter
by one each time (it doesn't matter if you install too many - if the
partitions don't exist you will get a warning message when you try and
open them, so delete the surplus ones by dragging their icon(s) to the

wastebasket. Once you have icons for all partitions installed and
dragged to your preferred positions, don't forget to 'Save Desktop'.

Regards, /Peter/

5621. Please remind me

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 22:31:11 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c0aabaf$0$174@news.zetnet.co.uk>
Source record: 39841

Anguished request:

Please remind me (and others, I think) of the incisive and accurate instruction to ignorant (though innocnet) MS PC email users to choose the NON-html email option in whatever mail prog they use, in accordance with the usenet rules.

I want to include in my replies comments that are sharp enough to motive my senders to make the appropriate change right now!

Another problem: my recipients claim they cannot open/declode simple mime/uue docs/attachments. I am at a loss here.

Thanks,
Failing memory victim,
Charles.

5622. Re: Looking for signum 2

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 22:40:15 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c0b94e8$0$175@news.zetnet.co.uk>
Source record: 39868

"Linus" <daniele_blue@gmx.net> wrote in message
news:9udskp$b88$1@newsreader.mailgate.org...
| Hello, I am looking for a free copy of Signum 2, since I lost my
program
| diskettes in a home moving. I have a lot of work done uner Signum 2.

I don't have Signum 2 so cannot help directly, but could I suggest:

1/ Papyrus can read Signum/Script files - could you work with them in
Papyrus?
2/ I think there were some demos of Signum 3 floating around - but may
be mistaken. Would this be of any benefit?

--
JI Logan

5623. CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 22:55:21 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c0ab1ad$0$197$626a54ce@news.free.fr>
Source record: 39842

Hey, there is a photo of the CT60 on my web site : overview and status zone.

When will cortex show us a photo of Tempest ??!! ah ah...

Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com

5624. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 22:56:49 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c0ab273$0$200$626a54ce@news.free.fr>
Source record: 39843

I think the Micro ATX power supply may go into the Falcon case...
Should be tried...

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com
Flowers 'n' Fliers <jaju@azob.quik.com> a �crit dans le message :
MCNN7.1251$5v.81276997@news.incc.net...
> You know, after reading up on this device, I'm rather impressed! If I had
> the money (and a Falcon030), I might actually consider getting one! The
> only thing that bothers me is that pesky external ATX power supply!
There's
> just GOTTA be a way of creating an ATX performaing power supply within the
> confines of the stock Falcon030 power supply dimentions... or does the
CT60
> literally take up the space of the original power supply? Bad...
>
> Jared
> ----------
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3c069d22$0$194$626a54ce@news.free.fr...
> > The assembling of the CT60 Prototype board is finished !
> >
> > I have now to find a scanner or photo app. and sjow you this great board
!
> >
> > Incredible to think that Cortex never show you a photo of their tempest
!
> > I can now say that the CT60 board is more advanced than Tempest...
> >
> > --
> > Rodolphe CZUBA
> > 4, All�e du Laurier
> > F-60290 AUVILLERS
> > FRANCE
> > email : rczuba@free.fr
> > WEB : www.czuba-tech.com
> >
> >

>
>

5625. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:00:57 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c0ab304$0$199$626a54ce@news.free.fr>
Source record: 39844

```
I think the Micro ATX power supply may go into the Falcon case...
Should be tried...
The CT60 occupies only half space of the falcon power supply.
A small power supply is possible...but you know that amiga have external
supplies and it's not so boring...
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com
Flowers 'n' Fliers <jaju@azob.quik.com> a �crit dans le message :
MCNN7.1251$5v.81276997@news.incc.net...
> You know, after reading up on this device, I'm rather impressed! If I had
> the money (and a Falcon030), I might actually consider getting one! The
> only thing that bothers me is that pesky external ATX power supply!
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> > I can now say that the CT60 board is more advanced than Tempest...
> >
> > --
> > Rodolphe CZUBA
> > 4, All�e du Laurier
> > F-60290 AUVILLERS
> > FRANCE
> > email : rczuba@free.fr
> > WEB : www.czuba-tech.com

> >
> >
>
>

5626. Re: [ANN] AVR Rulez !

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa83876f116@madasafish.com>
Source record: 39876

Hi Jï¿½rï¿½me,

>AVR Rulez ! is a new software whose purpose is to program
>ATMEL AVR microcontrolers with In-System Programming abilities.
>
>It runs on ST-STE-TT-Falcon.
>
>Next to come ...
>
>- Milan/Hades compatibility
>
>- Microchip PIC programming (ICSP)
>
>- AVR/PIC assembler
>
>http://ginesj.free.fr/avrrulez

Hey, that sounds like just what I need! I'll have to check out the URL.
--
Lyndon Amsdon

5627. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa7e877d280@madasafish.com>
Source record: 39761

Hi Joshua,

>Why don't you sell me one of the Stacys and I'll take care of it :P
>
>Any older SCSI drive should be ok on it. Keep in mind that TOS 1.04 can't
>support partitions that are too big. I forget the limit. I am under the
>impression that any ST 720K drive will work on the Stacy.

Should accept either as long. I have a Sanyo laptop drive that could be
made to work on the Stacy as it has a cut down shugart interface.
Basically it doesn't have as many GND pins. Problem would be making it
fit neatly, these aren't standard. Or did the Stacy have a standard
height drive, surely not!

>"Klaus Seiner" <kseiner@edu.uni-klu.ac.at> wrote in message
>news:3c0bdec7$0$39734$3b214f66@news.univie.ac.at...
>> Hi!
>>
>> Iï¿½ve got 2 Stacys (2 and 4).
>>
>> how can i replace the floppy (has read errors all the time) and the HD (is
>> dead)
>> and what to replace them with?
>> (E.g. Which floppy drive/hard disk - where can i get them etc.)
>>
>> Can anyone help me please?
>>
>> Klaus
>>
>>
>
>

--
Lyndon Amsdon

5628. Re: [GAME] New Quake version available

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa7fe1dd6a1@madasafish.com>
Source record: 39787

Hi Patrice,

>Dans l'article <jfp5u9.246.ln@127.0.0.1>, "Patrice Mandin"
><pmandin@fr.mailandnews.com> a tapotï¿½ avec ses petits doigts:
>
>For people having problem to run nuq:
>
>You need the shareware pak file:
>id1/pak0.pak Version shareware (size 18 276 119)
>The complete version needs this supplementary file:
>id1/pak1.pak Version enregistree (size 34 257 856)
>
>id1 is a subdirectory from the directory where you put the binary:
>./nuq.ttp
>./id1/pak0.pak
>./id1/pak1.pak
>
>This is why I recommand to get the PC (dos) version, where you just have
>to put nuq in the same file as the PC binary.
>
>Some people asked me why it could not run: I did not replied because I
>want to debug the FPU version first. (With Aranym, I get 4 bombs when SDL
>initialize itself, maybe a non emulated FPU instruction).

I tried it with the shareware version as I currently have no CD drive on
my Falcon to whip my full quake pak files across. It did run pretty slow,
even with my Phantom accelerator. I was also using the 68000 version as I
have no FPU. I wouldn't mind trying to get a 68882 rated for 50Mhz and
oc'ing it to about 80 or even more. Quake only runs on PCs with DX CPU
which shows that it needs a FPU to run at any decent speed. Worked
though, just unplayable. However, I would like to know if it works on
Hades or CT60.
--
Lyndon Amsdon

5629. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa7fe1dd6a2@madasafish.com>
Source record: 39788

Hi Joshua,

>It does take 3.5" SCSI drives. I certain of that. I mean look at the size of
>the bloody Stacy! There's room alright. ST Book on the other hand has a 2.5"
>drive.

I was actually talking about the floppy drive, but...
They take 3.5" scsi hds? no wonder they wasted batteries in minutes!!
--
Lyndon Amsdon

5630. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa83876f114@madasafish.com>
Source record: 39874

Hi Adam,

>>> Well since you have to buy it a case anyway, get an ATX case and you'll get
>>> a free PSU, moron!!.
>>
>> But then it won't say "Atari" on the outside, lol!
>> Wait, take a big marker and write Atari on the PC case, and all will be ok.
> /----------------------/
>I saw a / /|\ ATARI FALCON 030 / mounted ona a tower case. It looks great.
> /----------------------/

I have that badge from the ST keyoboard mounted on my STE tower and on my
Falcon I laminated a FUJI logo to fit the space for makers. I also kept
the Falcon badge on the keyboard. It's pretty obvious now that it ain't a
piece of crap ;)
--
Lyndon Amsdon

5631. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa83876f115@madasafish.com>
Source record: 39875

Hi Flowers,

>The MEESSE card is one good thing, for audio enthusiasts. But what about
>general users, like me. I'm a game player, Internet junkie, etc.

It's a DEESEE mate, and if you like the above then Ataris are not for you.
OK, I guess you mean Internet junkie as someone who goes on websites a lot
as our news/mail and anything else programs are all pretty much better
than the equivilants on PCs.

If you complain about not beeing able to get xTOS machine in the US, why
don't you do something else about it? You'll help a lot more that way
than writing letters off to Infrogrammes.
--
Lyndon Amsdon

5632. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-02 23:28:39 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <nkrC8A+8AoSN092yn@NoSpam.com>
Source record: 39852

In article <SXqO7.509$Mc.41208@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:
>On 30 Nov 2001 07:27:47 , James Haslam wrote:
>>Hi all!
>>
>>For some time now I've been having trouble logging into the various Yahoo!
>>services with my ID with CAB (v2.7c, Dan Ackerman's OVL v1.4400).
>>
>>It used to have minor trouble getting in - I would have to try twice
>>before I could get in. Now however, I put in my ID and password and hit
>>submit, and straight away CAB reports Transaction Failed. (It's ok on a
>>PC).
>>
>>Has everyone been getting the same result? Or is there anyone else with a
>>similar set up still getting in?
>
>Yes I have. I tried it about a month ago and it was fine, now it does
>not. However, I tried to get into another part of Yahoo and I got a
>message saying that the server was too busy and to call back later, so
>maybe that was the problem. I am going to try later on today...

It looks like the sign-in process goes through a unsecure, then secure,
then unsecure connection. This could be messing up CAB.

--
Ryan 'Gozar' Collins

5633. [ANN] AVR Rulez !

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 00:05:25 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <3c0abfda$0$201$626a54ce@news.free.fr>
Source record: 39845

Hi !

AVR Rulez ! is a new software whose purpose is to program
ATMEL AVR microcontrolers with In-System Programming abilities.

It runs on ST-STE-TT-Falcon.

Next to come ...

- Milan/Hades compatibility

- Microchip PIC programming (ICSP)

- AVR/PIC assembler

http://ginesj.free.fr/avrrulez

--

J&#65533;r&#65533;me

5634. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 00:11:19 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <CnzO7.1335$kN2.85384328@news.incc.net>
Source record: 39846

What liklihood to you figure the xTOS people will ever obtain a US-based rep to sell their systems?

Here's a portion of the Email they sent me:

"To answer one of your questions right now: The xTOS machine will also be sold in the USA, but as of now, no dealers have been appointed. Price and availability of the machine is still to be announced."

Jared

Edward S. Baiz Jr. wrote in message ...
>On 30 Nov 2001 18:21:10 , "Jared Falvo" wrote:
>>Who is "Fredi"? Is he in the US? And who are the dealers that never reply
>>to Emails?
>>
>>Jared
>>--------------
>
>I wish Fredi was here in the US. I bought my Hades from Computer Direct
>out of Canada. No dealer has ever sold the Hades in the US....
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

5635. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 00:14:33 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8302E19.90D%atarilp@hotmail.com>
Source record: 39849

in article 3c0a2c9f$1_3@news2.vip.uk.com, KapMaN at KapMaN@ic24.net wrote on 12/2/01 8:32 AM:

> Just a quick mention for the iOmega service/returns ppl here, I had the
> same problem so contacted them just to see if it could be fixed and 'after
> listening to the clicking sound' sent me a replacement drive and zip disk
> in 2 days *plus* sorted out the return carriage of the faulty drive.

It's scheduled to be sent to a users group already, if they wish to have it looked at or replaced that's cool. It's for a good cause.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5636. Re: Falcon to iMac Networking?

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 00:15:50 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8302E66.90E%atarilp@hotmail.com>
Source record: 39848

in article 1f3rftv.iz019drd5y96N%roughley@vanc.igs.net.invalid, Neil Roughley at roughley@vanc.igs.net.invalid wrote on 12/2/01 3:27 AM:

> I have no experience with card readers. It's just that I recently bought
> an iMac to replace my 6500, and have been looking at different USB
> alternatives. I was searching the 'net for a USB floppy drive -- for my
> digital camera -- when I came across various pieces of card reader info.
> A company called SmartDisk (www.smartdisk.com) has a three-slot unit
> called VST Tri-Media Reader that handles floppy disks, SmartMedia, and
> CompactFlash. Since I didn't need the unit's other features, I bought a
> barebones Macally USB floppy drive -- a TEAC mechanism wrapped in
> Tupperware. But the Tri-Media Reader looked interesting, perhaps a good
> way for you to kill two birds with one stone.

Thanks for the tip, I'll have to research that.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5637. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 00:29:24 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8303194.926%atarilp@hotmail.com>
Source record: 39851

in article 1007339118.4169.1@eurus, Steve Sweet at stevesweet@freeuk.com
wrote on 12/2/01 1:51 PM:

> There's
> | just GOTTA be a way of creating an ATX performaing power supply within the
> | confines of the stock Falcon030 power supply dimentions... or does the
> CT60
> | literally take up the space of the original power supply? Bad...
>
> Well since you have to buy it a case anyway, get an ATX case and you'll get
> a free PSU, moron!!.

But then it won't say "Atari" on the outside, lol!
Wait, take a big marker and write Atari on the PC case, and all will be ok.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5638. Re: Transferring Files Over Serial to UNIX

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 01:19:53 UTC
From: Technoid Mutant <Ubertechnoid@home.com>
Message-ID: <3C0AD34E.975DA74A@home.com>
Source record: 39850

I use MiNT and a ppp connection to my SparcStation 4/330 (serial at 19200bps). This way you can mass ftp the files. It'll take a while....

Regards,

Jeff

Howard Chu wrote:

> Does it die on the Unix side or on the ST side? It's possible that your
> serial connection is not 8-bit transparent. Zmodem is supposed to be
> smart enough to work on even 7-bit connections though. In general,
> Zmodem is the best solution for this problem. Which versions are you
> running on the ST and on Unix?
>
> Marshall Lake wrote in message ...
> >I'm trying to transfer a *large* number of files from an STe to a UNIX
> >box over a serial connection and I'm having trouble. I don't want to
> >use xmodem since I can do only one file at a time with that protocol.
> >Using zmodem and ymodem both die after a short time transferring without
> >rhyme nor reason (at different spots everytime).
> >
> >Does anyone know if there exist any UNIX-like commands (ftp or even
> >better, rcp) that have been ported to run under TOS or GEM ?
> >
> >Or maybe someone has an alternative solution to moving my files over?
> >
> >--
> >Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
> >
> >

>

5639. Re: CAB 2.7/ICON problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 02:51:56 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c0aeb48$0$43568$272ea4a1@news.execpc.com>
Source record: 39853

Hello,

Thank You Derryck and Newsgroup for suggestions with CAB and I-Connect.

I rearranged programs in Auto Folder (DRVIN, SCC and SOCKETS)
Went to Terminal Mode and Logged on Manually.
After my ISP made an adjustment, I was able to log on.

ken

5640. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 03:37:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ues14rsp2@dos.canit.se>
Source record: 39854

Hallvard Tangeraas <northstar2010@___no_spam___yahoo.no> skrev:
: Iggy Drougge <optimus@canit.se> wrote:

:> You'd do better hosting them on a Japanese server. ZIP is quite marginal
:> in Japan. =)

: Really? What kind of compression format is used in Japan for the most
: part?

LZH.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5641. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 04:38:09 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <LiDO7.1340$MV2.85931166@news.incc.net>
Source record: 39855

I also feel the need to ask, what are the xTOS people "bringing to the table" to convince people to buy one of their systems? This is a necessity anywhere, especially when a system is as relatively "unpopular" (in terms of mass appeal) as the Atari/TOS market has been.

The MEESSE card is one good thing, for audio enthusiasts. But what about general users, like me. I'm a game player, Internet junkie, etc.

And then, one must also consider the roadmap for the Coldfire chip(s). How do they fair over the long haul (3 or four years down the road). Is there a future chip that will carry the lineage another few years down the road or eventually migrate the code to PowerPC or another chip that has a much longer roadmap?

And, even with all the processing power the Coldfire chip offers, does that also mean we will have/get:

1) drivers for any video card(s) we want?
2) a fully capable version of CAB (or another browser), to browse the Internet to our hearts content without concerns of going someplace we can't enjoy because there is something that our browser doesn't support?
3) More commercial software?

If all we get is more power to use the current batch of software we own that much faster, why not just use an emulator? But.. if we somehow also can stimulate new software/hardware growth, THAT'S what really makes this xTOS system worthwhile!

A faster computer isn't what we really need so much as revived growth, but the main question is... HOW do we get that to happen?

Jared

> I wish Fredi was here in the US. I bought my Hades from Computer Direct
> out of Canada. No dealer has ever sold the Hades in the US....
>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

> --
>
>

5642. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 07:20:08 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C0B27A8.E3A53171@seimet.de>
Source record: 39856

Ken Springer schrieb:

> If the disk itself is bad, you can sometimes you can save it by
> formatting from scratch with HDDriver and then partitioning it to TOS
> and DOS compatible. I don't know how Uwe does this, but the process
> does sometimes work. <G> Been there, done that.

Even if it works it is irrelevent whether the disk is TOS/DOS compatible
or simply TOS compatible. This will absolutely make no difference. You
cannot fix problems with broken hardware by selecting another
partitioning scheme by software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5643. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 10:39:56 UTC
From: nospam@zonnet.nl
Message-ID: <0EIO7.13402$O_4.46097@zonnet-reader-1>
Source record: 39858

On 2 Dec 2001 14:08:10 +, Bernd Maedicke wrote:
>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
>> I can't connect to http://atack.atari.org (aMail, aFTP)
>
>ATACk is now on http://atack.maiva.cz/
>
Is it? It isn't ? And it isn't on www.pwp.cz/atack either.

Martin Tarenskeen

5644. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 10:43:06 UTC
From: nospam@zonnet.nl
Message-ID: <_GIO7.13403$O_4.46097@zonnet-reader-1>
Source record: 39859

On 2 Dec 2001 11:53:12 G, "Lyndon Amsdon" wrote:
>Hi Martin,
>
>>I can't connect to http://atack.atari.org (aMail, aFTP)
>>And where has http://kellis.atari.org (Katherine Ellis' MiNTsetter)
>>and the NEWSie website gone ?
>>It looks like one after the other Atari related site is disappearing ?
>
>I've been looking for Kellis site too. Atacks website is still up, search
>on google as I was downloading stuff just the other day.

I can download Atack stuff from the atack.maiva.cz ftp-server, but I still haven't found their wwwebsite :(

5645. Re: Please remind me

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 11:03:30 UTC
From: osian@zetnet.co.uk
Message-ID: <3c0b5c02$0$177@news.zetnet.co.uk>
Source record: 39861

On 2 Dec 2001 22:31:11 G, Charles Stanley wrote:
>Another problem: my recipients claim they cannot open/declode simple
>mime/uue docs/attachments. I am at a loss here.

Are you using Newsie? Usually, it has to be MIME (which is *not*
selected by default when you attach a file I think), my recipients
can't open attachments if they're sent using UUE.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5646. [ANN] ST2DISK Key generator

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 11:05:31 UTC
From: Pascal Nowak <pascal.nowak@mobileway.com>
Message-ID: <9ufm5bqsh1@bolzen.all.de>
Source record: 39860

Hello,

You can download the ST2DISK Key Generator to create your own key for
ST2DISK.

Download it at :
http://www.hightech-industry.com/download/code.zip

Pascal N.

5647. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 12:30:59 UTC
From: BMaedicke@t-online.de
Message-ID: <1f3ud5d.1f11w1n3nhukmN%BMaedicke@t-online.de>
Source record: 39862

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> Is it? It isn't ? And it isn't on www.pwp.cz/atack either.

Sure. This is the right url. The link direct to the aMail site is:

http://atack.maiva.cz/atari/amail/

I was on this site before some minutes.

Ciao, Bernd
--
Url: http://home.t-online.de/home/BMaedicke/

5648. Do sprzedania Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 12:59:18 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C0B7726.D5DDA2D5@sun1000.pwr.wroc.pl>
Source record: 39863

Witam,

W piatek dostalem maila z nastepujaca trescia (niestety pozjadalo mi
polskie literki):

"
Witam.
Mam do Ciebie nast puj c spraw .Jestem w posiadaniu komputera Atari
Mega STE.Jest to komputer kti¿½rego nie u ywam.Mo e kto chcia by naby
ten komputer.Chcia bym za niego 250 z wraz zmonitorem SM124. Komputer
ma wbudowany HDD -20 Mb , RAM-2 Mb.Najbardziej odpowiada by mi odbii¿½r
osbisty poniewa jestem osob niepe nosprawn .Mieszkam na l sku w
Gliwicach. Pozdrawiam Jan.
"

Jezeli ktos jest zainteresowany to podaje kontakt:
Jan Twardowski, jan53@interia.pl

--
Pozdrawiam

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5649. Re: Do sprzedania Mega STe

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 13:00:15 UTC
From: Rafal Kawecki <kawecki@sun1000.pwr.wroc.pl>
Message-ID: <3C0B775F.BB73B446@sun1000.pwr.wroc.pl>
Source record: 39864

Hi,

Sorry, it should go somewhere else ;-))

--
Regards

Rafal Kawecki

****
* Polish Atari News Page
* http://kawecki.atari.org
* kawecki@atari.org
*

5650. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 13:07:30 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0B7912.4978A624@greeleynet.com>
Source record: 39865

Uwe Seimet wrote:
>
> Even if it works it is irrelevent whether the disk is TOS/DOS compatible
> or simply TOS compatible. This will absolutely make no difference. You
> cannot fix problems with broken hardware by selecting another
> partitioning scheme by software.

It is not logical, but I've had it work. On a couple of ZIP cartridges, I got the dreaded clicking and could not read the cartridges on any of my computers. I could not format them with Iomega's software on my Windows machine. But I could format them with HDDRiver, make them TOS/DOS compatible, and they would work on all machines. I can only remember having to throw away one cartridge that would not format anywhere.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5651. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 13:35:40 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <e05c90c4.0112030535.108eda56@posting.google.com>
Source record: 39866

Hi all!

> For some time now I've been having trouble logging into the various Yahoo!
> services with my ID with CAB (v2.7c, Dan Ackerman's OVL v1.4400).

I've just seen that today Dan Ackerman has release a new v1.4401 of
his OVL to get around this very problem! :))

Thanks Dan! :)

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5652. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 14:01:13 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <JALO7.87$IF.32891@newsfeed.slurp.net>
Source record: 39867

The MEESSE card? lol! Surely you mean the DEESSE?

Joshua.

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:LiDO7.1340$MV2.85931166@news.incc.net...
> I also feel the need to ask, what are the xTOS people "bringing to the
> table" to convince people to buy one of their systems? This is a
necessity
> anywhere, especially when a system is as relatively "unpopular" (in terms
of
> mass appeal) as the Atari/TOS market has been.
>
> The MEESSE card is one good thing, for audio enthusiasts. But what about
> general users, like me. I'm a game player, Internet junkie, etc.
>
> And then, one must also consider the roadmap for the Coldfire chip(s).
How
> do they fair over the long haul (3 or four years down the road). Is there
a
> future chip that will carry the lineage another few years down the road or
> eventually migrate the code to PowerPC or another chip that has a much
> longer roadmap?
>
> And, even with all the processing power the Coldfire chip offers, does
that
> also mean we will have/get:
>
> 1) drivers for any video card(s) we want?
> 2) a fully capable version of CAB (or another browser), to browse the
> Internet to our hearts content without concerns of going someplace we
can't
> enjoy because there is something that our browser doesn't support?
> 3) More commercial software?
>
> If all we get is more power to use the current batch of software we own
that
> much faster, why not just use an emulator? But.. if we somehow also can
> stimulate new software/hardware growth, THAT'S what really makes this xTOS
> system worthwhile!
>
> A faster computer isn't what we really need so much as revived growth, but
> the main question is... HOW do we get that to happen?
>
> Jared

> ----------
>
> > I wish Fredi was here in the US. I bought my Hades from Computer Direct
> > out of Canada. No dealer has ever sold the Hades in the US....
> >
> >
> > Edward S. Baiz Jr.
> > (Gamer)
> > --
> > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > --
> >
> >
>
>
>
>

5653. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 14:17:18 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c0c2148a05c4f0@free.fr>
Source record: 39886

Hello,

in article <1f3thjm.1eoqp0g1n9o05gN%northstar2010@___NO_SPAM___yahoo.no>
(comp.sys.atari.st)
Hallvard Tangeraas wrote on Mon 03-12-2001 03:50 (GMT):

> I'm using "Interface" and have several colour icons which I'd like to
> make into mono icons. Some of them don't already have the mono part
> included, so I was hoping I could simply do a "copy" in the colour icon
> part, then switch to the empty mono icon part and do a "paste", but
> apparently Interface won't cooperate.

If there is no mono icon at all, just create the new resolution in the
most right menu.

If the mono icon exist (empty or not), just do like in your description
but instead of "paste" open the image (file menu) previously saved by
the "copy" operation (in the clipboard folder) then select a bloc in the
image with the mouse. You will be asked to copy this selection in the
editor.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

5654. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 15:34:04 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna0n6p0.147._Adam_@core.preferuje.luzik.pl>
Source record: 39869

```
>> Well since you have to buy it a case anyway, get an ATX case and you'll get
>> a free PSU, moron!!.
>
> But then it won't say "Atari" on the outside, lol!
> Wait, take a big marker and write Atari on the PC case, and all will be ok.
/----------------------/
I saw a / /|\ ATARI FALCON 030 / mounted ona a tower case. It looks great.
/----------------------/

Adam Klobukowski
atari@gabo.pl
```

5655. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 15:36:32 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c0bca30$0$177@news.zetnet.co.uk>
Source record: 39873

"Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
news:LiDO7.1340$MV2.85931166@news.incc.net...
| . . . .
| A faster computer isn't what we really need so much as revived
growth, but
| the main question is... HOW do we get that to happen?

I think actually you do want a faster computer, and one with more
memory etc. It should have an easy-to-use, stable, multitasking
interface etc etc. Then if you can persuade programmers to produce
quality programs (and I certainly do not imply that the Atari
programmes have been of low quality) at a good price, you might have a
chance of reviving "Atari".

--
JI Logan

5656. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 16:29:56 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c0ba7e8a307e1@pandora.be>
Source record: 39870

on Mon 03-12-2001 13:30 Bernd Maedicke wrote:

>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
>> Is it? It isn't ? And it isn't on www.pwp.cz/atack either.
>
>Sure. This is the right url. The link direct to the aMail site is:
>
>http://atack.maiva.cz/atari/amail/

This is the right URL indeed.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5657. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 18:42:24 UTC
From: Simon Osborne <atariactive@mac.com>
Message-ID: <LJPO7.2091$H4.350696@news2-win.server.ntlworld.com>
Source record: 39872

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3c0ab1ad$0$197$626a54ce@news.free.fr...
> Hey, there is a photo of the CT60 on my web site : overview and status
zone.
>
> When will cortex show us a photo of Tempest ??!! ah ah...
>

Does Tempest actually exist?

Simon

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.303 / Virus Database: 164 - Release Date: 24/11/2001

5658. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 18:47:49 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <oKPO7.1354$Cc3.86878367@news.incc.net>
Source record: 39871

It's replies like yours that inspire me and NOT replies from the likes of Steve Sweet, who see nothing but the way things are with no hope of change.

Thank you. Now, who wants to "try the impossible" and actually design/build an ATX-class power supply that WILL fit inside the remainder of space inside the Falcon case with the CT60 installed? There's gotta be a market for it... I know *I'd* buy one in a heartbeat.

Oh, but... shucks, I ain't got a Falcon030 yet! Hmm. :-)

Jared

Rodolphe Czuba wrote in message <3c0ab304$0$199$626a54ce@news.free.fr>...
>I think the Micro ATX power supply may go into the Falcon case...
>Should be tried...
>The CT60 occupies only half space of the falcon power supply.
>A small power supply is possible...but you know that amiga have external
>supplies and it's not so boring...
>
>
>--
>Rodolphe CZUBA
>4, All�e du Laurier
>F-60290 AUVILLERS
>FRANCE
>email : rczuba@free.fr
>WEB : www.czuba-tech.com
>Flowers 'n' Fliers <jaju@azob.quik.com> a �crit dans le message :
>MCNN7.1251$5v.81276997@news.incc.net...
>> You know, after reading up on this device, I'm rather impressed! If I
had
>> the money (and a Falcon030), I might actually consider getting one! The
>> only thing that bothers me is that pesky external ATX power supply!
>There's
>> just GOTTA be a way of creating an ATX performaing power supply within
the
>> confines of the stock Falcon030 power supply dimentions... or does the
>CT60
>> literally take up the space of the original power supply? Bad...
>>
>> Jared
>> ---
>> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
>> news:3c069d22$0$194$626a54ce@news.free.fr...

>> > The assembling of the CT60 Prototype board is finished !
>> >
>> > I have now to find a scanner or photo app. and sjow you this great
board
>!
>> >
>> > Incredible to think that Cortex never show you a photo of their tempest
>!
>> > I can now say that the CT60 board is more advanced than Tempest...
>> >
>> > --
>> > Rodolphe CZUBA
>> > 4, All�e du Laurier
>> > F-60290 AUVILLERS
>> > FRANCE
>> > email : rczuba@free.fr
>> > WEB : www.czuba-tech.com
>> >
>> >
>>
>>
>
>
>
>

5659. Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 19:35:36 UTC
From: nurmix@spam-free.com
Message-ID: <3c0bd1bf.1690307@news-server.socal.rr.com>
Source record: 39877

Well, I finally decided to order Soundpool's AUDIO TRACKER directly from SoundPool. I live in California (USA), so to make it cheaper and easier, they decided to e-mail the software to me, along with the manual in 2 Postscript (.PRN) files.

The trouble is, I have very little experience dealing with .PRN files. I've downloaded a couple of small/free Windows utilities that are supposed to print, and/or convert these .PRN files to .PDF. Unfortunately, neither seems to work. Any attempt at printing results in numerous pages of garbage characters. And as far as doing something with them on my Falcon, I don't even know if I can. I have PageStream, and know that you can export to a Postscript file, but I see no way to import or print one.

Also, while they have been pretty responsive to my e-mails when I was ordering the software, SoundPool have chosen to more or less ignore my questions about the manual files, and apparently don't have the manual available in any other format.

So, I've put the ZIP archive of the two .PRN files on my web site, in hopes that someone here can either convert them to .PDF, or perhaps print them, scan them, and e-mail them to me. Or, if someone wanted to actually [postal] MAIL them to me, I'd be more than willing to pay for shipping.

Thanks in advance, I hope someone here can help! For the direct download of the ZIP archive, click the link:

http://www.nurmix.com/storage/atpeng.zip

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5660. How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 20:21:52 UTC
From: Klaus Seiner <kseiner@edu.uni-klu.ac.at>
Message-ID: <3c0bdec7$0$39734$3b214f66@news.univie.ac.at>
Source record: 39878

Hi!

I�ve got 2 Stacys (2 and 4).

how can i replace the floppy (has read errors all the time) and the HD (is
dead)
and what to replace them with?
(E.g. Which floppy drive/hard disk - where can i get them etc.)

Can anyone help me please?

Klaus

5661. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 20:32:00 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <3jRO7.1728$IF.81629@newsfeed.slurp.net>
Source record: 39879

Why don't you sell me one of the Stacys and I'll take care of it :P

Any older SCSI drive should be ok on it. Keep in mind that TOS 1.04 can't support partitions that are too big. I forget the limit. I am under the impression that any ST 720K drive will work on the Stacy.

Joshua.

"Klaus Seiner" <kseiner@edu.uni-klu.ac.at> wrote in message news:3c0bdec7$0$39734$3b214f66@news.univie.ac.at...
> Hi!
>
> I�ve got 2 Stacys (2 and 4).
>
> how can i replace the floppy (has read errors all the time) and the HD (is
> dead)
> and what to replace them with?
> (E.g. Which floppy drive/hard disk - where can i get them etc.)
>
> Can anyone help me please?
>
> Klaus
>
>

5662. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 21:26:30 UTC
From: nospam@zonnet.nl
Message-ID: <a6SO7.14683$O_4.49810@zonnet-reader-1>
Source record: 39881

On 3 Dec 2001 16:29:56 G, "Martin \"Nightowl\" Byttebier" wrote:
>on Mon 03-12-2001 13:30 Bernd Maedicke wrote:
>
>>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>>
>>> Is it? It isn't ? And it isn't on www.pwp.cz/atack either.
>>
>>Sure. This is the right url. The link direct to the aMail site is:
>>
>>http://atack.maiva.cz/atari/amail/
>
>This is the right URL indeed.

It is!
It was the new CAB.OVL v1.8601 from Howard Chu for MiNTNET that wouldn't connect to this URL, at least not on my system.
Then I tried with Lynx for MiNT to connect and it showed up correctly.
Also with CAB + GlueSTiK + Dan Ackerman's the URL came up fine.

Martin Tarenskeen

5663. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 21:38:33 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9ugr93jpj03$1@news.t-online.com>
Source record: 39882

> I also have "Resource-Master", but as far as I know it won't let you
> work with colour icons unregistered. And since I already paid good money
> for "Interface" I see no need to repeat this.
> I bought Interface long before it was made freely available and did get
> a manual with it, but as it's in German it's really no good for me. The
> program itself however is in English.
>

Save the colour icon as an image and then re-load it as a monochrome icon
(import image). That's the only way.

Greetings,
Matthias

5664. Re: [GAME] New Quake version available

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 21:43:24 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <slrgu9.aei.ln@127.0.0.1>
Source record: 39892

Dans l'article <jfp5u9.246.ln@127.0.0.1>, "Patrice Mandin"
<pmandin@fr.mailandnews.com> a tapotï¿½ avec ses petits doigts:

For people having problem to run nuq:

You need the shareware pak file:
id1/pak0.pak Version shareware (size 18 276 119)
The complete version needs this supplementary file:
id1/pak1.pak Version enregistree (size 34 257 856)

id1 is a subdirectory from the directory where you put the binary:
./nuq.ttp
./id1/pak0.pak
./id1/pak1.pak

This is why I recommand to get the PC (dos) version, where you just have
to put nuq in the same file as the PC binary.

Some people asked me why it could not run: I did not replied because I
want to debug the FPU version first. (With Aranym, I get 4 bombs when SDL
initialize itself, maybe a non emulated FPU instruction).

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5665. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 22:02:42 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3c0bf67a$0$210$626a54ce@news.free.fr>
Source record: 39883

```
READ 'bad' news on :

http://www.cortex-design.co.uk
```

--
Rodolphe CZUBA
4, All�e du Laurier
F-60290 AUVILLERS
FRANCE
email : rczuba@free.fr
WEB : www.czuba-tech.com
Simon Osborne <atariactive@mac.com> a �crit dans le message :
LJPO7.2091$H4.350696@news2-win.server.ntlworld.com...
>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3c0ab1ad$0$197$626a54ce@news.free.fr...
> > Hey, there is a photo of the CT60 on my web site : overview and status
> zone.
> >
> > When will cortex show us a photo of Tempest ??!! ah ah...
> >
>
> Does Tempest actually exist?
>
> Simon
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.303 / Virus Database: 164 - Release Date: 24/11/2001
>
>

5666. Re: trouble installing Atari hard drive- please help

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 22:34:00 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c0be0df_1@news.landsraad.net>
Source record: 39880

Hello,

It is strange to see AHDI looking for SCSI drives. SH205 wasn't an SCSI drive, but an MFM or RLL one, altough with the suitable AHDI translator circuitry. Perhaps you are using a too "recent" version of AHDI. I remember that in version 3.x or 4.x that you could select explicitly the SH205 drive, and each model of the Megafiles when you were inside of HDX.

Also you could have a problem with the DMA chip of the MEGA. I have one in my countryside house that has ever had problems. First with a Megafile unit an later with an SCSI unit with GESOFT host adapter. Lately it can't even boot the drive, and sometimes it corrupted data.

> I tried all of the above with no luck, the drive must be defective.
>
> While booting up, with the floppy in the drive (as described in your
> instructions)- I see Ahdi working to identify the hard drive, but it
> can't- it says something like "not bootable". When I attempted to do a
> format it lists the potential 0-6 SCSI devices but next to each I see
> "not responding". If I try clicking on SCSI "0" and try to proceed it
> just gives up after awhile.
>
> The cable must be OK as during all the above efforts I do see the hard
> drive lights flickering so the MEGA is connected to the drive.
>
> In the HDX program, there is no option for INSTALL, which apparently
> sets the boot sector. I keep hearing about this function but don't know
> where to find it.
>
> JZ
>

5667. [NEWS]Eiffel page updated.

Newsgroup: comp.sys.atari.st
Date: 2001-12-03 23:00:18 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c0c045f$0$202$626a54ce@news.free.fr>
Source record: 39884

Hi all !

I just updated my web page about my small interface,
and now now you can get the schematic. i hope somebody
could test it and build an experimental board...

http://perso.libertysurf.fr/lfavard/eiffel_e.html

Laurent

5668. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 00:10:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B83162EE.1B356%nameerf@flash.net>
Source record: 39885

> Thank you. Now, who wants to "try the impossible" and actually design/build
> an ATX-class power supply that WILL fit inside the remainder of space inside
> the Falcon case with the CT60 installed?

No offense intended, but did you not read the post you are replying to? He said the Micro ATX PS might do it. So if it does work, why would you want someone to design/build one. Kinda like re-inventing the wheel, no?

> There's gotta be a market for
> it... I know *I'd* buy one in a heartbeat.
>
> Oh, but... shucks, I ain't got a Falcon030 yet! Hmm. :-)

Go ahead and get one! There's plenty of used ones out there! Plus, it might give you a little better perspective on the Atari market if you actually own one. I'm on my second one. This one I've re-cased in an ATX mid-tower with a PC power supply, placed the "ATARI Falcon030" plaque from the original machine on the front under the floppy drive (looks like it was made to go there), put in a CD-RW drive, and use a MSTE/TT keyboard (my personal favorite Atari keyboard made). It's also got a Nemesis board installed and a multisync monitor. I've just got a few more little things to do before the project is completed, but it's in working condition and looks sweet! Other than for Internet stuff, I use it more than my new iMac, as I think it's simply more fun. You should try one! Then you could get a CT60 when they're released, since you seem to be impressed by that. It would make for a very nice machine, indeed!

Mike Freeman
nameerf@flash.net

5669. Misc ST Items FS

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 03:06:12 UTC
From: fmhcom@operamail.com
Message-ID: <E4XO7.1626$h21.53707@newsfeed.slurp.net>
Source record: 39887

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. I am also open to trade offers.
E-mail me your list to fmhcom@operamail.com or for
more info.

My want list is near the bottom of this list.

HARDWARE

---
60 Meg SCSI external drive in a nice 9.5" x 9.5" x 2.75" case.
Has 2 SCSI 1 connectors allowing passthrough.
Comes with SCSI 1 cable. $60.00

Syquest 44 drive with 1 44 Meg Cartridge and ICD Link.
Drive comes in nice shoebox style case with integraded ICD Link
allowing simple plug and play to ST, STe, and TT. Comes with one
HDX formatted 44 Meg cartridge. There is room for a second
hard drive or even a CD-ROM drive. Has a male SCSI 1 connector
cable already wired. $100.00

Atari PC-1 Computer System. This is Atari's first attempt
at the IBM clone market. The IBM clone is in an Atari Mega ST
case with a 5 1/4" 360K floppy drive instead of the standard 3 1/2"
ST drive. It has an 4.77/8.0 mhz CPU with 512K RAM. Has dip
switched Video Adapter for MDA/CGA/EGA graphics. CPU comes with
an Atari IBM keyboard, Atari labeled MS/DOS, Atari labeled
GEM Operating system, and manuals that are photocopied. Serial
Number is #0007 so besides being very rare it's one of the First!
Also included is an Atari PCM124 mono MDA/CGA/EGA monitor in the
box with paperwork. For both computer and monitor $250.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 floppy only as a stand alone
fax machine. Comes with special fax modem, diskettes, and manual. $30.00

Atari Portfolio 64K Memory Card. This unit is new but I can't
guarantee that the battery is still good due to it's age. $10.00

AtariSoft IBM Games
** Note ** these games are made for the IBM PC on 5 1/4" floppy
These were made in 1983 when Atari was making games for multiple
computer and video game consoles. All the games bellow are
BRAND NEW and never used! Games are $15.00 each shipped.

Battlezone *sealed*
Centipede *sealed*
Defender *sealed*
Dig Dug *sealed*
Galaxian *sealed*
Gremlins *sealed*
Jungle Hunt *sealed*
Moon Patrol *sealed*
Pacman *sealed*
Robotron 2084 opened
Stargate *sealed*

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $5.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $10.00

Road Runner by Mindscape. The ST version of the arcade game.
Obviously with the Road Runner and Wile E. Coyote.
Comes complete with box, docs, and disk. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Test Drive by Accolade. The classic driving game for the
ST. Comes with box and disks. $5.00

Star Raiders by Atari. The classic Galactic Adventure game.
Comes complete with disk and docs. $5.00

Elvira Mistress of the Dark by Accolade. Explore the 800 room
castle in this huge adventure game. Comes on 5 floppies.
Comes with box, docs, and disks $10.00

Pipe Dream by lucasfilm Games. The classic Pipe Dream game in
one and two player modes. Comes with box, docs, and disks $10.00

Gem'X by Kaiko. Kind of a Tetris type where you have to match
the computer's pattern on the right side. Box states there are
400 levels. Comes with box, docs, and disk $5.00

Spelling Bee by Atari. The scholastic series spelling program
for kids. Comes with box, docs, and disks. $5.00

Battlezone by Atari. The classic arcade game for the ST.
Comes with docs, disk and box (box has been flattened) $5.00

Stir Crazy Featuring BOB by Infogrames. Box says 6 games in 1.
Comes with disks, docs, and box. $5.00

Mickey Mouse the Computer Game by Gremlin. Help Mickey find
Merlin's Magic Wand in the 4 towers of the enchanted Disney
Castle. Comes with disks, docs, and box. $5.00

Quartet Gold by Red Rat Software. Has 4 games in this pack.
Cosmos (Galaxian clone), Pengy (Pengo clone), Screaming Wings
(Xevious clone) and The Secret of Steel RPG. Comes with
disks, docs, and box. $5.00

Magical Math by Atari. A Bently Bear at home tutor Sholastic
Series title. For grades K-6. Comes with disk, docs, and box. $5.00

Bridge 4.0 by Artworx. Play the card game Bridge on your ST.
Comes with disk, docs, and box $5.00

Renegade by Mastertronic. A space shooter type of game kinda
like Star Raiders? Comes with disk and docs. $5.00

Captian Blood by InfoGrames. A Space Adventure game. Docs state
"This software explores a new concept, the BIO-GAME. The characters
can evolve, be born, die, trade information and generally get on
with their own independent lives." Comes with disk, box, and docs. $10.00

NightBreed by Ocean. This is from Clive Barker's Nightbreed story.
"Make your way through the caverns of Necropolis to the underground
city of Midian and where Nightbreed creatures dwell." "This all
action adventure allows you to shoot, punch, and jump as you
explore the terrifying underground environment of Nightbreed."
comes with disks, docs, and box. $10.00

MISC SOFTWARE

Emailer V2.3 by Application Systems Heidelberg (ASH). This is
the premier E-Mail package for the Atari platform. This is a
German version that can be upgraded to V2.3f which is the latest
for free via ASHï¿½s Web Site and can be in English via the free
RSC files also from ASHï¿½s Web Site.

For more info please goto
http://www.application-systems.de/emailer/index.html
This is new and come complete with 720K floppy, docs, registration
card, and packing envelope. $30.00

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $3.00

MultiTOS by Atari. Premptive multitasking for any ST, TT, or Falcon.
Comes complete with binder, manual, and on 720K floppies $15.00

Dac Easy Accounting by Dac Software. A complete accounting system
for your Atari computer. Comes with disks and manual. $5.00

Degas by Batteries Included. The classic garphics and drawing
program for the Atari ST platform. Comes with book and disk $5.00

HiSoft BASIC Professional by Michtron. This version has a fully
integrated BASIC compiler and editor to create compact and quick
Atari programs. Comes with large manual, box, and disk $15.00

Marcel Word Processor 2.2 by Marcel Software. A full featured
word processor for the ST to Falcon. Comes with 2.0 and 2.2
manuals and disk. $5.00

Flash by Antic Software. GEM based Telecomunications software.
Does VT-100 with a built in word processor and more. Comes
with disk manual, and box. $5.00

Squish II by Trace Technologies. Save storage space quick and easy
compress your programs and accessories. Comes with disk and docs. $5.00

Easy Draw by Migraph. A full featured professional drawing
program. Comes with disks, docs, and box $5.00

BOOKS $10.00 each unless noted

6502 Applications. Published by Sybex.
A comprehensive 6502 Assembler book.

6502 Assembly Language Programming. Published by Osborne/McGraw-Hill.
A comprehensive 6502 Assembler book.

The Best Atari Software. By the Editors of Consumer Guide
This book covers all software for the Atari 8-bit from
productivity to games. Hardware requirements are listed and
each piece of software is rated on a scale of 1 to 10.

Machine Language for Beginners. By Compute Books.
A begginners guide for Atari, VIC, Apple, C64, and PET computers.

MAGAZINES

I am working on a huge list of Atari and Classic Video Game/Computer
list. Please E-mail on what I have at the moment.

CD-ROMS

Byte on CD-ROM. What you get is all issues from Jan 1990 through
June 1997 on a single CD-ROM. It includes full text and graphics.
The CD has reviews and announcements of the Atari TT, Falcon, and
Portfolio besides everything else that happened in the computer world
for 7 years. Minimum requirement is Windows 3.1 and up to run. $20.00

WANTED

MagiC Mac Ver 6.XX
AIXIT TT RAM board or any TT RAM board with at least 16 Meg
NDVI 5.XX full version or upgrade
Atari Jaguar Battlesphere
Falcon MKX Case

OTHER Platforms

I also have lists of software for other platforms like IBM, XXX CD-ROMS,
OS/2, Mac, and Amiga. If interested please request a list.

5670. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 03:09:57 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B831A8B5.980%atarilp@hotmail.com>
Source record: 39888

in article LJPO7.2091$H4.350696@news2-win.server.ntlworld.com, Simon Osborne
at atariactive@mac.com wrote on 12/3/01 1:42 PM:

>
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3c0ab1ad$0$197$626a54ce@news.free.fr...
>> Hey, there is a photo of the CT60 on my web site : overview and status
> zone.
>>
>> When will cortex show us a photo of Tempest ??!! ah ah...
>>
>
> Does Tempest actually exist?

I don't know. I do know I've seen many pictures of stuff that never made it
to market. When the first 'buyer' comes here and gives a glowing review
of a finished product that will make a difference. I don't personally
plan to buy a ct60, already have an 060, but I'd like to see it get released
so the 060 user base increases.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5671. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 06:28:36 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna0or4b.fh._Adam_@core.preferuje.luzik.pl>
Source record: 39889

```
>>> When will cortex show us a photo of Tempest ??!! ah ah...
>>>
>>
>> Does Tempest actually exist?
>
> I don't know. I do know I've seen many pictures of stuff that never made it
> to market. When the first 'buyer' comes here and gives a glowing review
> of a finished product that will make a difference. I don't personally
> plan to buy a ct60, already have an 060, but I'd like to see it get released
> so the 060 user base increases.

The problem with Tempest is that it is not yet completed. But from the
information that can be found it seems it is very close to completition.
Some simulations left to do, then wiring the prototype (the actual CT060
stadium) an voila :)

Adam Klobukowski
atari@gabo.pl
```

5672. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 07:23:20 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C0C79E8.1EB95D2D@seimet.de>
Source record: 39890

Ken Springer schrieb:

> It is not logical, but I've had it work. On a couple of ZIP cartridges,
> I got the dreaded clicking and could not read the cartridges on any of
> my computers. I could not format them with Iomega's software on my
> Windows machine. But I could format them with HDDRiver, make them
> TOS/DOS compatible, and they would work on all machines. I can only
> remember having to throw away one cartridge that would not format
> anywhere.

Formatting with Iomega's own software did not work, but doing this with
HDDRUTIL worked? Great! :-)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5673. eBay: 4 Infocom games less than 2 days to go!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 07:24:58 UTC
From: docprego <docprego@lvcm.com>
Message-ID: <u0ov23ribr6h44@corp.supernews.com>
Source record: 39891
Cross-posted to: comp.sys.atari.st,rec.games.video.classic,rec.games.video.marketplace

Hello all,

Here are Trinity,Mind forever voyaging, Zork II and Zork III all in one no reserve auction. Less than 2 days to go.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303697361

Thanks for looking,
--
Mike
www.playitagain-games.com
docprego@playitagain-games.com
eBay Id: docprego

5674. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 10:55:04 UTC
From: joska@online.no
Message-ID: <f41c77a0.0112040255.2c98b2f4@posting.google.com>
Source record: 39893

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:<3c0ab1ad$0$197$626a54ce@news.free.fr>...
> Hey, there is a photo of the CT60 on my web site : overview and status zone.
>
> When will cortex show us a photo of Tempest ??!! ah ah...

How childish...

Btw. Cortex has nothing to do with the development of the Tempest,
they're just a distributor of Sven Karlsson's products.

Jo Even Skarstein

5675. Re: ASH_Scripter English docs?

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 12:22:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007474790-55051AEicMi@ntlworld.com>
Source record: 39754

Hi Steve,

>| >English HYP off scripter ;-)

>I don't think that is part of that package as such, I believe that's public
>domain information for the Gemscript language itself.

A very confusing subject line then!

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5676. Re: CAB 2.7/ICON problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 12:28:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007474792-55595AEicMi@ntlworld.com>
Source record: 39752

Hi Ken,

>I rearranged programs in Auto Folder (DRVIN, SCC and SOCKETS)
>Went to Terminal Mode and Logged on Manually.
>After my ISP made an adjustment, I was able to log on.

Exellent! :-)
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5677. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 12:35:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007474794-56011AEicMi@ntlworld.com>
Source record: 39753

From: nurmix@spam-free.com (Paul Nurminen)
Date: Mon, 03 Dec 2001 19:35:36 GMT

>The trouble is, I have very little experience dealing with .PRN files.

Have you tried dragging one of these files to your printer? This extension is
associated with files that were printed, but to a disk file rather than to
the printer directly.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5678. Re: Zip drive gone bad

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 12:53:25 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0CC745.9AF9C3A5@greeleynet.com>
Source record: 39894

Uwe Seimet wrote:

> Formatting with Iomega's own software did not work, but doing this with
> HDDRUTIL worked? Great! :-)

Yep. Iomega's software just said it couldn't be formatted. No reason
why either.

It doesn't always work this way, but most of the time it has for me.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5679. FS: Atari computers, hardware, accessories, Cubase!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:35:27 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0112040535.7e8f0780@posting.google.com>
Source record: 39895
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,rec.music.makers.marketplace

i have an entire lof of atari stuff for sale...buy it by the piece, or make me an offer on the whole lot.

Atari STfm computer, upgraded to TOS 1.4, 4 meg memory, upgraded done by Wizztronics in NY, this is a 100% solid machine, great for running music software like cubase, comes with NICE aftermarket mouse $100 firm

Atari STf computer, upgraded to 4 meg memory, a little shaky but works, tech spcial $50

Original Atari Mouse, $20

Steinberg Cubase 2.0 with dongle, a REAL version of Cubase, not a crack, comes with "Complete Guide to Cubase" book ($35 value), this is rare....$75 firm

2 Atari SM124 monochrome monitors, good working condition, one in original box! $50 each

Set of covers for ST and Monitor, $10

all prices do not include shipping. email me for more information

5680. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:43:24 UTC
From: ebaiz@skyenet.net
Message-ID: <0q4P7.423$0h1.30612@newsfeed.slurp.net>
Source record: 39748

On 2 Dec 2001 17:11:19 -, "Jared Falvo" wrote:
>What liklihood to you figure the xTOS people will ever obtain a US-based rep
>to sell their systems?
>
>Here's a portion of the Email they sent me:
>
>"To answer one of your questions right now: The xTOS machine will also be
>sold in the USA, but as of now, no dealers have been appointed. Price and
>availability of the machine is still to be announced."

I think there is a good chance this could happen. Afterall, there was
going to be a Milan dealer in the US until the Milan II went under.
Even if this does not happen, that is not going to stop me and it
should not stop you or anyone else. I would gladly order it from
over-seas.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5681. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:43:27 UTC
From: ebaiz@skyenet.net
Message-ID: <3q4P7.424$0h1.30410@newsfeed.slurp.net>
Source record: 39746

So many questions Jared...

On 2 Dec 2001 21:38:09 -, "Flowers 'n' Fliers" wrote:
>I also feel the need to ask, what are the xTOS people "bringing to the
>table" to convince people to buy one of their systems? This is a necessity
>anywhere, especially when a system is as relatively "unpopular" (in terms of
>mass appeal) as the Atari/TOS market has been.

That is what I am waiting for, but I think they are depending on people
who actually know of TOS machines. My quess the computer will sell in
record number over in Germany. I am hoping they will include built-in
MIDI because this will attract a large number of people.

>The MEESSE card is one good thing, for audio enthusiasts. But what about
>general users, like me. I'm a game player, Internet junkie, etc.

I am a gamer also (hence my handle:Gamer), but playing games on the
computer is not one of biggest concerns. We have things like the
Jaguar, Gamecube and the Xbox for that. However, I would not mind so
RPG computer games.

>And then, one must also consider the roadmap for the Coldfire chip(s). How
>do they fair over the long haul (3 or four years down the road). Is there a
>future chip that will carry the lineage another few years down the road or
>eventually migrate the code to PowerPC or another chip that has a much
>longer roadmap?

I heard mention that the computer was upgradable, but I do not know how
good that info was....

>And, even with all the processing power the Coldfire chip offers, does that
>also mean we will have/get:
>
>1) drivers for any video card(s) we want?
>2) a fully capable version of CAB (or another browser), to browse the
>Internet to our hearts content without concerns of going someplace we can't
>enjoy because there is something that our browser doesn't support?
>3) More commercial software?

I am sure Medusa will be doing the video card drivers for the XTOS
machine like they did for the Hades. I am on the development team for
Highwire, which is another browser for TOS machines. It is going to be
better than Cab (faster, ect) and will be Javascript compatible.
Hopefully new software will surface when the computer does. That we
will have to wait and see.

>If all we get is more power to use the current batch of software we own that
>much faster, why not just use an emulator? But.. if we somehow also can
>stimulate new software/hardware growth, THAT'S what really makes this xTOS
>system worthwhile!

Emulation may be an option expecially if the computer is fast enough to
do this.

>A faster computer isn't what we really need so much as revived growth, but
>the main question is... HOW do we get that to happen?

Well no, I think a faster computer is needed. I can tell when I try to
do things like displaying graphics or printing. I do agree that more
should be done than just giving us more speed. More support would be
great and more updates with the computer and software...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5682. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:43:29 UTC
From: ebaiz@skyenet.net
Message-ID: <5q4P7.425$0h1.30734@newsfeed.slurp.net>
Source record: 39747

On 2 Dec 2001 18:28:39 -, Ryan Collins wrote:
>In article <SXqO7.509$Mc.41208@newsfeed.slurp.net>,
>
>It looks like the sign-in process goes through a unsecure, then secure,
>then unsecure connection. This could be messing up CAB.

Yes, I think you are correct. I was they would give us the option to go
under secure if we want to. They only way to get tot the secure mode is
to go through the un-secure mode.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5683. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:43:30 UTC
From: ebaiz@skyenet.net
Message-ID: <6q4P7.426$0h1.30612@newsfeed.slurp.net>
Source record: 39750

On 3 Dec 2001 05:35:40 -, James Haslam wrote:
>Hi all!
>
>> For some time now I've been having trouble logging into the various Yahoo!
>> services with my ID with CAB (v2.7c, Dan Ackerman's OVL v1.4400).
>
>I've just seen that today Dan Ackerman has release a new v1.4401 of
>his OVL to get around this very problem! :))

Really??? Great. I just got an email from him about his new OVL file.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5684. Re: Editing icons with Interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 13:43:32 UTC
From: ebaiz@skyenet.net
Message-ID: <8q4P7.427$0h1.30421@newsfeed.slurp.net>
Source record: 39749

On 3 Dec 2001 03:50:47 G, Hallvard Tangeraas wrote:
>It's been a while since I last edited icons (after that huge collection
>which is still available online I was sure I'd never touch another icon
>again!)...
>
>....anyway, I'm getting a little rusty and could need some help.
>I'm using "Interface" and have several colour icons which I'd like to
>make into mono icons. Some of them don't already have the mono part
>included, so I was hoping I could simply do a "copy" in the colour icon
>part, then switch to the empty mono icon part and do a "paste", but
>apparently Interface won't cooperate.
>
>How do I do this? I know it's possible because I've edited hundreds of
>icons this way in the past.
>
>I also have "Resource-Master", but as far as I know it won't let you
>work with colour icons unregistered. And since I already paid good money
>for "Interface" I see no need to repeat this.

I have used the unregistered version to edit icons. I also have the
EASE desktop which has an editor that loads in RSC files.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5685. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 14:45:23 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8324BB3.998%atarilp@hotmail.com>
Source record: 39751

in article 0q4P7.423$0h1.30612@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 12/4/01 8:43 AM:

> On 2 Dec 2001 17:11:19 -, "Jared Falvo" wrote:
>> What liklihood to you figure the xTOS people will ever obtain a US-based rep
>> to sell their systems?
>
> I think there is a good chance this could happen. Afterall, there was
> going to be a Milan dealer in the US until the Milan II went under.
> Even if this does not happen, that is not going to stop me and it
> should not stop you or anyone else. I would gladly order it from
> over-seas.

Indeed, and I trust buying directly from Fredi more than some dealers here in the US. If the machine appears I'll evaluate the situation at that time, wether there is a US distributer is not that important. Sure it would be nice, but not critical. It always comes down to how bad you want something. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5686. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 15:43:48 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3c0cec2f$1_3@corp.newsgroups.com>
Source record: 39755

Oops, my bad... I must be getting the name of those Atari shows and that audio card mixed up... or something. I *meant* to say DEESSE.

Jared

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message news:JALO7.87$IF.32891@newsfeed.slurp.net...
> The MEESSE card? lol! Surely you mean the DEESSE?
>
> Joshua.
>
> "Flowers 'n' Fliers" <jaju@azob.quik.com> wrote in message
> news:LiDO7.1340$MV2.85931166@news.incc.net...
> > I also feel the need to ask, what are the xTOS people "bringing to the
> > table" to convince people to buy one of their systems? This is a
> necessity
> > anywhere, especially when a system is as relatively "unpopular" (in
terms
> of
> > mass appeal) as the Atari/TOS market has been.
> >
> > The MEESSE card is one good thing, for audio enthusiasts. But what
about
> > general users, like me. I'm a game player, Internet junkie, etc.
> >
> > And then, one must also consider the roadmap for the Coldfire chip(s).
> How
> > do they fair over the long haul (3 or four years down the road). Is
there
> a
> > future chip that will carry the lineage another few years down the road
or
> > eventually migrate the code to PowerPC or another chip that has a much
> > longer roadmap?
> >
> > And, even with all the processing power the Coldfire chip offers, does
> that
> > also mean we will have/get:
> >
> > 1) drivers for any video card(s) we want?
> > 2) a fully capable version of CAB (or another browser), to browse the
> > Internet to our hearts content without concerns of going someplace we
> can't
> > enjoy because there is something that our browser doesn't support?

> > 3) More commercial software?
> >
> > If all we get is more power to use the current batch of software we own
> that
> > much faster, why not just use an emulator? But.. if we somehow also can
> > stimulate new software/hardware growth, THAT'S what really makes this
xTOS
> > system worthwhile!
> >
> > A faster computer isn't what we really need so much as revived growth,
but
> > the main question is... HOW do we get that to happen?
> >
> > Jared
> > ----------
> >
> > > I wish Fredi was here in the US. I bought my Hades from Computer
Direct
> > > out of Canada. No dealer has ever sold the Hades in the US....
> > >
> > >
> > > Edward S. Baiz Jr.
> > > (Gamer)
> > > ----------
> > > HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> > > Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > > Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> > > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> > > Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> > > Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> > > ----------
> > >
> > >
> >
> >
> >
> >
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

5687. ICD link problem "No Host Adapter found"

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 15:44:25 UTC
From: wjwhitney2@aol.com
Message-ID: <20011204104425.18446.00001302@mb-cg.aol.com>
Source record: 39756

The little red power light is on, I've swapped the cables etc. any ideas why My ST can't find the scsi adapter? thanks, Walt

5688. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 15:52:27 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B8323FA1.1B373%nameerf@flash.net>
Source record: 39757

in article slrna0or4b.fh._Adam_@core.preferuje.luzik.pl, Adam Klobukowski at _Adam_@gabo.pl wrote on 12/3/01 10:28 PM:

>>>> When will cortex show us a photo of Tempest ??!! ah ah...
>>>>
>>>
>>> Does Tempest actually exist?
>>
>> I don't know. I do know I've seen many pictures of stuff that never made it
>> to market. When the first 'buyer' comes here and gives a glowing review
>> of a finished product that will make a difference. I don't personally
>> plan to buy a ct60, already have an 060, but I'd like to see it get released
>> so the 060 user base increases.
>
> The problem with Tempest is that it is not yet completed. But from the
> information that can be found it seems it is very close to completition.
> Some simulations left to do, then wiring the prototype (the actual CT060
> stadium) an voila :)

Unfortunately, it's been at this stage (at least according to Cortex/Core/Titan) for a couple years, at least. This is why I hate it when companies give specific release dates, like they have in the past, when they simply can't promise that it will actually happen. However, I do hope this project is completed, because I believe that any future development must happen on a new CPU family due to the stopped development in the 680x0 arena, and PPC is my current favorite.

On the CT60 side, I like this card, too. But I do think it's kind of bad on Rodolphe's part to insinuate something negative because he has a picture of the card on his website and Cortex doesn't. That kind of thing wouldn't be considered borderline slander in "real" advertising, at least in the US. Besides, it's only recently that the picture has been put up, and as Rodolphe also pointed out, Cortex hasn't heard much from the real producer of the card as to its current status. It may or may not be further along than CT60 and the producer just doesn't want to give out too much info at this point. Or they could just be giving up. Who knows.

I think a good solution to all this might be doing what New Beat has done with their software. These companies should set up a web site with a simple table outlining each element of the cards' development, with a percentage saying how much of it is complete, and a "Total completion" percentage at the bottom. That way, people can check in on how far things have come, without the need for phony release dates, and the developer simply needs to update the percentages once a week, or whenever major jumps in development happen (shouldn't take more than 15 minutes to change and upload) instead of

answering hordes of e-mails. I think we're all smart enough to infer the cards' status by this method without having to be told by the producer that their card is better because it's further along than the other.

Mike Freeman
nameerf@flash.net

5689. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 16:06:11 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c0cf3da71fa20@pandora.be>
Source record: 39758

on Mon 03-12-2001 21:26 Martin Tarenskeen wrote:

>On 3 Dec 2001 16:29:56 G, "Martin \"Nightowl\" Byttebier" wrote:
>>on Mon 03-12-2001 13:30 Bernd Maedicke wrote:
>>
>>>Martin Tarenskeen <nospam@zonnet.nl> wrote:
>>>
>>>> Is it? It isn't ? And it isn't on www.pwp.cz/atack either.

>>This is the right URL indeed.
>
>It is!
>It was the new CAB.OVL v1.8601 from Howard Chu for MiNTNET that wouldn't connect
>to this URL, at least not on my system.
>Then I tried with Lynx for MiNT to connect and it showed up correctly.
>Also with CAB + GlueSTiK + Dan Ackerman's the URL came up fine.
>

No problem here with the latest MiNT-net ovl. On the contrary, with
the previous MiNT-net ovl (1.84) I couldn't connect to the atack
site. It's only since I use the 1.8601 version I can access that URL
again.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5690. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 16:13:48 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3c0cf336$1_4@corp.newsgroups.com>
Source record: 39759

Anyone know what OS xTOS plan to use? A substantial revision of TOS (hence the name of xTOS)? MiNT? MagiC?
Anyone know what the roadmap is for the Coldfire and how far it goes?
Anyone know why PowerPC hasn't been implemented yet?

If all you do is make old software go faster, any emulator can do roughly the same. What is needed is better hardware, new software, upgraded software, and...

For me to even *consider* spending $1,000+ on one (assuming I ever get this kind of money to do something like this with), it simply MUST be available in the US somewhere by someone.

Jared

> I think there is a good chance this could happen. Afterall, there was
> going to be a Milan dealer in the US until the Milan II went under.
> Even if this does not happen, that is not going to stop me and it
> should not stop you or anyone else. I would gladly order it from
> over-seas.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

5691. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 16:24:31 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3c0cf5ba$1_3@corp.newsgroups.com>
Source record: 39760

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B8323FA1.1B373%nameerf@flash.net...
> Unfortunately, it's been at this stage (at least according to
> Cortex/Core/Titan) for a couple years, at least. This is why I hate it
when
> companies give specific release dates, like they have in the past, when
they
> simply can't promise that it will actually happen. However, I do hope this
> project is completed, because I believe that any future development must
> happen on a new CPU family due to the stopped development in the 680x0
> arena, and PPC is my current favorite.

PowerPC is the way to go!

> On the CT60 side, I like this card, too. But I do think it's kind of bad
on
> Rodolphe's part to insinuate something negative because he has a picture
of
> the card on his website and Cortex doesn't. That kind of thing wouldn't be
> considered borderline slander in "real" advertising, at least in the US.
> Besides, it's only recently that the picture has been put up, and as
> Rodolphe also pointed out, Cortex hasn't heard much from the real producer
> of the card as to its current status. It may or may not be further along
> than CT60 and the producer just doesn't want to give out too much info at
> this point. Or they could just be giving up. Who knows.

Rudolph is just bragging. But at least he HAS something to show people.
Note that he also said on his site that he would not start production until
he had a 100 preorders or whatever. I think he only has 79 so far. And,
unless either he gets 21 more preorders or decides to back off his previous
statement, the CT60 is as vaporous (as far as it actually being *buyable*)
as the Tempest.

> I think a good solution to all this might be doing what New Beat has done
> with their software. These companies should set up a web site with a
simple
> table outlining each element of the cards' development, with a percentage
> saying how much of it is complete, and a "Total completion" percentage at
> the bottom. That way, people can check in on how far things have come,
> without the need for phony release dates, and the developer simply needs
to
> update the percentages once a week, or whenever major jumps in development
> happen (shouldn't take more than 15 minutes to change and upload) instead
of
> answering hordes of e-mails. I think we're all smart enough to infer the

> cards' status by this method without having to be told by the producer
that
> their card is better because it's further along than the other.

Definately a good move.

> Mike Freeman
> nameerf@flash.net
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

5692. Madhousenet reconnections

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 18:05:03 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <9uj38fnah1@newsg4.svr.pol.co.uk>
Source record: 39762

ISP Madhousenet changed their location and telephone number from 1/12/01, and required "madhousenet.co.uk" to be added to the user-name from this date.

Three of my friends have been connected to this ISP without problem for several years by means of STING, but, in spite of altering the DIAL.SCR and DEFAULT.CFG in line with what the madhousenet helpline advised, they cannot now make connection. The new number dials out OK, and initial handshaking is initiated, but the comment "link negotiation failed" eventually comes up on the screen. Madhousenet say as far as their system is concerned connection HAS been made and it must be something in the Atari's own program that denies connection.

When I sent the madhousenet helpline a copy of the revised STING scripts used, they advised that VJC (did they mean VJHC?) be changed from FALSE to TRUE (FALSE was the original OK value) but could see no other obvious correction required. The change they suggested was tried without success. The helpline have now confirmed that the systems at their new address are Ascend Max TNT's, and suggest I make enquiries whether anyone knows of trouble between these and Atari-based systems.

Has anyone else had trouble, or are those who have unable to make it known via the news group because of their isolation?

If anyone has any knowledge of how I can get these three unhappy people reconnected, could I ask them, please, to send me an e-mail direct, as well as posting their suggested cure on the News Group.

Thank you,

George Moulder.

5693. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 18:15:22 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <Uo8P7.489$0h1.56857@newsfeed.slurp.net>
Source record: 39763

Hi Lyndon,

It does take 3.5" SCSI drives. I certain of that. I mean look at the size of the bloody Stacy! There's room alright. ST Book on the other hand has a 2.5" drive.

Joshua.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3c0aa7e877d280@madasafish.com...
> Hi Joshua,
>
> >Why don't you sell me one of the Stacys and I'll take care of it :P
> >
> >Any older SCSI drive should be ok on it. Keep in mind that TOS 1.04 can't
> >support partitions that are too big. I forget the limit. I am under the
> >impression that any ST 720K drive will work on the Stacy.
>
> Should accept either as long. I have a Sanyo laptop drive that could be
> made to work on the Stacy as it has a cut down shugart interface.
> Basically it doesn't have as many GND pins. Problem would be making it
> fit neatly, these aren't standard. Or did the Stacy have a standard
> height drive, surely not!
>
> >"Klaus Seiner" <kseiner@edu.uni-klu.ac.at> wrote in message
> >news:3c0bdec7$0$39734$3b214f66@news.univie.ac.at...
> >> Hi!
> >>
> >> I�ve got 2 Stacys (2 and 4).
> >>
> >> how can i replace the floppy (has read errors all the time) and the HD (is
> >> dead)
> >> and what to replace them with?
> >> (E.g. Which floppy drive/hard disk - where can i get them etc.)
> >>
> >> Can anyone help me please?
> >>
> >> Klaus
> >>
> >>
> >
> >
>

> --
> Lyndon Amsdon

5694. NeoN Graphix or InShape

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 20:36:44 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <9ujc4s$g0n$1@news.hawaii.edu>
Source record: 39764

Greetings,

Does anyone have or know where I can find Neon Graphix or InShape in English, and or with manual? I would like to purchase one of these more recent packages.

Thanks,

John Perez

5695. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 21:32:33 UTC
From: nospam@zonnet.nl
Message-ID: <RhbP7.16252$O_4.54670@zonnet-reader-1>
Source record: 39765

On 4 Dec 2001 16:06:11 G, "Martin \"Nightowl\" Byttebier" wrote:
> No problem here with the latest MiNT-net ovl. On the contrary, with
> the previous MiNT-net ovl (1.84) I couldn't connect to the atack
> site. It's only since I use the 1.8601 version I can access that URL
> again.
>
Strange. I reported my problem to Howard Chu, and he replied he found the problem and that it will be fixed in version 1.8602 soon. Maybe that version will do the trick on my system but won't work on yours ;)

Martin Tarenskeen

5696. STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-04 22:49:26 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c0e52a5.50605632@news-east.giganews.com>
Source record: 39766

Can anyone remember the STE's that worked fine until you connected a Hard drive. I seem to recall something about a few machines having a faulty chip that controlled the DMA. I think (I hope) I have got one of those here along with some very old ST's which are only fit for spares anyway . It's a long time since I removed any silicon from a mb but it would be nice to see this STE / 520mb HD run properly

Thanks for any help
Beedub

5697. Re: Downloading .LZH files/MIME types

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 00:13:20 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ujor0$18f$3@dos.canit.se>
Source record: 39767

Hallvard Tangeraas <northstar2010@___no_spam___yahoo.no> skrev:
: Iggy Drougge <optimus@canit.se> wrote:

:> Hallvard Tangeraas <northstar2010@___no_spam___yahoo.no> skrev:
:> : Iggy Drougge <optimus@canit.se> wrote:
:>
:> :> You'd do better hosting them on a Japanese server. ZIP is quite marginal
:> :> in Japan. =)
:>
:> : Really? What kind of compression format is used in Japan for the most
:> : part?
:>
:> LZH.

: Surely you don't mean in general?

I do. If you look at the docs and output of LZH/LhA programs, you'll find
a lot of Japanese names in the credits.

: You're referring to the Japanese Atari ST community, aren't you?

Mostly PC, possibly indigenous systems, too.

: I could never get hold of a working LZH depacker for my Macintosh for
: instance, but ZIP is no problem.

I've used MacLhA in the past. LhA is a more recent version of LZH/LhArc.

As an Amiga user, I know your dilemma, LhA is often misconfigured, too,
not mention LZX archives. =)

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5698. Re: [ANN] AVR Rulez !

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 00:24:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ujpgc$18f$4@dos.canit.se>
Source record: 39768

Lyndon Amsdon <bindon@madasafish.com> skrev:

: Hi Jï¿½rï¿½me,

:>AVR Rulez ! is a new software whose purpose is to program
:>ATMEL AVR microcontrolers with In-System Programming abilities.
:>
:>It runs on ST-STE-TT-Falcon.
:>
:>Next to come ...
:>- Milan/Hades compatibility
:>- Microchip PIC programming (ICSP)
:>- AVR/PIC assembler
:>http://ginesj.free.fr/avrrulez

: Hey, that sounds like just what I need! I'll have to check out the URL.

I must say I'm quite amazed when I see esoteric programs like this show up
for the Atari in this day...
...and even more so, when someone replies, saying that's just what they
need! =)

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

5699. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 01:57:42 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112041757.3ef65457@posting.google.com>
Source record: 39769

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:<Uo8P7.489$0h1.56857@newsfeed.slurp.net>...
> Hi Lyndon,
>
> It does take 3.5" SCSI drives. I certain of that. I mean look at the size of
> the bloody Stacy! There's room alright. ST Book on the other hand has a 2.5"
> drive.
>
The STacy is a 3.5" drive, but it is 1/3 height, not 1/2 height. This
makes it a bit harder to locate.

Galen

5700. Re: ICD link problem "No Host Adapter found"

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 02:09:15 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112041809.4797f3fa@posting.google.com>
Source record: 39770

wjwhitney2@aol.com (WjWhitney2) wrote in message
news:<20011204104425.18446.00001302@mb-cg.aol.com>...
> The little red power light is on, I've swapped the cables etc. any ideas why My
> ST can't find the scsi adapter? thanks, Walt

Termination?

5701. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 02:13:14 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B832ECEA.9C3%atarilp@hotmail.com>
Source record: 39771

in article 3c0cf336$1_4@corp.newsgroups.com, Flowers 'n' Fliers at
jaju@azob.quik.com wrote on 12/4/01 11:13 AM:

> Anyone know what OS xTOS plan to use? A substantial revision of TOS (hence
> the name of xTOS)? MiNT? MagiC?

Can't you read the xTOS site like the rest of us?

> Anyone know what the roadmap is for the Coldfire and how far it goes?

Why not look on the Motorola site?

> Anyone know why PowerPC hasn't been implemented yet?

Haven't you beat this topic to death enough already?

> If all you do is make old software go faster, any emulator can do roughly
> the same. What is needed is better hardware, new software, upgraded
> software, and...
>
> For me to even *consider* spending $1,000+ on one (assuming I ever get this
> kind of money to do something like this with), it simply MUST be available
> in the US somewhere by someone.

That is simply lazy on your part. Only took a few minutes at the bank to
transfer the money to Medusa for my Hades060, it arrived in under 2 weeks.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5702. Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 03:26:11 UTC
From: swampfax@atlantic.net
Message-ID: <ntgP7.54$sV5.30816@news1.atlantic.net>
Source record: 39772

Hi All,
Can anyone suggest a program that will alphabetize a list of names
in a file, save it in that order and possibly be able to compare two
file lists for extra or missing names?
John G.

5703. Re: Stop with the pornography

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 05:38:50 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112042138.27a1e98f@posting.google.com>
Source record: 39774
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

James Alexander <james-m-alexander@home.com> wrote in message
news:<3C056C3A.FBD16F59@home.com>...
> Hey Wanker,

Must of taken huge (a)mounts of brain cells to think of tht..

> You still don't get it and never will. But that doesn't matter, nobody believes you
anyways.

OH really...Many do...

>
> Peter Sinrlap Dork wrote:
> >Gives a new meaning what a schmuck one is..Getting under your toes..?
>
> Getting under toes? Peter, have you gotten your moronic ass kicked AGAIN!!

No...You? Yes!

> > Me to...I get a kick of your tone and over reactions...I did not know
> > that my calm wisdom pisses you off.
> >
>
> HAR HAR HAR HAR. It's really hard to type this from laughing so hard at you!!! You're
such a vidiot!!!! you actually
> think that I or anyone else actually believes you. Here's another clue for you sinCRAP:
you cannot see or hear tones in a
> usenet posting. What you're reading is ascii, go look it up on google (go now I'll be
sending you there again in a
> minute). Lordy your stupidity is truly hilarious "calm wisdom" are two separate things
that you have never possesed. You
> started here years ago screaming insults at atari users, whilst in an ATARI newsgroup!!!
and now your defending a porno
> pervert spammer. Now you entertain the world by claiming to be "calm" and "wise".. You
should send your resume to the
> BBC, you'd be the perfect target to Lenny Henry's sarcastic humor in his next series.

Looks like a religious experience above. get back when you are sane.

>
> > Beavis who? You might one to refer to your bunk roomie chunks' on
> > this..
> >
>
> Something else you can look up on google, that series that was made as a documentary
about you and your imaginary friend

> "chunks". You should get some real friends, a real girlfriend so you don't hafta rely on your buddy "chunks" or on the
> netporn you've been looking at for years. With your lack of personality and delusions this is impossible.

To many untrue assertions above...You have a wild imagination. Must
be a loner roll playing type..

>
> >
> > There is a difference. I never stated in words that I supported that
> > particular spammer, just your conneption on sex...Read with meaning...
> > A clue will be realized...
> >
>
> Yep, another lie. I'm not surprised you've been doing it for years. And if you did get a clue, it would be the first and
> only time in your pathetically funny life.
> Btw, this is the part where you do some more searching on google. search the newsgroups (this one specifically) for your
> previous posts. There you will read your own defense of a porn freak spammer. Your next job is to go to amazon.com (no not
> the "erotica" section you've been wasitng your time in) and buy yourself a dictionary, thesaurus, and the full set of
> "hooked on phonics". After you wade through all that, which at your level if intelligence will take years, you'll realize
> there is no word "conneption". You should also focus on words such as "Troll", "buffoon", "Pathos", and don't forget the
> one thats most descriptive of you, namely PATHOLGICAL LIAR.

Read again. There must be a language barrier with meanings hat must
not compute up north..

> >
> > > "alt.wanker.bitch.whine.moan".
> >
> > Been there?
> >
>
> Yes you have!!!!
>
> > Did no such thing. Need to read AGAIN what I said..
> >
>
> YAWN!!!! this lie of yours is the one part of your sad pathetic existance that bores everyone. You said and did exactly
> that. the only one lying about it is you.

You are pathetic for continuing this..
>
> > Now there is a claim that you have friends to divert that you have no
> > one except for your bunki chunks'...PUleaZE,,,you alleged to have

> > friends and show them what you do on usenet. What a luZer I am!
>
> Remember I told you to try "hooked on phonics" not "hukt awn fonix". you really need to improve on that single digit IQ of
> yours. The only downside instead of being humorously pathetic, you'd just be a total bore (but then people call you that
> now).

A bore? Nope..not with you...
>
> Btw sincrap, I have REAL friends, yes I actually know REAL PEOPLE. I don't need your want your imaginary friends "bunki"
> & "chunks". Btw, my friends weren't laughing at me. They were and still are laughing at YOU. Thats the funniest part,
> your so gormless that people repeatedly laugh at you and call you moronic to your face for all your whining, screaming, and
> lying and you still don't get the point. You're the ultimate 21sth century example of "The emperors new clothes".

Here you go again. A pathetic attempt to prove....

> And whenever you do come crawling back to expose your ignorance of the real world under the light of reality you should
> explain that if you still claim to be a macuser (while acting as wintroll provocateur all along), why haven't you defended
> the mac in the csma newsgroup. (btw, your singluar post claiming "hey everyone look one message makes me a csma regular"
> doesn't exclude you from this question).

Don't need to defend. If folks want to spend hours on tech support
with Dell, thats their business.

5704. Re: aMail

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 07:08:43 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <%JjP7.10026$WK1.783434@typhoon.we.rr.com>
Source record: 39775

Martin Tarenskeen wrote in message ...
>On 4 Dec 2001 16:06:11 G, "Martin \"Nightowl\" Byttebier" wrote:
>> No problem here with the latest MiNT-net ovl. On the contrary, with
>> the previous MiNT-net ovl (1.84) I couldn't connect to the atack
>> site. It's only since I use the 1.8601 version I can access that URL
>> again.
>>
>Strange. I reported my problem to Howard Chu, and he replied he found the
problem and that
>it will be fixed in version 1.8602 soon. Maybe that version will do the
trick on my system
>but won't work on yours ;)
>
>Martin Tarenskeen

There's a subtle difference between what you two are talking about.
Martin Byttebier said the correct URL is http://atack.maiva.cz/atari/amail/
which is exactly right.

The URL you emailed me about is http://atack.maiva.cz/atari/amail
(Note there is no slash at the end.) When you use this URL, it redirects
you to the correct one. As I said in my email to you, I created a new bug
in the redirect code in 1.86, which is what you ran into. If you go straight
to the correct URL and avoid the redirect, you will have no problem. Also,
I am uploading 1.8602 with the fix in a few minutes.

-- Howard Chu
Chief Architect, Symas Corp. Director, Highland Sun
http://www.symas.com http://highlandsun.com/hyc
Symas: Premier OpenSource Development and Support

5705. [ebay] Jag T-Shirt

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 07:26:05 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C0DCC0D.4B88C973@jps.net>
Source record: 39776

Offering the Official Atari Jaguar T-Shirt

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303786100

5706. [ebay] Mouse/joystick extenders

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 07:28:01 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C0DCC81.18DD7105@jps.net>
Source record: 39777

Offering extension cables for the mouse/joystick extenders:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303786100

5707. [ebay] Jag T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 07:29:18 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C0DCCCE.E10E6C85@jps.net>
Source record: 39778

Offering the official Atari Jaguar T-shirt:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1303808932

5708. wavemaster

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 07:46:26 UTC
From: Wayne and Jeanne Martz <w_jmartz@dalton.net>
Message-ID: <u0r733b34t8sdc@corp.supernews.com>
Source record: 39773

I bought wavemaster a while ago, and have not been able to get it to run as an acc. Works fine as a prg., but hangs both my Nemesis falcon and my CT2b falcon right before the desk top. I'd really like to be able to run wavemaster at the same time as CAF2.6, so I'd appreciate any suggestions!
Thanks!
Wayne Martz

5709. Re: [ANN] AVR Rulez !

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 08:29:10 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <3c0dd8e7$0$203$626a54ce@news.free.fr>
Source record: 39779

"Iggy Drougge" <optimus@canit.se> a �crit dans le message news: 9ujpgc$18f$4@dos.canit.se...
> Lyndon Amsdon <bindon@madasafish.com> skrev:
>
> I must say I'm quite amazed when I see esoteric programs like this show up
> for the Atari in this day...
> ...and even more so, when someone replies, saying that's just what they
> need! =)

So am I :-)

--

J�r�me

5710. Re: MiNTnet CAB.OVL 1.86

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 09:50:06 UTC
From: Howard Chu <hyc@highlandsun.com>
Message-ID: <i5mP7.2220$fo5.969037@typhoon.we.rr.com>
Source record: 39780

Download -> http://highlandsun.com/hyc/ovl18602.tgz

The overlay is now at version 1.8602. There are 3 separate bug fixes here:
Thanks to Jorgen Nyberg for pointing out the problem connecting to
www.frontier-systems.de - this bug arose when I migrated to the new
mintlib. The overlay was spitting out lines with '\n' terminators
but they
are supposed to be "\r\n" terminators. (The old mintlib stdio
defaulted
to text mode and handled this automatically, now I've set the
default to
binary mode but forgot to fix this. It's all good now.)
Thanks to Martin Taranskeen for pointing out the problem connecting to
http://atack.maiva.cz/atari/amail - this was a new bug from some
work
I did rewriting the way redirects are handled, to re-use the current
connection if the redirect points at the same host. It sometimes
didn't
flush the connection properly before re-using it, depending on the
order
it parsed the redirect headers.
Thanks to Martin Byttebier and Markus Lutz for pointing out problems
downloading .tar.gz (.tgz) files, among other issues. The overlay
now
will only decompress a file if its MiME type is text/*. As long as
the web
server is properly configured and marks these files as binary files,
they
should be left alone.

I have checked out every problem URL that was reported to me and they are
all working with this version. If you find any other problems, please email
me.

> -- Howard Chu
> Chief Architect, Symas Corp. Director, Highland Sun
> http://www.symas.com http://highlandsun.com/hyc
> Symas: Premier OpenSource Development and Support

5711. Re: ICD link problem "No Host Adapter found"

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 09:54:27 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <eamP7.748$Fq6.130958@news11-gui.server.ntli.net>
Source record: 39781

Hello.

"WjWhitney2" <wjwhitney2@aol.com> wrote in message
news:20011204104425.18446.00001302@mb-cg.aol.com...
> The little red power light is on, I've swapped the cables etc. any ideas
why My
> ST can't find the scsi adapter?

ICD Link 2 in stock. What drive are you using? Has this setup worked
previously?

Using ICD Pro the ST don't ' find ' the Link 2, it uses it to ' find ' the
attached hard drive using driver software, e.g. ICDboot.

Try another drive known to work, check the cables, jumpers and termination.

ICDboot will tell you the type of drive if it finds it, if it don't it ain't
found the drive.

Barrie at Keychange. www.keychange.co.uk

5712. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 10:07:39 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <BmmP7.805$Fq6.138306@news11-gui.server.ntli.net>
Source record: 39782

Hello.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0112041757.3ef65457@posting.google.com...
> "Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:<Uo8P7.489$0h1.56857@newsfeed.slurp.net>...
> The STacy is a 3.5" drive, but it is 1/3 height, not 1/2 height. This
> makes it a bit harder to locate.

Suitable Stacy drives in stock including the origional Conners.

Barrie at Keychange. www.keychange.co.uk

5713. Re: [ANN] AVR Rulez !

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 13:55:37 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9ul8t1$i66$05$1@news.t-online.com>
Source record: 39783

> So am I :-)
>

An I even reviewed it for issue 01/2002 of the st-computer magazine... :-)

Greetings,
Matthias

5714. Badly needed, MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 16:03:54 UTC
From: Simon Osborne <atariactive@mac.com>
Message-ID: <JzrP7.3902$QS4.414197@news2-win.server.ntlworld.com>
Source record: 39784

Could someone please be as kind to tell me how I can source a copy of MagiC Mac?

Thanks

atariactive@mac.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.303 / Virus Database: 164 - Release Date: 24/11/2001

5715. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 16:49:00 UTC
From: Eick_Wagner@ki.maus.de
Message-ID: <200112051749.a57951@ki.maus.de>
Source record: 39789

Hi,

Maybe You should try the new CAB.OVL available on Dan's website:

------------------------------ schnipp ------------------------------

------ Forwarded message. ------
Originated by Dan Ackerman <baldrick@netset.com>
Date Sun, 2 Dec 2001 23:13:30 -0500 (EST)
------ ------

Sorry about sending this here, but I figured it was one of the quicker
ways for me to get the word out to you guys. (My news access is basically
down again except for scanning it)

Basically it's just one small change that allows you to log into sites
like the Yahoo Groups page. The problem was they now force the connection
over a https connection and that was conflicting with a test in the
CAB.OVL. It's fixed for that now and works to log into Yahoo Groups.

Version is 1.4401
Full package is available (however I onlyr really updated the plain text
doc file)

http://www.netset.com/~baldrick/ovl.html

Thanks and please spread the word,

Dan Ackerman
aka baldrick@netset

------------------------------ schnipp ------------------------------

Ciao, Eick
--
Internet: atlan@foni.net - http://home.foni.net/~atlan/
*** ICQ: 101411946 * No HTML coded mails please! ***

5716. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 17:03:59 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c0e519a1295d40@pandora.be>
Source record: 39785

on Wed 05-12-2001 03:26 John Garone wrote:

>Hi All,
> Can anyone suggest a program that will alphabetize a list of names
>in a file, save it in that order and possibly be able to compare two
>file lists for extra or missing names?

The text editor Qed can do this for you. Can be found on the Belgian
ftp-server ftp://chapelie.rma.ac.be/atari/editors/

Also you can use a-to-z. This app sort lists alfabetical and you can
save the result. http://www.mypenguin.de/prg/

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5717. Re: wavemaster

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 17:04:43 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0112050904.34998f85@posting.google.com>
Source record: 39786

"Wayne and Jeanne Martz" <w_jmartz@dalton.net> wrote in message
news:<u0r733b34t8sdc@corp.supernews.com>...
> I bought wavemaster a while ago, and have not been able to get it to run as
> an acc. Works fine as a prg., but hangs both my Nemesis falcon and my CT2b
> falcon right before the desk top. I'd really like to be able to run
> wavemaster at the same time as CAF2.6, so I'd appreciate any suggestions!
> Thanks!
> Wayne Martz

Are you running any other accessories?

Alex.

5718. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 20:12:59 UTC
From: swampfax@atlantic.net
Message-ID: <fdvP7.14$p_2.13010@news1.atlantic.net>
Source record: 39790

On 5 Dec 2001 17:03:59 G, "Martin \"Nightowl\" Byttebier" wrote:
>on Wed 05-12-2001 03:26 John Garone wrote:
>
>>Hi All,
>> Can anyone suggest a program that will alphabetize a list of names
>>in a file, save it in that order and possibly be able to compare two
>>file lists for extra or missing names?
>
>The text editor Qed can do this for you. Can be found on the Belgian
>ftp-server ftp://chapelie.rma.ac.be/atari/editors/
>
>Also you can use a-to-z. This app sort lists alfabetical and you can
>save the result. http://www.mypenguin.de/prg/
>
>CU
>Martin
>
>
Hi Martin,
Thanks. I'll check them out!
John G.

5719. Atari Times Update - 12-5-2001

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 21:49:47 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C0E8CB6.22CEC284@ataritimes.com>
Source record: 39791
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Whew! The Year-End Issue is just about done... Just a few more details
to work out. It'll be going to the printer next week and I'll begin to
send them out the week of the 17th. Don't forget to pre-order before
December 14 for $16.95! This price includes FREE SHIPPING!
http://www.ataritimes.com/specialfeatures/2001_YearEnd.html

I've made some updates to the site which include:

* NEW! Updated the 2001 Year End Issue page with a
graphic of the COLOR Title page and the Contents page.

* NEW! Fruitman covers the 'Atari Conspiracy.'
* NEW! Infiltrate review by Jess LaFleur.
* NEW! Updated pricing for Adopt-a-page.
* Revisit EuroSoccer Review for Lynx.

Don't forget, TAT is always looking to PAY for articles and reviews. So,
send them in now! They might even appear in the 2002 Year End Issue!

Thank you for showing your support of TAT!

http://www.ataritimes.com/

--
Gregory D. George

=-=
- ||| ||| -
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P.S. Oh, and it's my 31st on Friday. Drop me a line to wish me a happy
B-day! ;-)

5720. Re: STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 22:09:23 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c0e99d3.4674082@news-east.giganews.com>
Source record: 39792

On Wed, 05 Dec 2001 00:24:19 GMT, northstar2010@___NO_SPAM___yahoo.no
(Hallvard Tangeraas) wrote:

>Yes, some of the earlier STEs had a dodgy DMA chip. I've posted about
>this before and have the exact details, so if you give me a little time
>I'll dig it up and repost the information.
>I do recall however that if you had a "-13" at the end of that chip
>number you had a faulty one. It's sort of easy to remember that ;-)
>
>
>Hallvard
OK Hallvard thanks very much. I'll look forward to your post.

Beedub

5721. Re: [NEW]Eiffel interface PS/2 for atari

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 22:23:21 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c0e9eb7$0$196$626a54ce@news.free.fr>
Source record: 39793

Neil Chester wrote:
> This could be what I am looking for! Now that Mario Becroft says that he
> will no longer be manufacturing the Qwertx PC K/B + Mouse! Both he and
> Chris (from ASP) had difficulty sourcing a particular chip, which was
> crucial to the interface. I have a Cherry PC keyboard waiting for an
> adaptor for the past 4 years!!

About chip, it's possible, because if i remember it was a 68HC705, which
start to be a little old...
But the mouse and keyboard used by Quertyx are a little old too, because
now all keyboard and mouse are PS/2, and perhaps USB one day...

But i didn't know that Quertyx will no longer be produced....

Laurent

5722. Re: STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 22:36:16 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <9um6tmebn1@newsg2.svr.pol.co.uk>
Source record: 39794

"Beedub" <bwiltshire@cableinet.co.uk> wrote in message
news:3c0e99d3.4674082@news-east.giganews.com...
> On Wed, 05 Dec 2001 00:24:19 GMT, northstar2010@___NO_SPAM___yahoo.no
> (Hallvard Tangeraas) wrote:
>
>
> >Yes, some of the earlier STEs had a dodgy DMA chip. I've posted about
> >this before and have the exact details, so if you give me a little time
> >I'll dig it up and repost the information.
> >I do recall however that if you had a "-13" at the end of that chip
> >number you had a faulty one. It's sort of easy to remember that ;-)
> >
> >
> >Hallvard
> OK Hallvard thanks very much. I'll look forward to your post.
>
> Beedub

Well the I have the remains of a 40 pin chip in a tray thing on my desk
labeled

CO25913-38
PH23-030
SH1 80

I am pretty sure its the DMA chip from my STE, and it did trash drives.

And I think they only trash some disks. I think they tested them on some
Megafiles and they worked fine. It was only when they were used
on other drives the failed.

It is the DMA that is duff. I don't know if the chip is the same as the ST
but
getting one out in one piece will be fun. I cut my old one out with snips
cleaned up the mother board, then dropped the new one in.

Dave.

5723. Re: Please remind me

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 22:40:35 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c0ea263$0$175@news.zetnet.co.uk>
Source record: 39795

On 3 Dec 2001 11:03:30 G, Chris Simon wrote:
>On 2 Dec 2001 22:31:11 G, Charles Stanley wrote:
>>Another problem: my recipients claim they cannot open/declode simple
>>mime/uue docs/attachments. I am at a loss here.
>
>Are you using Newsie? Usually, it has to be MIME (which is *not*
>selected by default when you attach a file I think), my recipients
>can't open attachments if they're sent using UUE.

Yes, Chris, NEWSie 0.961 actually. You are right, MIME is not selected
by default. I *think* I selected it first, but with my memory ... :)
Funnily enough, I often see emails with an insertion at the top saying
that "your computer doesn't understand MIME, so you won't see the complete
text"! Just who is kidding whom?

Charles.

5724. Re: STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 22:55:10 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c0fa579.7655968@news-east.giganews.com>
Source record: 39646

On Wed, 5 Dec 2001 22:36:16 -0000, "David Wade"
<dave@dwade.remove_to_reply.freeserve.co.uk> wrote:

>Well the I have the remains of a 40 pin chip in a tray thing on my desk
>labeled
>
> CO25913-38
> PH23-030
> SH1 80
>
>I am pretty sure its the DMA chip from my STE, and it did trash drives.
>
>And I think they only trash some disks. I think they tested them on some
>Megafiles and they worked fine. It was only when they were used
>on other drives the failed.

You are dead right there. I have an Megafile 30 that works perfectly
but the problems have arisen since getting a 520mb Fujitsu on a link

>It is the DMA that is duff. I don't know if the chip is the same as the ST
>but
>getting one out in one piece will be fun. I cut my old one out with snips
>cleaned up the mother board, then dropped the new one in.
>
>Dave.
>
I have a good hollow bit iron / desolder pump so I'm OK there.

Some old ST applications I have looked thro mention DMA buffering
might be dodgy (and there I am out of my depth) but I will change the
DMA first and see. Anyway thanks for responding .
cheers Beedub

5725. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 23:22:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9uma7b$ma1$1@thorium.cix.co.uk>
Source record: 39647

In message <3c0e519a1295d40@pandora.be>, tos4ever@pandora.be said:

>on Wed 05-12-2001 03:26 John Garone wrote:
>
>>Hi All,
>> Can anyone suggest a program that will alphabetize a list of names
>>in a file, save it in that order and possibly be able to compare two
>>file lists for extra or missing names?
>
>The text editor Qed can do this for you. Can be found on the Belgian
>ftp-server ftp://chapelie.rma.ac.be/atari/editors/
>
>Also you can use a-to-z. This app sort lists alfabetical and you can
>save the result. http://www.mypenguin.de/prg/

Martin, this only works if the list has the surname first and
each entry is all on one line. If so, then it can be sorted in the
Harlekin text editor as well, by making the list into a block and
using 'Sort block'. You can even make your own sort order list -
in mine I have put caps and lower case of each letter together,
with the numerals and punctuation marks at the end, because this
is more useful than pure ASCII order.

Afterwards he can use Egale to compare the two lists.

OTOH if the line starts first-name, surname, then none of the
proposed solutions will work. It /might/ be possible to use the
column blocks in Luna to change the order (depending on how the
names are separated) but I don't think Luna has a Sort function.
However, as it can be controlled by Scripter, it ought to be
possible to write a suitable script to do this.

Regards, /Peter/

5726. Re: ICD link problem "No Host Adapter found"

Newsgroup: comp.sys.atari.st
Date: 2001-12-05 23:22:19 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9uma7b$ma0$1@thorium.cix.co.uk>
Source record: 39648

In message <20011204104425.18446.00001302@mb-cg.aol.com>, wjwhitney2@aol.com said:

>The little red power light is on, I've swapped the cables etc. any ideas why My
>ST can't find the scsi adapter? thanks, Walt

What do you have connected to it? The driver won't find the scsi
adapter on its own! Also, make sure that if you connect more than
one device to it that they have different IDs, and that the last
one is terminated.

Regards, /Peter/

5727. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 00:06:38 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0EB68E.FFD5F7E7@greeleynet.com>
Source record: 39649

John Garone wrote:
>
> Hi All,
> Can anyone suggest a program that will alphabetize a list of names
> in a file, save it in that order and possibly be able to compare two
> file lists for extra or missing names?
> John G.

You could also use a word processor/text editor and save it as a delimited file format and import into a spreadsheet. Then you could sort by columns on whatever info you want, such as the city the person lives in (assuming this is an address list).

Do later versions of Papyrus have the ability to do any table sorting? If so, that might work too. I haven't upgraded since 5.15.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5728. Re: Please remind me

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 00:14:36 UTC
From: osian@zetnet.co.uk
Message-ID: <3c0eb86c$0$175@news.zetnet.co.uk>
Source record: 39650

On 5 Dec 2001 22:40:35 G, Charles Stanley wrote:
>Funnily enough, I often see emails with an insertion at the top saying
>that "your computer doesn't understand MIME, so you won't see the complete
>text"! Just who is kidding whom?

Yes, that's strange - I get the samwe with MIME encoded emails,
although I can extract the attachments perfectly.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5729. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 00:46:19 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9umf13$89t$00$1@news.t-online.com>
Source record: 39651

> >Also you can use a-to-z. This app sort lists alfabetical and you can
> >save the result. http://www.mypenguin.de/prg/
>
> Martin, this only works if the list has the surname first and
> each entry is all on one line. If so, then it can be sorted in the
> Harlekin text editor as well, by making the list into a block and
> using 'Sort block'. You can even make your own sort order list -
> in mine I have put caps and lower case of each letter together,
> with the numerals and punctuation marks at the end, because this
> is more useful than pure ASCII order.

A-Z can sort blocks as well. If all entries have the same number of lines or
if they are seperated by a char A-Z can sort them.

Greetings,
Matthias

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

5730. Using Stacy HardDisk on STe

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 02:42:45 UTC
From: Yala <tyala@tm.net.my>
Message-ID: <3C0EDB25.7401628C@tm.net.my>
Source record: 39653

And URL on how to do this? I'm worried that it won't fit!

--
| YALA, your hero and mine
| Synthesizers, Music, Television
| http://www.angelfire.com/in2/yala/ http://tyala.freeyellow.com/
| http://www.geocities.com/tyala.geo/ http://yala.isCool.net/

5731. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 05:58:09 UTC
From: psinclair@mac.com
Message-ID: <cf62e1fb.0112052158.55ffd1fe@posting.google.com>
Source record: 39654

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<PcDN7.1869$TD5.24094@newsfeed.slurp.net>...
> On 29 Nov 2001 16:15:06 , "Jared Falvo" wrote:
> >Hello
> >
> >Hades are out of stock and no more produced.
> >Look on www.xTOS.de for more information about the new TOS machine.
> >
> >Looks like I *can't* get one delivered to my door. *sigh* I wonder how
> >this will bode for people having problems with their Hades systems...
> >
> >Guess Medusa is out of the Atari clone business, eh?
> >
> >Jared
>
> I would think this is good news since Medusa is helping develop the
> newer TOS machine. Can't wait to finally see one in action....

Hopefully a PPC 601-66MHZ will be the standard fodder..

>
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

5732. Re: wavemaster

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 06:00:28 UTC
From: Wayne and Jeanne Martz <w_jmartz@dalton.net>
Message-ID: <u0tl2oiln53i28@corp.supernews.com>
Source record: 39652

Well, the folks at soundpool contacted me immediately with a solution. First I got rid of Cops, then most other acc's. Thanks T.Baumg&#65533;rtner!
Wayne

5733. Re: STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 07:24:16 UTC
From: Torgny Lindberg <Torgny.Lindberg@ericsson.com>
Message-ID: <3C0F1D20.2CFBF5A8@ericsson.com>
Source record: 39655

Hallvard Tangeraas wrote:
> Beedub <bwiltshire@cableinet.co.uk> wrote:
> > (Hallvard Tangeraas) wrote:...
...
> If you have the faulty chip you'll need to (carefully) desolder the
> existing chip, which is not much fun (I've done it, and it's very
> time-consuming and accurate work if you don't want to ruin your STe).
> After I had desoldered it I soldered in an IC socket as I hardly want to
> do this kind of thing again, in case the new DMA chip dies.

...

I had to replace my DMA, and a little tip is to
cut all legs on the faulty IC before you start
to desolder anything. Cut as far from the PCB
as possible, and be careful to not put any strain
towards the PCB.

By doing it this way you just have to worry about
desoldering one pin at a time, and that is not very
difficult.

I also recommend that you should put in a socket.

Torgny

5734. YSEDITOR minor bugfix

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 12:52:06 UTC
From: nospam@zonnet.nl
Message-ID: <WRJP7.18545$O_4.63040@zonnet-reader-1>
Source record: 39656

In all those years no one ever noticed and/or reported this bug in YSEDITOR:
The "cancel" button in voice copy/swap actions didn't work correctly.
Anyway, I've fixed it. YSEDITOR PLUS (now v. 2.69) and YSEDITOR V50 (v. 3.24)
can be found on my website:

http://yseditor.atari.org

or go directly to

http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm

Martin Tarenskeen

5735. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 18:30:48 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3c0fb617_2@corp.newsgroups.com>
Source record: 39657

Peter Sinclair wrote in message ...
>> I would think this is good news since Medusa is helping develop the
>> newer TOS machine. Can't wait to finally see one in action....
>
>Hopefully a PPC 601-66MHZ will be the standard fodder..

You ARE joking, right? While PowerPC-anything would be the desired direction, the 601 is probably well out of production as well as far outdated, performance-wise.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

5736. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 19:44:24 UTC
From: nurmix@spam-free.com
Message-ID: <3c0fca26.1802280@news-server.socal.rr.com>
Source record: 39658

On Tue, 04 Dec 2001 12:35:50 -0000, Derryck Croker
<derryck@NOSPAMcix.co.uk> wrote:

>From: nurmix@spam-free.com (Paul Nurminen)
>Date: Mon, 03 Dec 2001 19:35:36 GMT
>
>>The trouble is, I have very little experience dealing with .PRN files.
>
>Have you tried dragging one of these files to your printer? This extension is
>associated with files that were printed, but to a disk file rather than to
>the printer directly.

Yes, under Windows I have. All I get are a handful of garbage
characters at the top of each sheet of paper.

I also tried a small Windows utility called IMPRINT, that's supposed
to be able to print out many different file types, including .PRN
files. However, I get the same results as above.

A friend of mine tried to use Adobe Acrobat to convert the files to
.PDF, but the program apparently couldn't do anything with the .PRN
files either.

Anything you could suggest on the Falcon to use?

Or, feel free to take a look at the files yourself:

http://www.nurmix.com/storage/atpeng.zip

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5737. Hallvard - Which ST contains good DMA - Please?

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 20:42:24 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3c11d7da.3426565@news-east.giganews.com>
Source record: 39659

Ok I do have the faulty chip numbered like you say. Rather sadly the
very old ST that was going to donate has the same numbers on it.
Is it just luck which ST contains the better DMA chip?

Everyone --- thanks for your kind help especially Hallvard for wading
thro all those posts to find the said numbers - you are a gent.

Beedub

5738. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-06 23:31:21 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C0FFFC9.ACBFCABA@greeleynet.com>
Source record: 39660

Paul Nurminen wrote:
>
> On Tue, 04 Dec 2001 12:35:50 -0000, Derryck Croker
> <derryck@NOSPAMcix.co.uk> wrote:
>
> >From: nurmix@spam-free.com (Paul Nurminen)
> >Date: Mon, 03 Dec 2001 19:35:36 GMT
> >
> >>The trouble is, I have very little experience dealing with .PRN files.
> >
> >Have you tried dragging one of these files to your printer? This extension is
> >associated with files that were printed, but to a disk file rather than to
> >the printer directly.
>
> Yes, under Windows I have. All I get are a handful of garbage
> characters at the top of each sheet of paper.
>
> I also tried a small Windows utility called IMPRINT, that's supposed
> to be able to print out many different file types, including .PRN
> files. However, I get the same results as above.

If these are printer files, I think you'll have to know what printer
they were intended for. I.E., if the PRN file is intended for an HP
Laserjet, you will get garbage if you try printing the file to an Epson.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5739. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f0e46aa1@madasafish.com>
Source record: 39734

Hi switchblade,

>> If it works on your STFM then it should also work on the Mega ST. There
>> is no difference AFAIK. Have you tried to see if the video system on the
>> Mega is working by plugging it into a tv with the normal RF lead from the
>> modulator. Actually, do the Megas have modulators?
>> --
>> Lyndon Amsdon
>
>Erm the reason I am trying to get it working through the AV cable is that
>there is no RF modulator on the MegaST, otherwise I would be using that :-)

Well, I thought you were trying to get a better quality as SCART rules
over the modulators output. I think that the Mega ST may be missing a
couple of vital signals, is it composite sync or something that isn't
there when there is no modulator?
--
Lyndon Amsdon

5740. NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 01:44:29 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112061740500.16152-100000@shell.pacifier.com>
Source record: 39661
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000 worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up Treasures you've been searching for! Goto my Atari 8 bit Link above/below! http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures you didnt know you wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links below/above! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5741. Re: NIB Atari Games! FREE Atari Catalogs! FREE Atari Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 02:19:31 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <TGVP7.100237$Ze5.47496036@news1.rdc1.md.home.com>
Source record: 39662
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On your website, it says "Auctions SUCK! Ask me Why!"

Please, tell us why. No, better yet, discuss with us why.

For reputable Atari sales and service check out B&C Computervisions at
http://www.myatari.com . I used them back in the day when I lived in the
Bay Area (wow...almost 20 years ago now!) and I'm glad to see they're still
in business.

Paul

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0112061740500.16152-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/8btsales.htm I've just bought over $1,000
> worth of Classic Atari 8 Bit Games, +NEW in BOX and I've added it to my
> 8 Bit Software Catalog. It's a buying Frenzy! Buy Now before others buy up
> Treasures you've been searching for! Goto my Atari 8 bit Link above/below!
> http://www.pacifier.com/~atari/8bt_soft.htm 8 Bit Games/Software Catalog!
>
> I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!
>
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Much of it Hard to Find! Discover Treasures
> you didnt know you wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> below/above, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links below/above!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>

> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

5742. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:06 UTC
From: ebaiz@skyenet.net
Message-ID: <ymWP7.24$gO1.3786@newsfeed.slurp.net>
Source record: 39663

On 4 Dec 2001 09:45:23 -, lp wrote:

>Indeed, and I trust buying directly from Fredi more than some dealers here
>in the US. If the machine appears I'll evaluate the situation at that
>time, wether there is a US distributer is not that important. Sure it would
>be nice, but not critical. It always comes down to how bad you want
>something. ;-)

It is not critical to me either, but I would gladly want a machine that
is compatible with more of today's hardware/software...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5743. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:09 UTC
From: ebaiz@skyenet.net
Message-ID: <BmWP7.25$gO1.3710@newsfeed.slurp.net>
Source record: 39664

On 4 Dec 2001 09:13:48 -, "Flowers 'n' Fliers" wrote:
>Anyone know what OS xTOS plan to use? A substantial revision of TOS (hence
>the name of xTOS)? MiNT? MagiC?
>Anyone know what the roadmap is for the Coldfire and how far it goes?
>Anyone know why PowerPC hasn't been implemented yet?

I am not really sure. I thought there was a mention of Mint, but I
would think Magic could be implented also. I know I read something
about Power PC compatibility, but that was a while ago...

>If all you do is make old software go faster, any emulator can do roughly
>the same. What is needed is better hardware, new software, upgraded
>software, and...

Sure if the base computer was also fast. As the many MagicPC and
MagicMac owners.... That also makes the computer more compatible with
more software...

>For me to even *consider* spending $1,000+ on one (assuming I ever get this
>kind of money to do something like this with), it simply MUST be available
>in the US somewhere by someone.

I heard the price was going to be $800-$1000. That would be great if
this comes to light...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5744. Re: Yahoo! ID's and CAB

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:10 UTC
From: ebaiz@skyenet.net
Message-ID: <CmWP7.26$gO1.3837@newsfeed.slurp.net>
Source record: 39665

On 5 Dec 2001 17:49:00 +, Eick Wagner wrote:
>Hi,
>
>Maybe You should try the new CAB.OVL available on Dan's website:

I did and it workd perfectly....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5745. Re: ICD link problem "No Host Adapter found

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:12 UTC
From: ebaiz@skyenet.net
Message-ID: <EmWP7.27$gO1.3803@newsfeed.slurp.net>
Source record: 39666

On 4 Dec 2001 15:44:25 G, WjWhitney2 wrote:
>The little red power light is on, I've swapped the cables etc.
>any ideas why My ST can't find the scsi adapter? thanks, Walt

I had the same problem when I first got my Link and the problem turned
out to be the SCSI cable. I had a friend of mine reposition some of the
pins in the cable and then things have been working fine ever since...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5746. Re: STE's that trash HD's

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:13 UTC
From: ebaiz@skyenet.net
Message-ID: <FmWP7.28$gO1.3697@newsfeed.slurp.net>
Source record: 39667

On 4 Dec 2001 22:49:26 G, Beedub wrote:
>Can anyone remember the STE's that worked fine until you connected a
>Hard drive. I seem to recall something about a few machines having a
>faulty chip that controlled the DMA. I think (I hope) I have got one
>of those here along with some very old ST's which are only fit for
>spares anyway . It's a long time since I removed any silicon from a mb
>but it would be nice to see this STE / 520mb HD run properly

Mine does something else. When I connect an external floppy to it, the
internal drive can read floppies ok, but not write to them. If you try
to do that, the disk is trashed....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5747. Printer On or Off?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:15 UTC
From: ebaiz@skyenet.net
Message-ID: <HmWP7.29$gO1.3585@newsfeed.slurp.net>
Source record: 39668

Hello all,

I am just wondering if most people leave their printer on all the time
or turn it off when their computer session is done? I have an Epson
Photo 700 connected to my Hades. Everytime I turn it on, the machine
goes through some steps and cleans the printer nossels. The manual says
this wastes ink, so I was debating whether to leave it on all the time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5748. Cuchu Rocket is great.....

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 03:06:16 UTC
From: ebaiz@skyenet.net
Message-ID: <ImWP7.30$gO1.3860@newsfeed.slurp.net>
Source record: 39669

I downloaded the STe version of Chuchu Rocket and my kids love it. It
is really an addictive game with excellent graphics and sound...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5749. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 06:56:48 UTC
From: horseman04@block.mac.com
Message-ID: <horseman04-0612012356480001@166.70.161.98>
Source record: 39670

In article <9sml9s$d9d$3@news.eunet.yu>, vdjole@EUnet.yu (Djordje Vukovic)
wrote:

> On 9 Nov 2001 15:50:48 -, madmax wrote:
>
> >Dyna Cadd version 2.** takes advantage of the 68030.
> >
> >There are Demos of Dyna Cadd floating around.
>
> Any recollecton of which was the last version of DynaCADD?
>
> regards;

I missed the start of this thread so forgive me if this was already
covered, but does Dyna Cadd do 3D modelling? Specifically, I'm looking for
something to create 3D2 models on a TT030.

Thanks.

- Fourth Horseman -
horseman04@block.mac.com
http://www.collateral-damage.org
[Note: spam protection in place, remove the 'block' to send me e-mail]

5750. NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 10:28:35 UTC
From: Wolfgang <ythnagour@t-online.de>
Message-ID: <3C1099D3.F466DB25@t-online.de>
Source record: 39671
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need sample sample files of the following file formats:

.NEO 2bit Grafik Files (NeoChrome Graphic Program)
.PI1 2bit Grafik Files (Degas File)

does anyone have such (valid) files and can send them to me???

thanks

Wolfgang

--
2002 - The Time for Innovation: iASYS-Arcologie & SpriteDesigner
http://iasys.org
- For Programming Job Offers: http://iasys.org/contact
- For Private - ICQ: 54714785 Home: http://woelfchen.org

5751. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 10:51:43 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna117ui.r9.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 39672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 07 Dec 2001 11:28:35 +0100, Wolfgang <ythnagour@t-online.de> wrote:
>I need sample sample files of the following file formats:
>
>.NEO 2bit Grafik Files (NeoChrome Graphic Program)
>.PI1 2bit Grafik Files (Degas File)

Both are actually lowres files and therefore contain 4Bit per pixel not 2Bit.
2Bit per pixel would be medres and called .PI2 in Degas.
Neochrome pictures are lowres only.

>
>does anyone have such (valid) files and can send them to me???

Sure, they are in your mail!

Matthias

--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
DO NOT USE ANY OTHER TO: FIELD OR YOUR MAIL WILL
BE DELETED BY MY MAILFILTER
ICQ: 40358321
EMAIL COMMING FROM @yahoo* WILL NOT BE READ AT ALL AND GOES TO /dev/null
WITHOUT QUESTIONING!

5752. Re: Cuchu Rocket is great.....

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 12:22:53 UTC
From: Simon Osborne <atariactive@mac.com>
Message-ID: <yL2Q7.6461$0P2.926025@news11-gui.server.ntli.net>
Source record: 39673

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ImWP7.30$gO1.3860@newsfeed.slurp.net...
> I downloaded the STe version of Chuchu Rocket and my kids love it. It
> is really an addictive game with excellent graphics and sound...
>
>
> Edward S. Baiz Jr.
> (Gamer)

I'm now wondering why I haven't downloaded it yet...

Simon

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.303 / Virus Database: 164 - Release Date: 24/11/2001

5753. Re: Printer On or Off?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 12:26:07 UTC
From: Simon Osborne <atariactive@mac.com>
Message-ID: <yL2Q7.6462$0P2.925994@news11-gui.server.ntli.net>
Source record: 39674

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:HmWP7.29$gO1.3585@newsfeed.slurp.net...
> Hello all,
>
> I am just wondering if most people leave their printer on all the time
> or turn it off when their computer session is done? I have an Epson
> Photo 700 connected to my Hades. Everytime I turn it on, the machine
> goes through some steps and cleans the printer nossels. The manual says
> this wastes ink, so I was debating whether to leave it on all the time.
>
>
> Edward S. Baiz Jr.
> (Gamer)

Hello Ed,

I have two printers here, one of them being an Epson. You're quite right
about it cleaning when the computer is turned on.

We now leave all printers turned off, as well as computers. The Epson is
USB,
and switches itself on when we want to print to it, which is cool.

Simon

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.303 / Virus Database: 164 - Release Date: 24/11/2001

5754. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 14:36:52 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8363E34.A64%atarilp@hotmail.com>
Source record: 39675

in article horseman04-0612012356480001@166.70.161.98, Fourth Horseman at horseman04@block.mac.com wrote on 12/7/01 1:56 AM:

>> Any recollecton of which was the last version of DynaCADD?
>>
>> regards;
>
> I missed the start of this thread so forgive me if this was already
> covered, but does Dyna Cadd do 3D modelling? Specifically, I'm looking for
> something to create 3D2 models on a TT030.

I have the 2D version of DynaCAD, not so useful for 3D work. ;-)
Cyber Sculpt will do it, but it seems to only work in ST high.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5755. Re: Printer On or Off?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 18:11:10 UTC
From: osian@zetnet.co.uk
Message-ID: <3c11063e$0$177@news.zetnet.co.uk>
Source record: 39676

On 7 Dec 2001 03:06:15 G, Edward S. Baiz Jr. wrote:
>I am just wondering if most people leave their printer on all the time
>or turn it off when their computer session is done? I have an Epson
>Photo 700 connected to my Hades. Everytime I turn it on, the machine
>goes through some steps and cleans the printer nossels. The manual says
>this wastes ink, so I was debating whether to leave it on all the time.

I don't use the printer very often so it gets switched on and off when
required.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

5756. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 19:03:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1007836798-259311AEicMi@gmx.net>
Source record: 39709

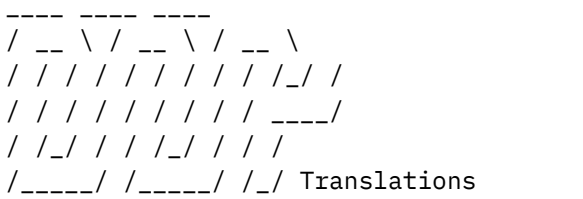
From: swampfax@atlantic.net (John Garone)
Date: Wed, 05 Dec 2001 03:26:11 GMT

Hi John,

>Can anyone suggest a program that will alphabetize a list of names
>in a file, save it in that order and possibly be able to compare two
>file lists for extra or missing names?

What about a database? import the list into a simple table and sort it, do the same thing with the other file and then list the complete set. You'll need a database that's at least semi-relational. Phoenix and Papyrus Base both should be able to do this with a couple of mouse clicks...

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5757. Look to install Linux on TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 19:35:48 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <JS8Q7.12818$V9.1457395@news.direcpc.com>
Source record: 39677

Hi,

Anyone have good experience installing NetBSD Linux onto the TT or Falcon? I picked up a CD which is supposed to be able to install on M68K systems for $3.99 and I would like to install BSD onto my TT030, I've found notes in some readme's on the disk about support for TT's and 19" monitors and other features, but the installs on disk are really focused on i386, MacPPC, VAX, Alpha, MIPs systems and no specific M68K install, any help welcomed.

Curt

5758. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 20:41:07 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112071241.494cba70@posting.google.com>
Source record: 39679

Ken Springer <wordworks@greeleynet.com> wrote in message
news:<3C0EB68E.FFD5F7E7@greeleynet.com>...
> You could also use a word processor/text editor and save it as a
> delimited file format and import into a spreadsheet. Then you could
> sort by columns on whatever info you want, such as the city the person
> lives in (assuming this is an address list).
>
Not a spreadsheet, a database. Sorting files is easily accomplished
in any database program (I use Atariworks, myself).

As for file comparison programs, I know that they exist for the Atari,
but I do not appear to have saved one on my hard drive.

Galen

5759. Re: Please remind me

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 20:45:57 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112071245.1bd64d9e@posting.google.com>
Source record: 39678

osian@zetnet.co.uk (Chris Simon) wrote in message
news:<3c0eb86c$0$175@news.zetnet.co.uk>...
> On 5 Dec 2001 22:40:35 G, Charles Stanley wrote:
> >Funnily enough, I often see emails with an insertion at the top saying
> >that "your computer doesn't understand MIME, so you won't see the complete
> >text"! Just who is kidding whom?
>
> Yes, that's strange - I get the same with MIME encoded emails,
> although I can extract the attachments perfectly.

If you look at the MIME email as a text file, you can see what's
happening. The message about not understanding MIME is written so
that if the computer truly understands MIME the message won't be
posted. Then follows various other things, including text. Often,
the text is sent twice, once MIMEd and once not.

I often run into a similar problem with HTMLd emails. On one
computer, I see the HTML version. On another computer, I will either
see the text version followed by a bunch of HTML code or I will see
nothing at all, since that email program doesn't read HTML.

Galen

5760. Re: How to replace STacy HD and FD?

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 20:48:58 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112071248.465481b3@posting.google.com>
Source record: 39680

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c0aa7fe1dd6a2@madasafish.com>...
> Hi Joshua,
>
> >It does take 3.5" SCSI drives. I certain of that. I mean look at the size of
> >the bloody Stacy! There's room alright. ST Book on the other hand has a 2.5"
> >drive.
>
> I was actually talking about the floppy drive, but...
> They take 3.5" scsi hds? no wonder they wasted batteries in minutes!!

Yep. I stupidly gave away my STacy about five years ago, but I found
it took quite the battery to power the STacy for long. I eventually
used a wheelchair battery, which at 40 pounds weighed more than the
STacy, but did give 20 hours on a charge!

Galen

5761. Re: Badly needed, MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 20:51:03 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0112071251.7116b3ca@posting.google.com>
Source record: 39681

"Simon Osborne" <atariactive@mac.com> wrote in message
news:<JzrP7.3902$QS4.414197@news2-win.server.ntlworld.com>...
> Could someone please be as kind to tell me how I can source a copy of MagiC
> Mac?
>
Try Europe Shareware -- that's how I got my copy last year. A working
knowledge of both French and German is helpful, as the instructions
are in French and the program is in German. At least you can email
your order in English!

Galen

5762. Re: Badly needed, MagiC Mac

Newsgroup: comp.sys.atari.st
Date: 2001-12-07 22:30:44 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c114b4eb8e861@free.fr>
Source record: 39682

Hello,

in article <926a9946.0112071251.7116b3ca@posting.google.com> (comp.sys.atari.st)
Galen wrote on Fri 07-12-2001 12:51 (-0800):

> "Simon Osborne" <atariactive@mac.com> wrote in message
> news:<JzrP7.3902$QS4.414197@news2-win.server.ntlworld.com>...
> > Could someone please be as kind to tell me how I can source a copy of MagiC
> > Mac?

> Try Europe Shareware -- that's how I got my copy last year. A working
> knowledge of both French and German is helpful, as the instructions
> are in French and the program is in German. At least you can email
> your order in English!

Or Europe Shareware North America (aka ESNA).
More infos there: http://www.europe-shareware.org/

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

5763. Re: Look to install Linux on TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 00:19:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9urm9u$v1o$2@dos.canit.se>
Source record: 39683

Curt Vendel <cvendel@worldnet.att.net> skrev:

: Anyone have good experience installing NetBSD Linux onto the TT or
: Falcon? I picked up a CD which is supposed to be able to install on M68K
: systems for $3.99 and I would like to install BSD onto my TT030, I've found
: notes in some readme's on the disk about support for TT's and 19" monitors
: and other features, but the installs on disk are really focused on i386,
: MacPPC, VAX, Alpha, MIPs systems and no specific M68K install, any help
: welcomed.

First of all, are you talking NetBSD or Linux? Those are two different
OSes.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

5764. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 00:41:57 UTC
From: nurmix@spam-free.com
Message-ID: <3c1161b4.2100542@news-server.socal.rr.com>
Source record: 39684

On Thu, 06 Dec 2001 16:31:21 -0700, Ken Springer
<wordworks@greeleynet.com> wrote:

>If these are printer files, I think you'll have to know what printer
>they were intended for. I.E., if the PRN file is intended for an HP
>Laserjet, you will get garbage if you try printing the file to an Epson.

That could be the problem, since I've only got 2 Epson inkjet
printers, and I have no idea what the files were intended for since I
received them directly from SoundPool (and they don't seem to want to
talk about it).

Seems like a very limited and not too useful file format to "save"
something in if you ask me!

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5765. Re: Printer On or Off?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 00:49:43 UTC
From: nurmix@spam-free.com
Message-ID: <3c116399.2585667@news-server.socal.rr.com>
Source record: 39685

On Fri, 07 Dec 2001 03:06:15 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>I am just wondering if most people leave their printer on all the time
>or turn it off when their computer session is done? I have an Epson
>Photo 700 connected to my Hades. Everytime I turn it on, the machine
>goes through some steps and cleans the printer nossels. The manual says
>this wastes ink, so I was debating whether to leave it on all the time.

I turn mine off. The thing is, even if you leave it ON all the time,
if it hasn't been used for a while, it will cycle through the
"cleanup/nozzle charge" routine the first time you ask it to print
something anyway (at least my Epsons do).

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5766. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 00:54:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1007836860-259907AEicMi@gmx.net>
Source record: 39710

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 04 Dec 2001 15:52:27 GMT

Hi Michael,

>Besides, it's only recently that the picture has been put up, and as
>Rodolphe also pointed out, Cortex hasn't heard much from the real producer
>of the card as to its current status. It may or may not be further along
>than CT60 and the producer just doesn't want to give out too much info at
>this point. Or they could just be giving up. Who knows.

Perhaps it's a simple matter of economics... Rodolphe has posted last week
that all in all up to now 100 people have expressed an interest in the CT-60.
I suppose the Tempest will attract the same interest, that's 200 people who
possibly *might* upgrade. 200 people probably isn't enough to even warrant
the production of the Tempest. And 200 people will not attract programmers
either...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5767. Re: Just a heads-up on the Hades060...

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 00:57:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1007836792-258107AEicMi@gmx.net>
Source record: 39707

From: "Flowers 'n' Fliers" <jaju@azob.quik.com>
Date: Sun, 2 Dec 2001 21:38:09 -0700

Hi Jared,

>I also feel the need to ask, what are the xTOS people "bringing to the
>table" to convince people to buy one of their systems? This is a necessity
>anywhere, especially when a system is as relatively "unpopular" (in terms
>of mass appeal) as the Atari/TOS market has been.

Surf to the USENET-archives of Google and look for a thread that started
early in june 2001 named " What CPU would you like to see used in an Atari
clone". Read and digest it...
There are some very informative postings in that thread.

>Rudolph is just bragging. But at least he HAS something to show people.

Yep, a picture.
One of my all time favourite albums is "Every picture tells a story" from
Rod Stewart :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5768. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 01:01:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1007836794-258731AEicMi@gmx.net>
Source record: 39708

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 04 Dec 2001 00:10:49 GMT

Hi Michael,

>Then you could get a CT60 when they're released, since you seem to be
>impressed by that. It would make for a very nice machine, indeed!

Nice but limited.... that Falcon will still have slow and limited graphic capabilities, slow data transfer, no easy way to connect network card, no modern interfaces for future addons etc... One can add a graphic card and romport interface to solve the graphic and network problems, but this will raise the overall price of the machine even more, and the same applies to the Tempest card... impressive as these cards may seem to be, at the end of the day the user is stucked with an ageing computer that can not be easily upgraded and which interfaces are becoming antique. IMO the only *real* way forward is a clone.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5769. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 01:23:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C116B7B.3E397719@greeleynet.com>
Source record: 39687

Paul Nurminen wrote:

> That could be the problem, since I've only got 2 Epson inkjet
> printers, and I have no idea what the files were intended for since I
> received them directly from SoundPool (and they don't seem to want to
> talk about it).
>
> Seems like a very limited and not too useful file format to "save"
> something in if you ask me!

I would agree. They would have been better off just creating a PDF file.

Anyway, I downloaded your files, and they don't work on an HP Laserjet 4 or Epson Color Stylus Pro either. I looked at the files in Edith, and I'd bet money they are printer files based on the Esc filled text at the beginning of the file.

It's also occurred to me, that since these are noted as printed PostScript files, maybe what you need is a Postscript printer. If you don't know anyone that has such an animal, try Kinkos or similar.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5770. Re: Printer On or Off?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 01:25:04 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3c1168f4_3@corp.newsgroups.com>
Source record: 39686

That's one thing I absolutely HATE about the Epsons (the "cleaning cycle" it goes through everytime you turn it on after it's been off awhile). Other than that, I don't like the all-in-one color ink cartridges (I'm partial to the individual color cartridges, like in some Canons and our Xerox DocuPrint).

But you gotta love the high resolution images you get out of the Epsons.

Jared

"Paul Nurminen" <nurmix@spam-free.com> wrote in message news:3c116399.2585667@news-server.socal.rr.com...
> On Fri, 07 Dec 2001 03:06:15 GMT, ebaiz@skyenet.net (Edward S. Baiz
> Jr.) wrote:
>
>
> >I am just wondering if most people leave their printer on all the time
> >or turn it off when their computer session is done? I have an Epson
> >Photo 700 connected to my Hades. Everytime I turn it on, the machine
> >goes through some steps and cleans the printer nossels. The manual says
> >this wastes ink, so I was debating whether to leave it on all the time.
>
> I turn mine off. The thing is, even if you leave it ON all the time,
> if it hasn't been used for a while, it will cycle through the
> "cleanup/nozzle charge" routine the first time you ask it to print
> something anyway (at least my Epsons do).
>
>
> -Paul
>
>
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: nurmix[at]yahoo[dot]com

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5771. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 01:33:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C116DCC.7E87EBBA@greeleynet.com>
Source record: 39688

Galen wrote:

> Not a spreadsheet, a database. Sorting files is easily accomplished
> in any database program (I use Atariworks, myself).

Yep, a database would also work. But people seem to be more familiar with spreadsheets, and many use spreadsheets when the proper application is actually a database.

In fact, if the list (database <G>) is small, the spreadsheet might actually be easier. LDW Power will sort the data in the spreadsheet, but I've not done this. But I have done it in Microsoft Excel. One of John's desires is to be able to check for missing or extra entries. Easily done in a spread sheet by copying all the data to the left or right of the original, and then sort only the copied info. Given the fact that if a spreadsheet were to make errors here, you'd have to wonder what other errors there may be in the programming. And I think I'd toss that program in the trash.

If John wanted to email me his file, I could play with it and see if I can sort it in LDW getting the parameter he wants.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5772. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 01:38:18 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C116F0A.876A64A9@greeleynet.com>
Source record: 39689

Fourth Horseman wrote:

> I missed the start of this thread so forgive me if this was already
> covered, but does Dyna Cadd do 3D modelling? Specifically, I'm looking for
> something to create 3D2 models on a TT030.

No, it will not. But it can import them as standard 3D Cad drawings.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5773. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 04:45:21 UTC
From: horseman04@block.mac.com
Message-ID: <horseman04-0712012145220001@166.70.161.98>
Source record: 39690

In article <3C116F0A.876A64A9@greeleynet.com>, Ken Springer
<wordworks@greeleynet.com> wrote:

> No, it will not. But it can import them as standard 3D Cad drawings.

Are there any applications that work on the TT030 in non-native
resolutions (ie. via my Crazy Dots video card)?

I've got my TT030 running so well now I'm eager to put it to work. :)

- Fourth Horseman -
horseman04@block.mac.com
http://www.collateral-damage.org
[Note: spam protection in place, remove the 'block' to send me e-mail]

5774. Re: YSEDITOR minor bugfix

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 08:14:10 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0112080014.5837373c@posting.google.com>
Source record: 39691

> In all those years no one ever noticed and/or reported this bug in YSEDITOR:
> The "cancel" button in voice copy/swap actions didn't work correctly.
> Anyway, I've fixed it. YSEDITOR PLUS (now v. 2.69) and YSEDITOR V50 (v. 3.24)
> can be found on my website:
>
> http://yseditor.atari.org
>
> or go directly to
>
> http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm
>
> Martin Tarenskeen

Hi Martin

Thanks for the update. I have been using your apps, but I guess I
never noticed it! keep up the good work! Any news on Zodak?

Tim Conrardy
http://tamw.atari-users.net

5775. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 08:31:28 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1007846588-963980AEicMi@xs4all.nl>
Source record: 39716

>Specifically, I'm looking for
>> something to create 3D2 models on a TT030.

Never tried Cyber Sculpt? It does it all with a limit
to the amount of points...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5776. help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 09:53:47 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <FnlQ7.12398$fx.273384@news.easynews.com>
Source record: 39692

Hi,

I am trying to get a recently aquired Mega ST4 and Mega ST2 to work on my TV, as i dont have an Atari monitor nor do I really want the expense of buying one.

I was given this cable, which I was told was a full SCART cable and on inspection it appears to match pinouts and articles I have found on the net.

However ... I get no display from the Mega ST's (just a black screen, although I can hear the audio), but the cable does actually work with my 520STFM. I think the problem is that my TV has no SCART socket so I am putting the signal through the VCR. This works for the STFM as I said and also for my SNES and N64. From what I have read, the VCR is more of an "AV" port than a SCART port. Is this the problem? Is there any way at all to get a display from the Mega ST to the TV through an AV port?

Any help appreciated

Paul

5777. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 11:24:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c11ed9a597570@madasafish.com>
Source record: 39693

Hi switchblade,

>Hi,
>
>I am trying to get a recently aquired Mega ST4 and Mega ST2 to work on my
>TV, as i dont have an Atari monitor nor do I really want the expense of
>buying one.
>
>I was given this cable, which I was told was a full SCART cable and on
>inspection it appears to match pinouts and articles I have found on the net.
>
>However ... I get no display from the Mega ST's (just a black screen,
>although I can hear the audio), but the cable does actually work with my
>520STFM. I think the problem is that my TV has no SCART socket so I am
>putting the signal through the VCR. This works for the STFM as I said and
>also for my SNES and N64. From what I have read, the VCR is more of an "AV"
>port than a SCART port. Is this the problem? Is there any way at all to get
>a display from the Mega ST to the TV through an AV port?

If it works on your STFM then it should also work on the Mega ST. There
is no difference AFAIK. Have you tried to see if the video system on the
Mega is working by plugging it into a tv with the normal RF lead from the
modulator. Actually, do the Megas have modulators?
--
Lyndon Amsdon

5778. David Godec or Sacha Hnatiuk

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 11:45:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c11f4081d1ad0@madasafish.com>
Source record: 39694

Hi

I would like to contact anyone of these. I've tried various email addresses but all get bounced back to me. I've seen Sacha here sometimes so if you're listening please give me an email or pop up here. It is about Centscreen, I know you probably don't develop it or care about developing it but I would like to ask you something about it.

Thanks.
--
Lyndon Amsdon

5779. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 12:26:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c1206e04a1db0@tripnet.se>
Source record: 39699

On Fri 07-12-2001 18:23 (-0700) Ken Springer wrote:

>Anyway, I downloaded your files, and they don't work on an HP Laserjet 4
>or Epson Color Stylus Pro either. I looked at the files in Edith, and
>I'd bet money they are printer files based on the Esc filled text at the
>beginning of the file.

Actually the files are in the HP PCL language. I did some manual
translations from the beginning of ATPENGR.PRN and came out with:

ESC E = Reset printer
ESC (8 U = Character set: HP Roman8
ESC & l 6 d 7 0 P = Lines/inch: 6 + Lines/page: 70
ESC & l 0 E = Top margin: 0
ESC & l 1 X = ?
ESC & l 1 H = Paper feed from tray
ESC & l O = Page Orientation? (Portrait= ESC & l 0 O)
ESC * p 0 x 75 Y = Cursor position x=0 y=75
ESC * c 2 D = Downloaded font ID: 2
ESC) s 75 W = "Create font" followed by 75 bytes of data
ESC * c 33 E = ASCII code nr: 33
ESC (s 121 W = "Download chr" followedby 121 bytes of data

This looked promising so I simply doubleclicked on ATPENGR.PRN in my
TOS3.6 desktop to send it to a DECLASER 5100 that understands HP PCL. A
couple of minutes later all odd pages of a 57 pages manual for Audio
Tracker, very nice looking with graphics etc, is on my knees!

A few strange things though: I first tried to drag the file to the
printer icon in Magic and got garbled characters on a couple of pages
before I turned the printer offline. Then I tried in standard TOS with
FREDWEST.PRG (Printer accelerator) active. This time TOS told my the
printer did not recieve data. After a reboot with no extras att all
everything worked just fine.

I have not tried the other ATPENGL.PRN but it seems obvious that this
file will print as all even pages.

I seem to recall that you run Magic so maybe that is the reason it did
not work in the first place when you tried with a HP laser?

>It's also occurred to me, that since these are noted as printed
>PostScript files, maybe what you need is a Postscript printer. If you

Postscript files are very easy to identify by looking at the beginning of
the file.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5780. EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 12:37:20 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <9ut1hu$2q3$1@news.tpi.pl>
Source record: 39695

Hi,
How can I open an *.eps file on Atari? It is a vector
graphic. Is there any program that can open it and/or
convert into any other format (preferably *.gem)?
I've tried NConvert and NView, but they cannot handle it.
I also tried Artworx and Papillon (no success) but I saw
"EPS - Encapsulated PostScript" option in ConvectorII
window. It seems Convector can only *save* in this
format though :(Is there any other program I may try?

--
Grzegorz Pawlik,
http://marijuana.atari.org/

5781. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 12:40:06 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C120A26.42BEAB4@greeleynet.com>
Source record: 39696

Lyndon Amsdon wrote:
> Actually, do the Megas have modulators?

My US Mega 4 does not.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5782. Re: CAD Modeler for TT?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 12:42:35 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C120ABB.1ADE331C@greeleynet.com>
Source record: 39697

Fourth Horseman wrote:
>
> I've got my TT030 running so well now I'm eager to put it to work. :)

I honestly don't know. You could try Neon Grafix or InShape if you can
find a copy.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5783. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 13:10:13 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c1210fcc87ec0@tripnet.se>
Source record: 39698

On Sat 08-12-2001 11:24 (GMT) Lyndon Amsdon wrote:

>>520STFM. I think the problem is that my TV has no SCART socket so I am
>>putting the signal through the VCR. This works for the STFM as I said and
>>also for my SNES and N64. From what I have read, the VCR is more of an "AV"
>>port than a SCART port. Is this the problem? Is there any way at all to get
>>a display from the Mega ST to the TV through an AV port?
>
>If it works on your STFM then it should also work on the Mega ST. There
>is no difference AFAIK. Have you tried to see if the video system on the
>Mega is working by plugging it into a tv with the normal RF lead from the
>modulator. Actually, do the Megas have modulators?

STFM has a modulator and will work.

Mega ST has no modulator and will not work.

Mega STe has a modulator and will work.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5784. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 14:02:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007899528.18449.2@iapetus>
Source record: 39731

Hi Kenneth

| >If it works on your STFM then it should also work on the Mega ST. There
| >is no difference AFAIK. Have you tried to see if the video system on the
| >Mega is working by plugging it into a tv with the normal RF lead from the
| >modulator. Actually, do the Megas have modulators?
|
| STFM has a modulator and will work.
|
| Mega ST has no modulator and will not work.
|
| Mega STe has a modulator and will work.

My MegaSTE doesn't have a modulator.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5785. Re: Look to install Linux on TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 15:56:32 UTC
From: JOHN NICHOLAS OAKES <doyene@zetnet.co.uk>
Message-ID: <WS3.4b5aeefe.ce2021e0.doyene@zetnet.co.uk>
Source record: 39724

In message <JS8Q7.12818$V9.1457395@news.direcpc.com>
Curt Vendel wrote:
>Hi,

> Anyone have good experience installing NetBSD Linux onto the TT or
>Falcon? I picked up a CD which is supposed to be able to install on M68K
>systems for $3.99 and I would like to install BSD onto my TT030, I've found
>notes in some readme's on the disk about support for TT's and 19" monitors
>and other features, but the installs on disk are really focused on i386,
>MacPPC, VAX, Alpha, MIPs systems and no specific M68K install, any help
>welcomed.

Hei Curt.
Check which version you have. I tried NetBSD 1.5 but it was limited for graphics on an
normal
TT030. if are using HD Driver for hard drive booting do not bother, use Debian/Linux
instead.
If you would like the installation details I will download from my Wasabi version1.5.

regards

JNO

>Curt

--
-
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
- John Nicholas Oakes -
+ doyene@zetnet.co.uk +
- NEW MOSTON, MANCHESTER -
+ ENGLAND +
- Atari TT030 + GNU/Linux -
+ Draconis / WenSuite +
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-

- ATARIAN FOREVER -

5786. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 17:10:48 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <3c124690$1_4@corp.newsgroups.com>
Source record: 39700

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message
news:B83162EE.1B356%

> No offense intended, but did you not read the post you are replying to? He
> said the Micro ATX PS might do it. So if it does work, why would you want
> someone to design/build one. Kinda like re-inventing the wheel, no?

No offense taken, but... can someone please show me a picture of one of
these micro ATX power supplies? Never seen any 'cept the kind that go into
tower cases.

> Go ahead and get one! There's plenty of used ones out there! Plus, it
might
> give you a little better perspective on the Atari market if you actually
own
> one. I'm on my second one. This one I've re-cased in an ATX mid-tower with
a
> PC power supply, placed the "ATARI Falcon030" plaque from the original
> machine on the front under the floppy drive (looks like it was made to go
> there), put in a CD-RW drive, and use a MSTE/TT keyboard (my personal
> favorite Atari keyboard made). It's also got a Nemesis board installed
and
> a multisync monitor. I've just got a few more little things to do before
the
> project is completed, but it's in working condition and looks sweet! Other
> than for Internet stuff, I use it more than my new iMac, as I think it's
> simply more fun. You should try one! Then you could get a CT60 when
they're
> released, since you seem to be impressed by that. It would make for a very
> nice machine, indeed!

Haven't got the $500+ to buy one and really can't justify that kind of money
to such when I'd still need to pay about $300 more for the CT60. That kind
of money can pay a lot of bills for a few months... and that's about what it
all boils down to. My days of luxury more or less ended shortly after
getting married.

No more $5,000 computers for me (the cost I paid for a Power Macintosh
9500/120 when they were new)... that's for sure!

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

5787. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:05:30 UTC
From: nurmix@spam-free.com
Message-ID: <3c1255cc.3277627@news-server.socal.rr.com>
Source record: 39701

On Fri, 07 Dec 2001 18:23:07 -0700, Ken Springer
<wordworks@greeleynet.com> wrote:

>I would agree. They would have been better off just creating a PDF
>file.
>
>Anyway, I downloaded your files, and they don't work on an HP Laserjet 4
>or Epson Color Stylus Pro either. I looked at the files in Edith, and
>I'd bet money they are printer files based on the Esc filled text at the
>beginning of the file.
>
>It's also occurred to me, that since these are noted as printed
>PostScript files, maybe what you need is a Postscript printer. If you
>don't know anyone that has such an animal, try Kinkos or similar.

Yes, SoundPool did finally answer my e-mail about the files with the
following:

-You just have to go to copyshop or someone who has postscript
-printer to print out manual.
-We do not have any other file [format].

Seeing as I don't have a PostScript printer, I suppose I'll have to
visit my local Kinko's store for a printout.

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5788. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:10:59 UTC
From: nurmix@spam-free.com
Message-ID: <3c1256bd.3518570@news-server.socal.rr.com>
Source record: 39702

On Sat, 08 Dec 2001 12:26:22 GMT, "Kenneth Medin"
<kennethm@tripnet.se> wrote:

>Actually the files are in the HP PCL language. I did some manual
>translations from the beginning of ATPENGR.PRN and came out with:
>
>ESC E = Reset printer
>ESC (8 U = Character set: HP Roman8
>ESC & l 6 d 7 0 P = Lines/inch: 6 + Lines/page: 70
>ESC & l 0 E = Top margin: 0
>ESC & l 1 X = ?
>ESC & l 1 H = Paper feed from tray
>ESC & l O = Page Orientation? (Portrait= ESC & l 0 O)
>ESC * p 0 x 75 Y = Cursor position x=0 y=75
>ESC * c 2 D = Downloaded font ID: 2
>ESC) s 75 W = "Create font" followed by 75 bytes of data
>ESC * c 33 E = ASCII code nr: 33
>ESC (s 121 W = "Download chr" followedby 121 bytes of data

Nice detective work!

>This looked promising so I simply doubleclicked on ATPENGR.PRN in my
>TOS3.6 desktop to send it to a DECLASER 5100 that understands HP PCL. A
>couple of minutes later all odd pages of a 57 pages manual for Audio
>Tracker, very nice looking with graphics etc, is on my knees!

Excellent! Please send me the bill for your wasted paper!

>I have not tried the other ATPENGL.PRN but it seems obvious that this
>file will print as all even pages.

That's what I would assume.

>I seem to recall that you run Magic so maybe that is the reason it did
>not work in the first place when you tried with a HP laser?

I do, but I also tried under TOS (and on my Windows PC) with the same
results. And actually, I don't have an HP laser. I have 2 Epson
printers: Stylus 600, and Stylus 660.

>>It's also occurred to me, that since these are noted as printed
>>PostScript files, maybe what you need is a Postscript printer. If you

That's what has finally been confirmed by SoundPool.

Well Kenneth, I'd be happy to pay you for your efforts, and for a copy
of the printed manual. I'll follow up on this with you in e-mail.

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5789. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:19:29 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <zOpQ7.7523$aQ6.125639@news.easynews.com>
Source record: 39703

> If it works on your STFM then it should also work on the Mega ST. There
> is no difference AFAIK. Have you tried to see if the video system on the
> Mega is working by plugging it into a tv with the normal RF lead from the
> modulator. Actually, do the Megas have modulators?
> --
> Lyndon Amsdon

Erm the reason I am trying to get it working through the AV cable is that
there is no RF modulator on the MegaST, otherwise I would be using that :-)

5790. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:19:33 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <cVpQ7.7535$aQ6.128258@news.easynews.com>
Source record: 39704

> If it works on your STFM then it should also work on the Mega ST. There
> is no difference AFAIK. Have you tried to see if the video system on the
> Mega is working by plugging it into a tv with the normal RF lead from the
> modulator. Actually, do the Megas have modulators?
> --
> Lyndon Amsdon

Erm the reason I am trying to get it working through the AV cable is that
there is no RF modulator on the MegaST, otherwise I would be using that :-)

5791. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:19:46 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <kCqQ7.7564$aQ6.146397@news.easynews.com>
Source record: 39705

> If it works on your STFM then it should also work on the Mega ST. There
> is no difference AFAIK. Have you tried to see if the video system on the
> Mega is working by plugging it into a tv with the normal RF lead from the
> modulator. Actually, do the Megas have modulators?
> --
> Lyndon Amsdon

Erm the reason I am trying to get it working through the AV cable is that
there is no RF modulator on the MegaST, otherwise I would be using that :-)

5792. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:20:36 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <%OrQ7.7613$aQ6.175131@news.easynews.com>
Source record: 39706

> If it works on your STFM then it should also work on the Mega ST. There
> is no difference AFAIK. Have you tried to see if the video system on the
> Mega is working by plugging it into a tv with the normal RF lead from the
> modulator. Actually, do the Megas have modulators?
> --
> Lyndon Amsdon

Erm the reason I am trying to get it working through the AV cable is that
there is no RF modulator on the MegaST, otherwise I would be using that :-)

5793. Re: Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 18:48:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c125538337c70@madasafish.com>
Source record: 39737

Hi Stephane,

>I tried launching Centek's Videomod.app but this has no effects (does
>not work either under single Tos).

Yes, you will need that for use under Magic. Maybe you are not operating
it correctly. You make the screen you want with CentVidel and save it
with a name to your video.dat. Then open up videomod.app in magic and
select the one you want a click on the save button. This will set the
default screen size. You then reboot, and hey presto, new screen rez!
--
Lyndon Amsdon

5794. Atari emulators under Mint

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 19:22:45 UTC
From: Clement.Benrabah@wanadoo.fr
Message-ID: <9utpa5som1@wanadoo.fr>
Source record: 39711

Hello,

I want just to say that i've compiled without any change the X versions
of Stella (2600 emulator) and Atari800 (the famous 8 bit emulator)
and they seem to work under Mint and the X GEM server.

But it's too slow on my Milan 40 at 25Mhz (especially Stella).

So perhaps happy owners of a 060 machine will be interested in knowing that
in order to play old classic games.

If someone want to test Stella, he can contact me, i've still the binary (1214 Kb).
(the c++ compilation needs more than 30 Mb of memory !)

I wish there wasn't a full GEM version of Atari800 that runs on the clones...

Congratulations to Franck Naumann, Guido Flohr, Ralph Lowinski and all the people
that work on the Sparemint project: they are doing great works !

Clement

5795. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 19:25:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9utpf8ebv1@dos.canit.se>
Source record: 39712

switchblade <xxx@nospam.com> skrev:

You really didn't have to post that four times.

:> If it works on your STFM then it should also work on the Mega ST. There
:> is no difference AFAIK. Have you tried to see if the video system on the
:> Mega is working by plugging it into a tv with the normal RF lead from the
:> modulator. Actually, do the Megas have modulators?

: Erm the reason I am trying to get it working through the AV cable is that
: there is no RF modulator on the MegaST, otherwise I would be using that :-)

Well, you'd get a slightly better signal if you use the composite "AV"
output of the monitor port instead of the RF signal.
However, the composite pin of the monitor port is connected to the RF
modulator. If you haven't got a modulator, you haven't got any composite
output, either. And since your TV doesn't have SCART, it won't display the
RGB input, either.

--
/Iggy, the irregular regular

5796. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 20:54:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9utuln$rq9$1@thorium.cix.co.uk>
Source record: 39713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3C1099D3.F466DB25@t-online.de>, ythnagour@t-online.de said:

>I need sample sample files of the following file formats:
>
>.NEO 2bit Grafik Files (NeoChrome Graphic Program)
>.PI1 2bit Grafik Files (Degas File)
>
>does anyone have such (valid) files and can send them to me???

I would doubt it - both of these are 16-colour ST-Low resolutions.
However .PI2 would be 4-colour, i.e. 2 bits (and .PI3 mono/1 bit).
AFAIK Neochrome did not work in 2-bit (of course you could use
just the 4 colours, but it would still be saved in 4-bit).

Regards, /Peter/

5797. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 21:14:33 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1282B9.14C8892C@greeleynet.com>
Source record: 39714

Paul Nurminen wrote:

> Yes, SoundPool did finally answer my e-mail about the files with the
> following:
>
> -You just have to go to copyshop or someone who has postscript
> -printer to print out manual.
> -We do not have any other file [format].
>
> Seeing as I don't have a PostScript printer, I suppose I'll have to
> visit my local Kinko's store for a printout.

At least Ken Medin got them to print on his DEClaser.

I also tried drag and drop with TOS (Hades 060) and I got Error 22 on my Laserjet. I wonder if his DEC is a postscript printer also, since it seems Soundpool confirms it's a postscript file.

There is the possibility I have a bad printer cable attached to my Hades. DynaCADD also will not print, and I get the same error. But I've never taken the time to change cables and see what happens. The cabling also goes through a couple of switch boxes also.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5798. Re: EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 21:24:05 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1284F5.D8D9878A@greeleynet.com>
Source record: 39715

Grzegorz Pawlik wrote:
>
> Hi,
> How can I open an *.eps file on Atari? It is a vector
> graphic. Is there any program that can open it and/or
> convert into any other format (preferably *.gem)?
> I've tried NConvert and NView, but they cannot handle it.
> I also tried Artworx and Papillon (no success) but I saw
> "EPS - Encapsulated PostScript" option in ConvectorII
> window. It seems Convector can only *save* in this
> format though :(Is there any other program I may try?

Try XChange from Eines Computing if you can find a copy.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5799. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 21:30:08 UTC
From: tos4ever@pandora.be
Message-ID: <1f44bo8.1rhxiuq1tzz8c0N%tos4ever@pandora.be>
Source record: 39717
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**internet**
ftp://chapelie.rma.ac.be/atari/internet/atarirc-121.zip
(195.619 bytes) Gem based IRC client for STing/STik/Gluestik

ftp://chapelie.rma.ac.be/atari/internet/cabovl/cab_ovl-14401.zip
(76.787 bytes) CAB.OVL lets you browse the Web and on-line HTML
documents by interfacing with STiK/STing/Gluestik.

**mint**
ftp://chapelie.rma.ac.be/atari/mint/www/cab-for-mint_ovl/ovl18602.tgz
(377.730 bytes) Cab overlay for MiNT-net

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/accman23.zip
(217.041 bytes) account managing program
```

5800. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 21:50:53 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C128B3D.FE23DE60@greeleynet.com>
Source record: 39718

Paul Nurminen wrote:

> Seeing as I don't have a PostScript printer, I suppose I'll have to
> visit my local Kinko's store for a printout.

I just couldn't leave this alone, I had to get to the bottom of it just out of cussed curiosity. <G>

Ken Medin is correct, it is an HP PCL file. I went digging in my Windows 98 books and found out how to do the Windows 98 equivalent of "dragging and dropping" a file on the printer icon in TOS. I learned... you can't. Gee, does that surprise you????

But it can be done in other ways, and it printed. The only problem I had was the printer kept asking for A4 size paper, like I have reams of the stuff in Colorado. <G>

I really ought to finish reading that Windows 98 book! LOL

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

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cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5801. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 22:12:53 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B837DECB.1B404%nameerf@flash.net>
Source record: 39719

in article 1007836794-258731AEicMi@gmx.net, Dennis Vermeire at
dennis.vermeire@gmx.net wrote on 12/7/01 5:01 PM:

> From: Michael and Nicole Freeman <nameerf@flash.net>
> Date: Tue, 04 Dec 2001 00:10:49 GMT
>
> Hi Michael,
>
>> Then you could get a CT60 when they're released, since you seem to be
>> impressed by that. It would make for a very nice machine, indeed!
>
> Nice but limited.... that Falcon will still have slow and limited graphic
> capabilities, slow data transfer, no easy way to connect network card, no
> modern interfaces for future addons etc... One can add a graphic card and
> romport interface to solve the graphic and network problems, but this will
> raise the overall price of the machine even more, and the same applies to
> the Tempest card... impressive as these cards may seem to be, at the end
> of the day the user is stucked with an ageing computer that can not be
> easily upgraded and which interfaces are becoming antique. IMO the only
> *real* way forward is a clone.

That of course depends on your point of view and what your goal with the machine is. For example, I use my Falcon for music with use Cubase Audio. While Cubase won't work on either of these upgrades, they can at least be turned off, letting me still run Cubase. I could then turn them back on for a large burst of speed (relative to the Falcon's speed). A clone wouldn't be able to run Cubase Audio, and while I could talk my wife into letting me have the two computers (Mac and Falcon), a third (especially another Atari-compatible) would be pushing it, I think, and for the compatibility level it would offer, I could probably get a better machine using MagicMac on my G3 iMac. As for graphic capabilities, I could get a graphics card and make a switch to go back and forth between Videl and the card (like Eclipse), and for networking, it's hopefully only a matter of time before Mario Becroft's SCSI ethernet adapter is finished. I don't really need anything beyond that at this point. So for me, a clone wouldn't be very useful, where a CPU upgrade card would. I would have a little more flexibility and backward compatibility all in one machine than I would with a clone (unless someone came out with a PPC Falcon clone that could still run Cubase Audio - fat change with that, though). However, for someone who is upgrading a TT, where backward compatibility with ST or Falcon isn't an issue, then a clone would be the best thing, I agree.

Mike Freeman
nameerf@flash.net

5802. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 22:16:52 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c12985c4da5c00@tripnet.se>
Source record: 39722

On Sat 08-12-2001 14:14 (-0700) Ken Springer wrote:

>Paul Nurminen wrote:

>> Seeing as I don't have a PostScript printer, I suppose I'll have to
>> visit my local Kinko's store for a printout.
>
>At least Ken Medin got them to print on his DEClaser.

Note that the files in question are NOT in Postscript format! They are HP PCL printer commands captured to files.

This might seem a little confusing as the DEClaser actually is a postscript printer. But it also has a PCL interpreter built in which I normally use both when printing from the Atari and pc.

>I also tried drag and drop with TOS (Hades 060) and I got Error 22 on my
>Laserjet. I wonder if his DEC is a postscript printer also, since it
>seems Soundpool confirms it's a postscript file.

Soundpool simply is wrong! But, on the other hand if you speak latin it's a "post script" file meaning it's suited for printing later on :-)

>There is the possibility I have a bad printer cable attached to my
>Hades. DynaCADD also will not print, and I get the same error. But
>I've never taken the time to change cables and see what happens. The
>cabling also goes through a couple of switch boxes also.

You could try to simply print some text _with_ some 8bit characters in it like ï¿½ï¿½ï¿½ so all 8 parallel lines come to use. Why not this text...

Or you could use any pc and enter the proper DOS commands to send a file to the printer.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5803. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 22:17:49 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B837DFF3.1B405%nameerf@flash.net>
Source record: 39720

>> Go ahead and get one! There's plenty of used ones out there! Plus, it
>> might
>> give you a little better perspective on the Atari market if you actually
>> own
>> one. I'm on my second one. This one I've re-cased in an ATX mid-tower with
>> a
>> PC power supply, placed the "ATARI Falcon030" plaque from the original
>> machine on the front under the floppy drive (looks like it was made to go
>> there), put in a CD-RW drive, and use a MSTE/TT keyboard (my personal
>> favorite Atari keyboard made). It's also got a Nemesis board installed
>> and
>> a multisync monitor. I've just got a few more little things to do before
>> the
>> project is completed, but it's in working condition and looks sweet! Other
>> than for Internet stuff, I use it more than my new iMac, as I think it's
>> simply more fun. You should try one! Then you could get a CT60 when
>> they're
>> released, since you seem to be impressed by that. It would make for a very
>> nice machine, indeed!
>
> Haven't got the $500+ to buy one and really can't justify that kind of money
> to such when I'd still need to pay about $300 more for the CT60.

Well, you actually can find them cheaper if you keep your eyes open. I
bought the one I have now, complete with CD-RW, Nemesis, and software, for
$400. And I sold my C-Lab Falcon to a friend for about $200. I've seen them
as cheap as $150.

> That kind
> of money can pay a lot of bills for a few months... and that's about what it
> all boils down to. My days of luxury more or less ended shortly after
> getting married.

I can understand that. My wife and I just had a baby, which severely limits
things, too. But you can get good deals if they're important to you and you
keep your eyes open for them.

Mike Freeman
nameerf@flash.net

5804. Re: CT60 PHOTO !!!!

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 22:31:25 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna1553c.ghr._Adam_@core.preferuje.luzik.pl>
Source record: 39721

>>Besides, it's only recently that the picture has been put up, and as
>>Rodolphe also pointed out, Cortex hasn't heard much from the real producer
>>of the card as to its current status. It may or may not be further along
>>than CT60 and the producer just doesn't want to give out too much info at
>>this point. Or they could just be giving up. Who knows.
>
> Perhaps it's a simple matter of economics... Rodolphe has posted last week
> that all in all up to now 100 people have expressed an interest in the CT-60.
> I suppose the Tempest will attract the same interest, that's 200 people who
> possibly *might* upgrade. 200 people probably isn't enough to even warrant
> the production of the Tempest. And 200 people will not attract programmers
> either...

Tempest design team stated that the will produce it even if only 20 or less
people will be ineresting.

Adam Klobukowski
atar@gabo.pl

5805. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-08 23:09:41 UTC
From: swampfax@atlantic.net
Message-ID: <V4xQ7.33$UU1.8071@news1.atlantic.net>
Source record: 39723

On 7 Dec 2001 18:33:00 -, Ken Springer wrote:

>If John wanted to email me his file, I could play with it and see if I
>can sort it in LDW getting the parameter he wants.
>
>--
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Ken Springer

Hi Ken,
Thanks for the offer but it's not an every day thing!
John G.

5806. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscriptmanual

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 02:50:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C12D158.CE7591AF@greeleynet.com>
Source record: 39725

Kenneth Medin wrote:

> Soundpool simply is wrong! But, on the other hand if you speak latin it's
> a "post script" file meaning it's suited for printing later on :-)

Oh, Groan!!! That is sooooooooo baaaaaad! ROFL!

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5807. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 07:26:43 UTC
From: swampfax@atlantic.net
Message-ID: <TmEQ7.1$7X5.1659@news1.atlantic.net>
Source record: 39726

Hi All,

It looks like QED and A-Z work well for my needs right now. When the list gets to big to handle to compare two similer lists I'll check out the general consensus of a database.

Thanks all for the feedback,
John G.

5808. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 07:37:28 UTC
From: swampfax@atlantic.net
Message-ID: <YwEQ7.2$7X5.1668@news1.atlantic.net>
Source record: 39727

On 8 Dec 2001 09:53:47 G, "switchblade" wrote:
>Hi,
>
>I am trying to get a recently aquired Mega ST4 and Mega ST2 to work on my
>TV, as i dont have an Atari monitor nor do I really want the expense of
>buying one.
>

Hi Paul,
If you can find a piece of hardware called Video Key it gives 4
separate outputs for the SC1124, Video, Audio and TV however my unit
(which I'm not ready to get rid of) gives a lousy TV picture but it's
at least useable in an emergency!
John G.

5809. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 08:20:46 UTC
From: tos4ever@pandora.be
Message-ID: <1f45575.16k1fxvj4e95iN%tos4ever@pandora.be>
Source record: 39728

John Garone <swampfax@atlantic.net> wrote:

> Hi All,
>
> It looks like QED and A-Z work well for my needs right now. When the
> list gets to big to handle to compare two similer lists I'll check out
> the general consensus of a database.

There exist a nice application called ï¿½gale with which you can compair two files.
You can find it on:
<URL:http://reitter-it-media.de/software/egale.html/SiCoPS/lang_en/SiCoPS.html>

or on <URL:ftp://chapelie.rma.ac.be/atari/utilities/egale41d.tos> latest German version
<URL:ftp://chapelie.rma.ac.be/atari/utilities/egale40e.tos> English version

CU,
Martin

5810. Re: EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 08:32:15 UTC
From: tos4ever@pandora.be
Message-ID: <1f456be.smsouks7yerwN%tos4ever@pandora.be>
Source record: 39729

Grzegorz Pawlik <gregory@NOSPAM.atari.pl> wrote:

> Hi,
> How can I open an *.eps file on Atari? It is a vector
> graphic. Is there any program that can open it and/or
> convert into any other format (preferably *.gem)?
> I've tried NConvert and NView, but they cannot handle it.
> I also tried Artworx and Papillon (no success) but I saw
> "EPS - Encapsulated PostScript" option in ConvectorII
> window. It seems Convector can only *save* in this
> format though :(Is there any other program I may try?

Ghostscript will do this for you. You can't save the eps file as gem
though. I believe GS can save in png, tif, img and jpg.
GS can be found on every ftp-server which holds an Atari section.
ftp://chapelie.rma.ac.be//editors/ghostscript/
-rw-rw-r-- 1 ftp 1437413 Mar 29 2000 gemgs13-bin.lzh
-rw-rw-r-- 1 ftp 912312 Mar 29 2000 gemgs13-doc.lzh
-rw-r--r-- 1 ftp 12777 Feb 24 2001 gemgs13-en.lzh
-rw-rw-r-- 1 ftp 684859 Mar 29 2000 gemgs13-fnt1.lzh
-rw-rw-r-- 1 ftp 1184175 Mar 29 2000 gemgs13-fnt2.lzh
-rw-r--r-- 1 ftp 13552 Feb 24 2001 gemgs13-fr.lzh
-rw-rw-r-- 1 ftp 923 Mar 29 2000 gemgs13-ger.txt
-rw-rw-r-- 1 ftp 923 Apr 3 2000 gemgs13-ger.upd.txt
-rw-rw-r-- 1 ftp 560097 Mar 29 2000 gemgs13-lib.lzh
-rw-rw-r-- 1 ftp 65936 Mar 29 2000 gemgs13-src.lzh
-rw-rw-r-- 1 ftp 3928 Apr 3 2000 gemgs13-upd.lzh

You need fnt1, fnt2, bin and lib. This is for the German version.
If you want an english version you need gemgs13-en.lzh too.
Not sure but probably you need upd too.

Furthermore the good old Arabesk 2 is able to read eps files and convert
then into a more suitable format susch as gem, aob, cvg and ai.
Arabesque was once a very good commercial prg. I don't think it's still
available. AFAIK it's German only.

TTFN,
Martin

5811. Re: YSEDITOR minor bugfix

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 09:56:24 UTC
From: nospam@zonnet.nl
Message-ID: <czGQ7.23728$O_4.77634@zonnet-reader-1>
Source record: 39730

On 8 Dec 2001 00:14:10 -, Tim Conrardy wrote:
>> Anyway, I've fixed it. YSEDITOR PLUS (now v. 2.69) and YSEDITOR V50 (v. 3.24)
>> can be found on my website:
>>
>> http://yseditor.atari.org
>>
>> or go directly to
>>
>> http://www.home.zonnet.nl/m.tarenskeen/yseditor.htm
>>
>Hi Martin
>
>Thanks for the update. I have been using your apps, but I guess I
>never noticed it! keep up the good work! Any news on Zodak?
>
>Tim Conrardy
>http://tamw.atari-users.net
>.

Zadok told me to get in contact with them somewhere in 2002.
I still hope UNI_MAN will be available for free by then,
without that awful copy-protect floppy.

Martin

5812. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 12:17:16 UTC
From: switchblade^ <xxx@nospam.com>
Message-ID: <gDIQ7.3980$Li4.29635@news.easynews.com>
Source record: 39732

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9utpf8ebv1@dos.canit.se...
> switchblade <xxx@nospam.com> skrev:
>
> You really didn't have to post that four times.
>

I didnt, it got stuck in my outbox! sorry!

>
> Well, you'd get a slightly better signal if you use the composite "AV"
> output of the monitor port instead of the RF signal.
> However, the composite pin of the monitor port is connected to the RF
> modulator. If you haven't got a modulator, you haven't got any composite
> output, either. And since your TV doesn't have SCART, it won't display the
> RGB input, either.
>
> --
> /Iggy, the irregular regular

So I'm stuffed then?

5813. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 12:43:09 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c135c4a268bc60@tripnet.se>
Source record: 39733

On Sat 08-12-2001 14:02 (GMT) Steve Sweet wrote:

>| Mega STe has a modulator and will work.
>
>My MegaSTE doesn't have a modulator.

Mine does, strange...
--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5814. Re: Look to install Linux on TT030 and/or Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 14:08:09 UTC
From: Fred Horvat <fmhcom@operamail.com>
Message-ID: <s8KQ7.40$uj3.23486@newsfeed.slurp.net>
Source record: 39735

Go to http://www.netbsd.org/Ports/atari/ for more info on the Atari version.

I installed Linux on my plain 4/4 TT and it works fine but's an older
version. I just had a 8 meg TOS partition, a Linux partition and a Linux
swap partition and clicked on the installer program and an about 1 1/2 hours
later booted into Debian Linux. I had a 1X CD-ROM drive otherwise would
have been quicker.
"Curt Vendel" <cvendel@worldnet.att.net> wrote in message
news:JS8Q7.12818$V9.1457395@news.direcpc.com...
> Hi,
>
> Anyone have good experience installing NetBSD Linux onto the TT or
> Falcon? I picked up a CD which is supposed to be able to install on M68K
> systems for $3.99 and I would like to install BSD onto my TT030, I've
found
> notes in some readme's on the disk about support for TT's and 19" monitors
> and other features, but the installs on disk are really focused on i386,
> MacPPC, VAX, Alpha, MIPs systems and no specific M68K install, any help
> welcomed.
>
>
>
> Curt
>
>
>
>

5815. Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 18:31:27 UTC
From: stephane.montarsolo@free.fr
Message-ID: <3c13adfe$0$198$626a54ce@news.free.fr>
Source record: 39736

Hello everybody

I am using a Falcon fitted with a CT2A accelerator board. I recently installed Magic 6.1, considering it was high time to get into multitasking operating systems. Everything fine so far (with the help of the french Atari newsgroup - sorry to be French) except one thing :

I became used to having available extended screen modes on my Falcon (640*480*tc or 800*600*256) under single Tos using Centscreen (uses well the extra capacities of the CT2 board), but now, under Magic, I have not yet found a way to use thoses. The only thing I got so far is Centscreen running with a Standard video mode (I know because I got the screensaver feature kicking on) but I have been unable to change screen modes or even boot into an extended mode. I am up to now using magxdesk as desktop.
I tried launching Centek's Videomod.app but this has no effects (does not work either under single Tos).

Anybody succeeded and got the "magic" recipe for it ?

Thanks a lot for any idea.

Stephane Montarsolo

5816. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 19:50:40 UTC
From: nurmix@spam-free.com
Message-ID: <3c13bf36.2551315@news-server.socal.rr.com>
Source record: 39738

On Sat, 08 Dec 2001 14:50:53 -0700, Ken Springer
<wordworks@greeleynet.com> wrote:

>Ken Medin is correct, it is an HP PCL file. I went digging in my
>Windows 98 books and found out how to do the Windows 98 equivalent of
>"dragging and dropping" a file on the printer icon in TOS. I
>learned... you can't. Gee, does that surprise you????

I know what you mean. I researched printing .PRN files in Windows,
and found information on the Microsoft site. However, it also didn't
work. And I too was just a "shocked" as you were! <hahaha>

>But it can be done in other ways, and it printed. The only problem I
>had was the printer kept asking for A4 size paper, like I have reams of
>the stuff in Colorado. <G>

All is not lost!

After Kenneth's clarification on what the files actually were, I also
did some searching, and came up with a few programs that claimed to be
able to convert PCL to PDF, as well as print. A couple that I found
did correctly display the manual, but put it's own "watermark" on the
page when printing it out (and it wasn't small either!). And they
want something like $400 - $1500 for the software!!! Hmm, let's
see... I paid $68 for Audio Tracker, and $1500 to learn how to use it!
I don't think so!

But I did more searching, and finally came up with a free program
called "FORMVIEW". I can now view the manual, and printing works as
well - although I had to mess around with the software to get it to
scale the pages a little bit, since they weren't fitting entirely on
the page. Like you said, it's most likely because the manual is
originally intended for A4 size paper, whereas "letter" is the
standard size here in California! But I think I've worked out that
problem too. I'm going to try to print out the whole thing today.

>I really ought to finish reading that Windows 98 book! LOL

Ha! I've got a couple here on the desk you can look at when you're
done...

Thanks for all the input and help guys!

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5817. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 21:46:27 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C13DBB3.6EF0E08@greeleynet.com>
Source record: 39739

Paul Nurminen wrote:
>
> After Kenneth's clarification on what the files actually were, I also
> did some searching, and came up with a few programs that claimed to be
> able to convert PCL to PDF, as well as print. A couple that I found
> did correctly display the manual, but put it's own "watermark" on the
> page when printing it out (and it wasn't small either!). And they
> want something like $400 - $1500 for the software!!! Hmm, let's
> see... I paid $68 for Audio Tracker, and $1500 to learn how to use it!
> I don't think so!

Shareware or demo versions of the software, I'd bet. I don't blame the producers of the programs for that.

FYI, if for windows you want to create a PDF file, there is a program called PDF Factory that installs itself as a printer driver, so you can create a basic PDF file as long as the software lets you select your printer driver. All for $50 US

> But I did more searching, and finally came up with a free program
> called "FORMVIEW". I can now view the manual, and printing works as
> well - although I had to mess around with the software to get it to
> scale the pages a little bit, since they weren't fitting entirely on
> the page. Like you said, it's most likely because the manual is
> originally intended for A4 size paper, whereas "letter" is the
> standard size here in California! But I think I've worked out that
> problem too. I'm going to try to print out the whole thing today.

Letter is standard in the US, A4 in Europe.

You know, since the PCL file can be loaded into an Atari text editor where you can edit the entire ASCII character set, I wonder if you could translate the page size codes from A4 to Letter and have the manual print out.... A lot would depend on whether there are page headers and footers I would think.

> >I really ought to finish reading that Windows 98 book! LOL
>
> Ha! I've got a couple here on the desk you can look at when you're
> done...

::laughing:: Yea, right, as if that was the only book I have around here to get read!

> Thanks for all the input and help guys!

You're welcome.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5818. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 22:14:49 UTC
From: swampfax@atlantic.net
Message-ID: <tnRQ7.18$tg6.16794@news1.atlantic.net>
Source record: 39742

Ok Martin, Thanks.
John

On 9 Dec 2001 08:20:46 G, Martin Byttebier wrote:
>John Garone <swampfax@atlantic.net> wrote:
>
>> Hi All,
>>
>> It looks like QED and A-Z work well for my needs right now. When the
>> list gets to big to handle to compare two similer lists I'll check out
>> the general consensus of a database.
>
>
>There exist a nice application called gale with which you can compair two files.
>You can find it on:
><URL:http://reitter-it-media.de/software/egale.html/SiCoPS/lang_en/SiCoPS.html>
>
>or on <URL:ftp://chapelie.rma.ac.be/atari/utilities/egale41d.tos> latest German version
><URL:ftp://chapelie.rma.ac.be/atari/utilities/egale40e.tos> English version
>
>CU,
>Martin
>.

5819. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 22:21:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9v0o4i$9pr$1@thorium.cix.co.uk>
Source record: 39740

In message <TmEQ7.1$7X5.1659@news1.atlantic.net>, swampfax@atlantic.net said:

> It looks like QED and A-Z work well for my needs right now. When the
>list gets to big to handle to compare two similer lists I'll check out
>the general consensus of a database.

Hi John!

As I said before, Egale (shareware) lets you compare two files and
even 'equalize' them automatically if one has some additions (by
inserting blank lines in inverse video in the other file). The
only thing to bear in mind is that the comparison works linewise
(or in binary) so if line-breaks change the lines will not be
recognized as equal.

Regards, /Peter/

5820. Re: EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 22:21:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9v0o4i$9ps$1@thorium.cix.co.uk>
Source record: 39741

In message <1f456be.smsouks7yerwN%tos4ever@pandora.be>, tos4ever@pandora.be said:

>> How can I open an *.eps file on Atari? It is a vector
>> graphic. Is there any program that can open it and/or
>> convert into any other format (preferably *.gem)?
>> I've tried NConvert and NView, but they cannot handle it.
>> I also tried Artworx and Papillon (no success) but I saw
>> "EPS - Encapsulated PostScript" option in ConvectorII
>> window. It seems Convector can only *save* in this
>> format though :(Is there any other program I may try?
>
>Ghostscript will do this for you. You can't save the eps file as gem
>though. I believe GS can save in png, tif, img and jpg.
>GS can be found on every ftp-server which holds an Atari section.
>ftp://chapelie.rma.ac.be//editors/ghostscript/
--SNIP--
>You need fnt1, fnt2, bin and lib. This is for the German version.
>If you want an english version you need gemgs13-en.lzh too.
>Not sure but probably you need upd too.

Hi Martin!

I don't think he needs the fnt2 file (the author mentions this). I
must say that I have had problems with gemgs13 - in many PDF files
I tried it only shows the first few pages. The older gemgs12 on
the other hand shows them OK. Haven't trieds any *.eps files
though.

Regards, /Peter/

5821. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-09 22:28:34 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c1539bf$0$176@news.zetnet.co.uk>
Source record: 39606

"Paul Nurminen" <nurmix@spam-free.com> wrote in message
news:3c13bf36.2551315@news-server.socal.rr.com...
| On Sat, 08 Dec 2001 14:50:53 -0700, Ken Springer
| <wordworks@greeleynet.com> wrote:
| . . . . .
| >But it can be done in other ways, and it printed. The only problem I
| >had was the printer kept asking for A4 size paper, like I have reams of
| >the stuff in Colorado. <G>
| . . . . .
| But I did more searching, and finally came up with a free program
| called "FORMVIEW". I can now view the manual, and printing works as
| well - although I had to mess around with the software to get it to
| scale the pages a little bit, since they weren't fitting entirely on
| the page. Like you said, it's most likely because the manual is
| originally intended for A4 size paper, whereas "letter" is the
| standard size here in California! But I think I've worked out that
| problem too. I'm going to try to print out the whole thing today.

As far as I know A4 is smaller than letter so there shouldn't be a problem
(except fewer sheets used using letter in a large document).

--
JI Logan

5822. Atari Times Year End!

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 04:29:06 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C1439D5.409FAAD8@ataritimes.com>
Source record: 39743
Cross-posted to: rec.games.video.atari,rec.games.video.classic,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

There's only a few days left to pre-order your copy of The Atari Times 2001 Year-End Issue! This 100-page issue includes the years best from The Atari Times website as well as over 15 pages of new material and articles! Also, a color-cover will be included. You can see for yourself by going to http://www.ataritimes.com/specialfeatures/2001_YearEnd.html

Only 50 copies of this special issue will be printed, so make sure you guarantee yours by preordering by December 14. The preorder price is only $16.95! And don't worry about shipping, it's included in the issue price.

http://www.ataritimes.com/specialfeatures/2001_YearEnd.html

Thanks for supporting The Atari Times!

--
Gregory D. George

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=-=-=-
```

5823. FS: Falcon w/Afterburner 040 + MiNT + Software

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 04:47:19 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <9v1env$3qg$1@slb0.atl.mindspring.net>
Source record: 39744
Cross-posted to: comp.sys.atari.st,dfw.forsale

All,

I'm offering the following Falcon system for sale.
All hardware is in excellent working condition EXCEPT for the native video output of the Falcon. There is a slight blue tinge that comes and goes. This blue tinge is not present on the video card output.

$1000 or best offer. Price does not include shipping.

Included hardware
---
o Falcon 030 in C-LAB MK-X Case
o 1.2 GB Internal Toshiba IDE hard drive
o Afterburner040 w/hardware switch to switch back to 030
o 36 MB RAM (4MB on board, 32MB on the Afterburner040)
o Nemesis accelerator
o Nova 64-bit graphics card with 2 MB VRAM
o QWERTYX AT keyboard/serial mouse adapter mounted internally w/hardware switch for compatibility
o Mega STe keyboard
o Microspeed keyboard
o Mouse
o Motorola 28.8 external modem
o External monitor switch for Nova/Falcon video output
o All necessary interconnecting cables and power supplies
o 4.3 GB Internal IBM SCSI hard drive. This is currently house in a case, and is required in order to boot MiNT.

Commercial Software
---
o NVDI 4.11
o Papyrus Gold 3.64 with 4.25 upgrade
o ProCopy ST
o SpeedoGDOS
o XBoot III
o Atari MultiTOS (upgraded)
o CAB 2.7
o CD Font Manager ST
o Extendos Pro
o Extendos Gold
o HD Driver 7.11 with 7.71 upgrade
o Thought - Idea processor (design tool)
o AtariWorks
o N.AES 2.0

o Straight Fax 2
o Flash II
o Bird of Prey CD (Floating Fish collection of Falcon stuff)
o Expert Software 2000 Fonts CD
o Bitstream 500 Fonts CD
o Selected Signs Font CD
o Speedo Superfont
o Wercs Resource editor
o Cleanup ST
o CD Writer
o GEMTrade German translation program
o MicroRTX
o ScanX scanner software
o UVK 2000
o MegaPaint CAD tool
o Radical Race (game)

Registered shareware
---
o Paula mod player
o CLA Digitial Circuit Designer
o Thing 1.27
o ANIPlay
o Others, I know....

Other software
---
o MiNT installed across both disks
o MiNT 1.12 currently running
o RPM installed
o SSL version of Lynx installed

I can be reached via email at michael12@mindspring.com, or you can
reach me by phone at 817-427-2129 in the evenings.

Thanks.
--
Michael White
michael12@mindspring.com

5824. FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 05:16:23 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <9v1geeaqn1@slb6.atl.mindspring.net>
Source record: 39745
Cross-posted to: comp.sys.atari.st,dfw.forsale

All,

I'm selling the following commercial software development
and license (yes, you can update these and sell them within
the terms of the agreement). Includes source code, user
documentation, and directions on how to build.

Includes all necessary tools to build.

$300 or best offer. Price does not include shipping.

Packages
----
o Diamond Back
o Diamond Edge

Included commercial software
----
o Lattice C 5.6
o Iface Color Resource editor

Books
-----
o Best Electronics catalog
o Atari Compendium
o The ST Assembly Language Workshop
o Introducing Atari ST machine code
o MC68030 User's manual (Motorola)
o MC68040 User's manual (Motorola)
o MC68060 User's manual (Motorola)
o 68K programmer's reference manual (Motorola)
o ST Disk Drives
o Atari ST Internals
o Atari ST: VDI

I can be reached via email at michael12@mindspring.com, or you can
reach me by phone at 817-427-2129 in the evenings.

Thanks.
--
Michael White
michael12@mindspring.com

5825. TT keyboard/Znet

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 06:59:57 UTC
From: Dennis Bishop <hakaida@earthlink.net>
Message-ID: <N3ZQ7.64$5K4.14232@newsread1.prod.itd.earthlink.net>
Source record: 39596

I've had a very bad year this last year, what with my car giving out and other things happening. So I hope this next year will be better, so to get one the right track, I need two bits of hardware and a isp question.

1st, I'm still in need of a keyboard for my TT, I've been able to use it to put files on floppys via UISIII, but I can't type with it. A guy offered me a keyboard last year in trade for the old one and $25.00, but when I e-mail him about getting his address for shipping, I never got an answer back. As I live on a fixed income budget, I have to plan up to 60 days ahead.

I also need a power supply for my Falcon or a good clear set of plans to turn a pc power supply into one for a falcon.

and then I need to know, has anyone ever got a Atari machine on the Znet ISP? I know of another one I've contacted and the TT could get on their system using the PPP setup, but as Znet is a bit cheaper, I'm wondering about them.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

5826. Charming Chaos Month

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 07:03:01 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0112092303.3747396f@posting.google.com>
Source record: 39597

Hi All

This Month at the Atari-MIDI mailing list we are covering Electronic Cows great algorithmic application called "Charming Chaos". So far we are covering some ground with some uploads and information as we are learning this application as a group. I would welcome anyone here to join us as well.See signiture for link to the list. We could use more input.

If you have not tried this wonderfull program, now is the time. You do not need to be a musician to get something out of it, but by tweaking parameters can come up with some cool stuff.Here is some info as well as the download link on ECows site.

==========
Charming Chaos

Charming Chaos is an algorithmic MIDI sequencer, with a built-in DNA Seed Construction tool that enables you to create your own algorithms. Music composed in Charming Chaos can be recorded in real-time to disk as a type 0 MIDI file, ready to use in your favourite MIDI sequencing package for further editing. If that's not enough, Charming Chaos also runs as both a desktop accessory and a standalone GEM program, so you can run it at the same time as another sequencer.

Main Features:
4x4 note polyphonic parts
10 programmable DNA seeds
Scale /velocity/ MIDI controller groove mapping templates.
Internal/external MIDI sync.
Real-time MIDI file recording
Programmable MIDI mixer
Portemento/program change and MIDI channel settings
Real-time MIDI input modulation.

Requirments:

Tos1.02-4.04 STFM, STE, TT, Falcon
1 Mb of memory (more may be required when run as an ACC.
640x480 display

(ST HI, TT MED, TT HI, Falcon High color modes.
Will not work in ST MED or Low.)
MIDI Module required. MIDI input source recommended.

Upload section for the Atari-MIDI mailing list: Charming Chaos MIDI files and DNA seeds. The TXT file of the manual is also there:

http://groups.yahoo.com/group/atari-midi/files/AOTM/DEC2001_CHARM/

Web page at Electronic Cow:
http://dspace.dial.pipex.com/electronic_cow/chaos.htm

Download:
http://dspace.dial.pipex.com/electronic_cow/software/chaos.zip

The manual:
http://dspace.dial.pipex.com/electronic_cow/manuals/chaos.htm

==========
Hope to see you at Atari-MIDI!

Tim Conrardy
==========
If you use Atari for Midi come join us at Atari-Midi!
****
Tim's Atari Midi World : http://tamw.atari-users.net
Mirror: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.yahoogroups.com/group/atari-midi
==========

5827. CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 07:09:12 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C145F98.A8BE5DC7@siemens.at>
Source record: 39598

Hi,

Last weekend I opened my Falcon tower because the noise of the fan
got unbearable (some loose cable seemed to have got in its way).
After finishing work I now have a (relatively) quiet machine
again but now the CT2b turbo mode doesn't work anymore.
When I boot in 'normal' mode everything works fine (didn't remember
how slow it is) but when I boot in 'turbo' mode I only get the
CT2 help page. I even tried to write the flash RAM new but that
didn't help.
Any suggestion what else I could try ?

Thanks
Gerhard

5828. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 10:20:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200112101120.a33460@du3.maus.de>
Source record: 39628

DV>Nice but limited.... that Falcon will still have slow and limited
DV>graphic capabilities, slow data transfer, no easy way to connect network
DV>card, no modern interfaces for future addons etc... One can add a graphic
DV>card and romport interface to solve the graphic and network problems, but
DV>this will raise the overall price of the machine even more

I bought my falcon in 1994 (sold my MSTE to afford it), then bought a NOVA graphics card in 1996, *this* year a networking card was added to my equipment and hopefully next year the CT060 will be available so I can upgrade my falcon again.
Don't you agree that although the updates were rather expensive compared to PC market prices in the end I saved a lot of money by using such an old computer?

DV>only *real* way forward is a clone.

For new users this might be correct but when did you last see a *new* ATARI user?

Tschuess,

Frank

5829. Re: Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 11:23:20 UTC
From: "Derryck Croker"
Message-ID: <1008058184-129042AEicMi@ntlworld.com>
Source record: 39618

From: stephane.montarsolo@free.fr (Stephane Montarsolo)
Date: 09 Dec 2001 18:31:27 GMT

>Anybody succeeded and got the "magic" recipe for it ?

Although I'm able to adjust screen sizes and all that, it's totally useless
for me. Part of the screen gets duplicated at one edge of the monitor, and
there is pixel garbage at the bottom of the screen.

I therefore use Videlity. It's supposed to be free these days, but I'm
afraid that I don't know where you can download it from.

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5830. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 11:28:46 UTC
From: "Derryck Croker"
Message-ID: <1008058188-129638AEicMi@ntlworld.com>
Source record: 39619

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Mon, 10 Dec 2001 08:09:12 +0100

>After finishing work I now have a (relatively) quiet machine
>again but now the CT2b turbo mode doesn't work anymore.

Oh :-(

>how slow it is) but when I boot in 'turbo' mode I only get the
>CT2 help page. I even tried to write the flash RAM new but that
>didn't help.

I think that one of the settings in those pages is to bring the "help" page up each time when you boot up - perhaps you should look through all the pages.

You might also try resetting the NVRAM. You must boot into "Normal" mode to do this and to use the BIOS flasher.

Hope you get it fixed!

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5831. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 16:27:42 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1008008678-48023AEicMi@gmx.net>
Source record: 39602

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Sat, 08 Dec 2001 22:12:53 GMT

Hi Michael,

>A clone wouldn't be able to run Cubase Audio, and while I could talk my
>wife into letting me have the two computers (Mac and Falcon), a third
>(especially another Atari-compatible) would be pushing it,

I could try to be the wise guy and tell you that one can add a STarTrack
card to the clones and enjoy using Cubase Audio, but then you'll probably
will ask where these cards can be obtained from.
As for your wife, you could explain her in a very calm but decisive manner
that there are more women then Atari computers on this planet <grin>

>I could get a graphics card and make a switch to go back and forth between
>Videl and the card (like Eclipse), and for networking, it's hopefully only
>a matter of time before Mario Becroft's SCSI ethernet adapter is finished.
>I don't really need anything beyond that at this point.

True, but the point was that the clones already have a graphic card and are
able to do networking. I'm not sure but from reading the specs I have the
impression that the Deesse card will be able to run Cubase Audio and other
Falcon specific software as well. So, then it would only cost $150 extra
to turn these clones into a "Super Falcon". If this works, then you don't
really need the Falcon anymore, so you could sell it to Jared <fat grin>

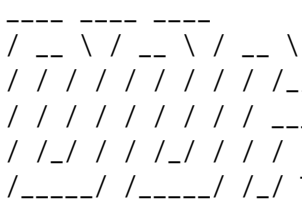
>I think, and for the compatibility level it would offer, I could probably
>get a better machine using MagicMac on my G3 iMac.

Probably, but for someone who hasn't got a G3 of G4 yet, the clones would
be cheaper and even more compatible. And for MiNT users MagiCMac isn't a
solution at all... it's their worst nightmare ;-)

>I would have a little more flexibility and backward compatibility all in
>one machine than I would with a clone (unless someone came out with a PPC
>Falcon clone that could still run Cubase Audio - fat change with that,
>though).

Just suppose that....
One will be able to fit the Tempest card by means of an adapator in a TT,
MegaSTE etc.., from a technical viewpoint I think (?) it shouldn't be a
problem to build an adaptor for the Milan and Hades either. That piece of
hardware would tranform the clone with a fitted Deesse card into some kind
of PPC based Super Falcon, bringing us back where we started: the only real
way forward is by means of a (available) clone.

Cheers from Belgium
Dennis
--



Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5832. Re: TT keyboard/Znet

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 16:53:32 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1008008682-48807AEicMi@gmx.net>
Source record: 39603

From: "Dennis Bishop" <hakaida@earthlink.net>
Date: Mon, 10 Dec 2001 06:59:57 GMT

Hi Dennis,

>1st, I'm still in need of a keyboard for my TT, I've been able to use it to
>put files on floppys via UISIII, but I can't type with it.

If you don't mind a sticky key (letter V) then I've got an intensively used
one here for you :-)
Just mail me...

>and then I need to know, has anyone ever got a Atari machine on the Znet
>ISP? I know of another one I've contacted and the TT could get on their
>system using the PPP setup, but as Znet is a bit cheaper, I'm wondering
>about them.

Yes...
Robert King, James Haslam, James Smith to name just a few use ZNet. I know
for a fact that it runs with IConnect and STiNG. So no problems... :-)

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5833. Old Atari ST games

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 17:50:49 UTC
From: SuzieQ <scorpiosuzy@yahoo.com>
Message-ID: <3c14f3e6_2@corp-goliath.newsgroups.com>
Source record: 39599

Hi all

I have some old Atari ST games sitting at home and if I don't give them away
I'm going to bin them.

I'm in the North London area but takers could potentially also collect from
the Teddington area if more convenient.

Contact me direct on scorpiosuzy@yahoo.com if interested.

Suzanne

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

5834. Bravo Sierra on Auctions!

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 17:50:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112100947150.32553-100000@shell.pacifier.com>
Source record: 39600
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/auctions.htm Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! Recently I expressed opinions of my Pet Peeves on Auctions. Last time I checked, I still have the right to an opinion! Or do we check in our Brain's at the Door around here? The funny thing is, most of us expect this kind of crap from auctions. Most of what I wrote I got from Customers with similar bad luck from auctions! I just cant see why Buyers keep Bidding up the price while Atari Dealers like myself have a marked price on the same item for less? And we stand behind what we sell and our reputations. I'm guessing they have financial interests at stake! We've all heard News Stories like a Human Kidney shows up Mysteriously at auction or when the Oscars showed up after Hijacked from Academy Awards!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm More +NEW in BOX Games/Soft
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/antispam.htm Spamming News!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5835. Re: EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 18:22:25 UTC
From: tos4ever@pandora.be
Message-ID: <1f47s8i.74afh8y7ivb4N%tos4ever@pandora.be>
Source record: 39601

<xlator@cix.compulink.co.uk> wrote:

> In message <1f456be.smsouks7yerwN%tos4ever@pandora.be>,
> tos4ever@pandora.be said:

> >Ghostscript will do this for you. You can't save the eps file as gem
> >though. I believe GS can save in png, tif, img and jpg.
> >GS can be found on every ftp-server which holds an Atari section.
> >ftp://chapelie.rma.ac.be//editors/ghostscript/
> --SNIP--
> >You need fnt1, fnt2, bin and lib. This is for the German version.
> >If you want an english version you need gemgs13-en.lzh too.
> >Not sure but probably you need upd too.
>
> Hi Martin!
>
> I don't think he needs the fnt2 file (the author mentions this). I
> must say that I have had problems with gemgs13 - in many PDF files
> I tried it only shows the first few pages. The older gemgs12 on
> the other hand shows them OK. Haven't trieds any *.eps files
> though.

Have you tried to convert the unreadable pdf's into ps? The GS package holds a utility calles pdf2ps.ttp which like the name suggest convert pdf into ps. Once converted into ps I found that many pdf's which caused troubles were fully readable.

TTFN,
Martin

5836. Re: Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 18:25:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c150d5e1860cb0@madasafish.com>
Source record: 39636

Hi Derryck,

>From: stephane.montarsolo@free.fr (Stephane Montarsolo)
>Date: 09 Dec 2001 18:31:27 GMT
>
>>Anybody succeeded and got the "magic" recipe for it ?
>
>Although I'm able to adjust screen sizes and all that, it's totally useless
>for me. Part of the screen gets duplicated at one edge of the monitor, and
>there is pixel garbage at the bottom of the screen.

Yes, then save that screen mode and reboot. It's far better then Videlity.
--
Lyndon Amsdon

5837. Re: Old Atari ST games

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 19:50:49 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008013890.11724.1@eos>
Source record: 39604

Hi SuzieQ

| I have some old Atari ST games sitting at home and if I don't give them
away
| I'm going to bin them.
|
| I'm in the North London area but takers could potentially also collect
from
| the Teddington area if more convenient.
|
| Contact me direct on scorpiosuzy@yahoo.com if interested.

Since your in N. London, you could bring them along to the Cheshunt computer club this Wednesday evening and get a tea or coffee for your trouble. Pop along to the Wolsey Hall, Windmill lane, Cheshunt, Herts.

--

Steve. S.

5838. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 20:16:54 UTC
From: Terry Ross <terry@aliboom.com>
Message-ID: <WK8R7.2196$TN3.241452@nwrddc02.gnilink.net>
Source record: 39605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Matthias Arndt wrote:

[snipped]

>>does anyone have such (valid) files and can send them to me???
>
> Sure, they are in your mail!
>
> Matthias
>
If you need any more, let me know.... I have lots of them.

Terry

5839. Re: EPS?

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 22:42:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9v3dnuplk1@thorium.cix.co.uk>
Source record: 39607

In message <1f47s8i.74afh8y7ivb4N%tos4ever@pandora.be>, tos4ever@pandora.be said:

>> I don't think he needs the fnt2 file (the author mentions this). I
>> must say that I have had problems with gemgs13 - in many PDF files
>> I tried it only shows the first few pages. The older gemgs12 on
>> the other hand shows them OK. Haven't trieds any *.eps files
>> though.
>
>Have you tried to convert the unreadable pdf's into ps? The GS package holds a
>utility calles pdf2ps.ttp which like the name suggest convert pdf into ps. Once
>converted into ps I found that many pdf's which caused troubles were fully readable.

Hi Martin!

No, I haven't - will do next time I have problems. But as I say,
V1.2 manages them fine for some reason. But I will register
Porthos soon as on that one can choose which PDF pages to print
out. In theory this should be possible with GEMGS as well, but
mostly I can't get it to work and if something goes wrong have to
start printing from the start again...

5840. Re: Alphabetizing Lists of Names

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 23:01:27 UTC
From: swampfax@atlantic.net
Message-ID: <b9bR7.20$pp3.22225@news1.atlantic.net>
Source record: 39608

On 9 Dec 2001 22:21:06 +, xlator@cix.compulink.co.uk wrote:
>In message <TmEQ7.1$7X5.1659@news1.atlantic.net>, swampfax@atlantic.net said:
>
>> It looks like QED and A-Z work well for my needs right now. When the
>>list gets to big to handle to compare two similer lists I'll check out
>>the general consensus of a database.
>
>Hi John!
>
>As I said before, Egale (shareware) lets you compare two files and
>even 'equalize' them automatically if one has some additions (by
>inserting blank lines in inverse video in the other file). The
>only thing to bear in mind is that the comparison works linewise
>(or in binary) so if line-breaks change the lines will not be
>recognized as equal.
>
>Regards, /Peter/
>
>.

Ok Peter, Thanks,
John

5841. [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 23:14:53 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c15424d$0$199$626a54ce@news.free.fr>
Source record: 39609

Hi all,

I just updated my web pages at http://eiffel.atari.org with
addition of somes pictures of first items poduced, but currently
for french user in order to perform somes real tests and be sure
all is ok.

Project is completed, just need somes tests...
Sure you can, if you want, try to build your own board and test it,
it's free. Commercial use is autorized, i think it can help somes
users which like to talk with distributors and get professional quality,
but i like the free "idea" as Linux does, and so i keep this project under
free licence to allow anyone to do what they want. But free dosn't say
that commercial idea isn't allowed, simply a that the core of Eiffel (PIC
program) can take place into a commercial product.

Laurent

5842. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-10 23:50:48 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C154A58.42908C5E@greeleynet.com>
Source record: 39610

JI Logan wrote:

> As far as I know A4 is smaller than letter so there shouldn't be a problem
> (except fewer sheets used using letter in a large document).

A4 paper is narrower than letter, but longer than letter. It's like
8.25 X 11.5 or similar. I'm just too lazy at the moment to get the
exact dimensions.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5843. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 00:03:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9v3ihe$se1$1@thorium.cix.co.uk>
Source record: 39611

In message <3c1539bf$0$176@news.zetnet.co.uk>, jlog@nospam.zetnet.co.uk said:

>As far as I know A4 is smaller than letter so there shouldn't be a problem
>(except fewer sheets used using letter in a large document).

Yes, you are right. There might still be a problem with page
breaks though - depending on whether the original file contains
form feeds or not. I only have experience of it the other way
round: I had a friend print out a long TTF specs file written in
MS Word on A4 that was intended for Letter paper and that left
some paragraph headers as widows and some images were on the wrong
page (and some didn't print at all!).

Regards, /Peter/

5844. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 00:06:50 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B83A9C80.1B43B%nameerf@flash.net>
Source record: 39612

```
>> A clone wouldn't be able to run Cubase Audio, and while I could talk my
>> wife into letting me have the two computers (Mac and Falcon), a third
>> (especially another Atari-compatible) would be pushing it,
>
> I could try to be the wise guy and tell you that one can add a STarTrack
> card to the clones and enjoy using Cubase Audio, but then you'll probably
> will ask where these cards can be obtained from.
> As for your wife, you could explain her in a very calm but decisive manner
> that there are more women then Atari computers on this planet <grin>

I could, but I wouldn't. Guess that shows where my real priorities are then,
huh? What kind of Atarian am I?!?!?! :)

>> I could get a graphics card and make a switch to go back and forth between
>> Videl and the card (like Eclipse), and for networking, it's hopefully only
>> a matter of time before Mario Becroft's SCSI ethernet adapter is finished.
>> I don't really need anything beyond that at this point.
>
> True, but the point was that the clones already have a graphic card and are
> able to do networking. I'm not sure but from reading the specs I have the
> impression that the Deesse card will be able to run Cubase Audio and other
> Falcon specific software as well. So, then it would only cost $150 extra
> to turn these clones into a "Super Falcon". If this works, then you don't
> really need the Falcon anymore, so you could sell it to Jared <fat grin>

I see. I didn't realize this. I was always under the impression that Cubase
Audio was very picky, and needed the specific hardware design of the Falcon,
which is why it doesn't run correctly with a lot of Falcon upgrades (some
types of memory, new CPU's, etc) without turning them off and running in
"classic" Falcon030 mode. If it did, then I'd get rid of the Falcon in a
heartbeat, and get a Milan and the Deese card. Then as far as I'm concerned,
Jared could do as he likes with the Falcon! :)

>> I think, and for the compatibility level it would offer, I could probably
>> get a better machine using MagicMac on my G3 iMac.
>
> Probably, but for someone who hasn't got a G3 of G4 yet, the clones would
> be cheaper and even more compatible. And for MiNT users MagiCMac isn't a
> solution at all... it's their worst nightmare ;-)

Anyone worked with MacMint? How well does it work? Does it run Atari
software (if used with NAES, AES 4.1, XaAES, or whatever?) or does it only
run Mint-only software? In otherwords, does it have any use at all? ;)

>> I would have a little more flexibility and backward compatibility all in
>> one machine than I would with a clone (unless someone came out with a PPC
```

>> Falcon clone that could still run Cubase Audio - fat change with that,
>> though).
>
> Just suppose that....
> One will be able to fit the Tempest card by means of an adapator in a TT,
> MegaSTE etc.., from a technical viewpoint I think (?) it shouldn't be a
> problem to build an adaptor for the Milan and Hades either. That piece of
> hardware would tranform the clone with a fitted Deesse card into some kind
> of PPC based Super Falcon, bringing us back where we started: the only real
> way forward is by means of a (available) clone.

If what you said about the Deese card being able to run Cubase Audio is
true, then I agree with you 100%! I'd love to have a Falcon-compatible clone
like this! Thanks for the info! I hope it's true!

Mike Freeman
nameerf@flash.net

5845. [ebay] Mouse/Joystick extenders

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 09:00:58 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C15CB4A.320E27CB@jps.net>
Source record: 39613

Offering a set of mouse/joystick extenders, this set is short:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308890860

Thanks for looking.

5846. [ebay] SF354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 09:02:14 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C15CB96.897CDCC8@jps.net>
Source record: 39614

Offering an Atari SF354 Floppy Drive:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308891985

Thanks for looking.

5847. [ebay] Jaguar T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 09:03:32 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C15CBE4.ACD6AF17@jps.net>
Source record: 39615

Offering the official Atari Jaguar T-shirt:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308907515

Thanks for looking.

5848. [ebay] Crawly Crypt Collection CD

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 09:04:37 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C15CC25.EB4884CD@jps.net>
Source record: 39616

Offering the Crawly Crypt Collection CD:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308909724

Thanks for looking.

5849. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 09:06:27 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C15CC93.6D4B59C6@jps.net>
Source record: 39617

That is the state the CT2b is in when you first buy it new. Read through the text and it has instructions on what to do at that point. For further help contact Rodolphe at www.czuba-tech.com

Janka Gerhard wrote:
>
> Hi,
>
> Last weekend I opened my Falcon tower because the noise of the fan
> got unbearable (some loose cable seemed to have got in its way).
> After finishing work I now have a (relatively) quiet machine
> again but now the CT2b turbo mode doesn't work anymore.
> When I boot in 'normal' mode everything works fine (didn't remember
> how slow it is) but when I boot in 'turbo' mode I only get the
> CT2 help page. I even tried to write the flash RAM new but that
> didn't help.
> Any suggestion what else I could try ?
>
> Thanks
> Gerhard

5850. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 10:05:15 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna1bmg7.tp5._Adam_@core.preferuje.luzik.pl>
Source record: 39620

> I just updated my web pages at http://eiffel.atari.org with
> addition of somes pictures of first items poduced, but currently
> for french user in order to perform somes real tests and be sure
> all is ok.
>
> Project is completed, just need somes tests...
> Sure you can, if you want, try to build your own board and test it,
> it's free. Commercial use is autorized, i think it can help somes
> users which like to talk with distributors and get professional quality,
> but i like the free "idea" as Linux does, and so i keep this project under
> free licence to allow anyone to do what they want. But free dosn't say
> that commercial idea isn't allowed, simply a that the core of Eiffel (PIC
> program) can take place into a commercial product.

Hello

I don't know anythnig about soldering, so a friend is gonn make Eiffel for
me. He have only one proble: what device/software is used to program that PIC?

Adam Klobukowski
atari@gabo.pl

5851. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 10:24:44 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C15DEEC.47AC990E@siemens.at>
Source record: 39621

Derryck Croker wrote:

> I think that one of the settings in those pages is to bring the "help" page
> up each time when you boot up - perhaps you should look through all the
> pages.

That's the first thing I did, but I found no way to exit the 'help'
page even after going through all pages.

> You might also try resetting the NVRAM. You must boot into "Normal" mode to
> do this and to use the BIOS flasher.

I tried to update the flash with PUTFLASH utility and I also tried
another utility where I can't remember the name at the moment
where one can enter NVRAM parameters like language and keyboard type.
Neither of them gave any error message but when I tried to go to
'turbo' mode again it was the same 'only help page' system again.
Is there anything on the boot partition that's needed at that early
stage ? I don't think so but maybe I'm wrong.

Thanks
Gerhard

5852. xbios 93/94

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 10:59:08 UTC
From: g.goebertus@chello.nl
Message-ID: <3c15e612.8730581@news.ams.chello.nl>
Source record: 39622

Hi all,

I want to read/set the 256 color palette on a Falcon for a program I
am writing.
Looks like I can use the xbios functions 93 (VsetRGB) and 94 (VgetRGB)
for that....
But how do I actually use these calls? All I get is 2 bombs...
I'm programming in GFA basic.
Any help would be greatly appreciated!

Guido

5853. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 11:01:25 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <bIIR7.402$BK1.7636@news.cpqcorp.net>
Source record: 39623

"switchblade^" <xxx@nospam.com> wrote in message
news:gDIQ7.3980$Li4.29635@news.easynews.com...
>
> "Iggy Drougge" <optimus@canit.se> wrote in message
> news:9utpf8ebv1@dos.canit.se...
> > switchblade <xxx@nospam.com> skrev:
> >
> > You really didn't have to post that four times.
> >
>
> I didnt, it got stuck in my outbox! sorry!
>
> >
> > Well, you'd get a slightly better signal if you use the composite "AV"
> > output of the monitor port instead of the RF signal.
> > However, the composite pin of the monitor port is connected to the RF
> > modulator. If you haven't got a modulator, you haven't got any composite
> > output, either. And since your TV doesn't have SCART, it won't display
the
> > RGB input, either.
> >
> > --
> > /Iggy, the irregular regular
>
> So I'm stuffed then?
>
1) If you don't have a modulator then you don't get composite video out from
your ST.
So plain ST's (as opposwed to FMs or E's), and plain Megas don't have any
composite.

2) The SCART sockets on most video recorders only accept composite. Often
the manuals
are not clear on what they do accept.

3) External Modulators were available for the MEGA, (I have one) and these
also have a composite
out, so if you can find one of these you will be o.k.

Dave.

5854. Re: xbios 93/94

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 11:10:50 UTC
From: Adam Klobukowski <_Adam_@gabo.pl>
Message-ID: <slrna1bqb6.u22._Adam_@core.preferuje.luzik.pl>
Source record: 39624

> I want to read/set the 256 color palette on a Falcon for a program I
> am writing.
> Looks like I can use the xbios functions 93 (VsetRGB) and 94 (VgetRGB)
> for that....
> But how do I actually use these calls? All I get is 2 bombs...
> I'm programming in GFA basic.
> Any help would be greatly appreciated!

Wouldn't be better to use:

1) VDI calls - if program have to be system-clean
2) direct mem acces - if program does not need to be clean

Adam Klobukowski
atari@gabo.pl

5855. Re: xbios 93/94

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 11:44:12 UTC
From: g.goebertus@chello.nl
Message-ID: <3c15f214.11804664@news.ams.chello.nl>
Source record: 39625

On Tue, 11 Dec 2001 11:10:50 +0000 (UTC), Adam Klobukowski
<_Adam_@gabo.pl> wrote:

>> I want to read/set the 256 color palette on a Falcon for a program I
>> am writing.
>> Looks like I can use the xbios functions 93 (VsetRGB) and 94 (VgetRGB)
>> for that....
>> But how do I actually use these calls? All I get is 2 bombs...
>> I'm programming in GFA basic.
>> Any help would be greatly appreciated!
>
>Wouldn't be better to use:
>
>1) VDI calls - if program have to be system-clean
>2) direct mem acces - if program does not need to be clean
>
>Adam Klobukowski
>atari@gabo.pl

Hi,
It doesn't need to be clean - Falcon 256 colors only. How do I know
where the palette is located in memory?

Guido

5856. Re: xbios 93/94

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 11:48:01 UTC
From: g.goebertus@chello.nl
Message-ID: <3c15f334.12092887@news.ams.chello.nl>
Source record: 39626

>It doesn't need to be clean - Falcon 256 colors only. How do I know
>where the palette is located in memory?
>

Forgot to tell: I have the palette in rgb format...that's why I choose
those 2 xbios routines...

Guido

5857. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 12:00:57 UTC
From: laurent <laurent.favard@HETSPAMlibertysurf.fr>
Message-ID: <3C15F579.3CE16E7@HETSPAMlibertysurf.fr>
Source record: 39627

> Hello
>
> I don't know anythnig about soldering, so a friend is gonn make Eiffel for
> me. He have only one proble: what device/software is used to program that PIC?

get icprog under windows and jdm programmer, for example...all details
are
in the web page, with links.

laurent

5858. Re: xbios 93/94

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 13:47:40 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3C160E7C.251A95E2@atari.pl>
Source record: 39629

```
DrAmbient napisaďż˝:
>
> Hi,
> It doesn't need to be clean - Falcon 256 colors only. How do I know
> where the palette is located in memory?
>
> Guido

Palette Registers:
*ST:
---------+-----+-------------------------------------------------------+----------
| | BIT 11111198 76543210|
| | 543210 |
| | ST color value .....RRr .GGr.BBb|
| | STe color value ....rRRR gGGGbBBB|
$FFFF8240|word |Video palette register 0 Lowercase = LSB|R/W
: | : | : : : : | :
$FFFF825E|word |Video palette register 15 |R/W
---------+-----+-------------------------------------------------------+----------

*TT:
---------+-----+-------------------------------------------------------+----------
| | BIT 11111198 76543210|
| | 543210 |
| | TT color value ....RRRr GGGgBBBb|
$FFFF8400|word |TT Palette 0 Lowercase = LSB|R/W (TT)
: | : | : : : | : :
$FFFF85FE|word |TT Palette 255 |R/W (TT)
---------+-----+-------------------------------------------------------+----------

*Falcon:
---------+-----+-------------------------------------------------------+----------
| | BIT 33222222 22221111 11111198 76543210|
| | 10987654 32109876 543210 |
| | RRRRRr.. GGGGGg.. ........ BBBBBb..|
$FFFF9800|long |Palette Register 0 Lowercase = LSB|R/W (F030)
: | : | : : : | : :
$FFFF98FC|long |Palette Register 255 |R/W (F030)
---------+-----+-------------------------------------------------------+----------

--
regards
Cyprian Konador
c_konador@atari.pl
```

```
-----------------------------------------------------
F030: FPU/40, DSP/50, 16MB STRAM, CAC - SVGA/SM124
SCSI: HD 1GB, CDROM x6, IDE: HD 3GB, CDRW Teac W58e
1040STe: 4MB, 1040 STfm 1MB, 520 STm 4MB - TV/SM124
2x 65XE: SIO2ST, XC12 - TV
Ibanez 595, handmade fretless bass,
oldschool acoustic bass, Hartke 1415
-----------------------------------------------------
```

5859. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 14:01:19 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C1611AF.868A91DF@siemens.at>
Source record: 39630

Frank Szymanski wrote:
> I bought my falcon in 1994 (sold my MSTE to afford it), then bought a NOVA
> graphics card in 1996, *this* year a networking card was added to my
> equipment and hopefully next year the CT060 will be available so I can
> upgrade my falcon again.
> Don't you agree that although the updates were rather expensive compared to
> PC market prices in the end I saved a lot of money by using such an old
> computer?

Exactly my opinion too. And with the CT60 you will have a faster
computer than any of the clones is and a 100% compatible one too.

> DV>only *real* way forward is a clone.
>
> For new users this might be correct but when did you last see a *new* ATARI
> user?

What does any of the recent clones offer that a PC does not ?
That's why I use a PC for everything that none of my Ataris can do
and the Ataris for everything else, which is most things I care to
do :)

Gerhard

5860. Mega ST 2, 4

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 15:32:14 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <1GpR7.43495$py5.554712@news.easynews.com>
Source record: 39631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would anybody be interested in buying a Mega ST 2? I also have a Mega ST 4 which has a few upgrades, but I'm not sure if I want to sell that :)

I am open to offers - post replies here.

5861. Re: Mega ST 2, 4

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 17:27:14 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <jlrR7.121$CB5.69458@newsfeed.slurp.net>
Source record: 39632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It totally depends on where you are located.

Joshua.

"switchblade" <xxx@nospam.com> wrote in message
news:1GpR7.43495$py5.554712@news.easynews.com...
> Would anybody be interested in buying a Mega ST 2? I also have a Mega ST 4
> which has a few upgrades, but I'm not sure if I want to sell that :)
>
> I am open to offers - post replies here.
>
>
>

5862. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 18:27:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200112111927.a26586@wun.maus.de>
Source record: 39641

Hallo Janka!

JG>That's the first thing I did, but I found no way to exit the 'help'
JG>page even after going through all pages.

There's a hint 2 or 3 pages above the bottom of the help page, IIRC some
control key plus 5 or F5 combination.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

5863. Re: Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 18:34:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c16497a653890@madasafish.com>
Source record: 39557

Hi Derryck,

>>>there is pixel garbage at the bottom of the screen.
>>
>>Yes, then save that screen mode and reboot. It's far better then Videlity.
>
>OK, I did that but my Falcon booted into 640*480, ignoring the res. that I
>saved (using centvid3.app).

You then use Videomode to set the default boot up screen mode.

>I agree that its easier to use than Videlity, and I admit that I had to seek a
>demo of it, but at least Videlity works!!

Hmm, Videlity never reliably got big screen rez. I've managed 1280*800 in
4 colours easy with Centscreen, and little slow down IIRC. Useful for my
CAD work.
--
Lyndon Amsdon

5864. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 18:36:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c16497a653891@madasafish.com>
Source record: 39558

Hi Raoul,

>Hi,
>
>>I can see that Larent used Eagle to create the
>>schematics
>
>What is Eagle? Is it a CAD program and does it work on
>a TT? I have never heard of it...I am only aware of
>DynaCadd, STCAD and Cadans..

PCs maybe Mac, not sure on the latter.
--
Lyndon Amsdon

5865. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 19:31:40 UTC
From: Vincent Castelot <castvi@libertysurf.fr>
Message-ID: <9v5mvk$sf8$1@news4.isdnet.net>
Source record: 39633

```
"> Janka Gerhard wrote:
> >
> > Hi,
> >
> > Last weekend I opened my Falcon tower because the noise of the fan
> > got unbearable ( some loose cable seemed to have got in its way ).
> > After finishing work I now have a ( relatively ) quiet machine
> > again but now the CT2b turbo mode doesn't work anymore.
> > When I boot in 'normal' mode everything works fine ( didn't remember
> > how slow it is ) but when I boot in 'turbo' mode I only get the
> > CT2 help page. I even tried to write the flash RAM new but that
> > didn't help.
> > Any suggestion what else I could try ?
> >
> > Thanks
> > Gerhard

Hello Gerhard,
I think you must read all the text and on the last line it's writting:
'Type shift F9'
regards
Vincent Castelot
```

5866. Re: help wanted with AV cable

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 19:35:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008178087.31933.1@eos.uk.clara.net>
Source record: 39555

Hi David

| 1) If you don't have a modulator then you don't get composite video out
from
| your ST. So plain ST's (as opposwed to FMs or E's), and plain Megas don't
have any
| composite.

My MegaSTE doesn't have a modulator and /does/ have composite out.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5867. Re: Mega ST 2, 4

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 20:58:25 UTC
From: switchblade^ <xxx@nospam.com>
Message-ID: <PruR7.55876$py5.720401@news.easynews.com>
Source record: 39634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> "switchblade" <xxx@nospam.com> wrote in message
> news:1GpR7.43495$py5.554712@news.easynews.com...
> > Would anybody be interested in buying a Mega ST 2? I also have a Mega ST
4
> > which has a few upgrades, but I'm not sure if I want to sell that :)
> >
> > I am open to offers - post replies here.
> >
> >
> >

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:jlrR7.121$CB5.69458@newsfeed.slurp.net...
> It totally depends on where you are located.
>
> Joshua.
>

Sorry - located in the UK, near Birmingham.

5868. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 21:34:39 UTC
From: nurmix@spam-free.com
Message-ID: <3c167beb.9749757@news-server.socal.rr.com>
Source record: 39635

On Sun, 09 Dec 2001 14:46:27 -0700, Ken Springer
<wordworks@greeleynet.com> wrote:

>Shareware or demo versions of the software, I'd bet. I don't blame the
>producers of the programs for that.

Exactly.

>Letter is standard in the US, A4 in Europe.

Yes, I'm aware of that. It makes me wonder how and why that all got
started in the first place though!
;-)

>You know, since the PCL file can be loaded into an Atari text editor
>where you can edit the entire ASCII character set, I wonder if you could
>translate the page size codes from A4 to Letter and have the manual
>print out.... A lot would depend on whether there are page headers and
>footers I would think.

It's probably possible, but I'm guessing it would take quite a bit of
work!

-Paul

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5869. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 21:50:22 UTC
From: nurmix@spam-free.com
Message-ID: <3c167c85.9903798@news-server.socal.rr.com>
Source record: 39637

On Sun, 09 Dec 2001 19:50:40 GMT, nurmix@spam-free.com (Paul Nurminen) wrote:

>But I did more searching, and finally came up with a free program
>called "FORMVIEW". I can now view the manual, and printing works as
>well - although I had to mess around with the software to get it to
>scale the pages a little bit, since they weren't fitting entirely on
>the page. Like you said, it's most likely because the manual is
>originally intended for A4 size paper, whereas "letter" is the
>standard size here in California! But I think I've worked out that
>problem too. I'm going to try to print out the whole thing today.

Well, I've just finished printing the whole manual! However, it DID NOT go as easily as I had hoped...

Yes, the freeware program "FormView" did display all of the pages, but not all of them were displayed correctly. There were a lot of font problems. These really showed up when attempting to print the problem pages. It seems that FormView incorrectly interpreted some italic and bold characters, and instead displayed them as normal fonts, but several point sizes larger than they should have been. This of course caused text to run off the edges of some pages, on top of images within the document, and resulted in a great deal of lost text as well. Often I couldn't even read parts of the pages, since text was on top of other text; and that was all important information that I needed to see.

So, I found yet another DEMO version of a Windows program (called EscapeE) that deals with PCL files. I had to fill out a registration form online, but as a result, it unlocked most of the features of the demo for 30 days. Unfortunately, as far as I could tell, it didn't have the same re-sizing options as the much simpler FormView, so the A4 pages - while correctly displaying and printing with regard to the fonts, were too large for the Letter paper I'm using. By the way, it also put a "watermark" on the top of each displayed & printed page, although not as intrusive as the other software I tried earlier ("PCL Tool"). But what do I expect for a free/demo, right?
;-)

The good news, is that I was able to export to another file type, albeit with the watermark intact. First I tried exporting to PDF. The files then displayed correctly in Adobe Acrobat Reader, but printing was still an issue due to the A4 size. So I exported the PCL files to TIFF images. I then loaded them into a great little freeware image processing/viewing program I have called "IrfanView". I was able to resize the images enough so that, while the page numbers at

the bottom of each page didn't show, all the important information did. I then used IrfanView to print out the pages that FormView couldn't get right, and after a few hours of work, I've got my Audio Tracker Manual!

Whew! A little White Out over the watermarks, and I'll be done.

Thanks again everyone for the help!

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]yahoo[dot]com

5870. XaAES v0.934

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 23:10:30 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C16922E.8070200@chello.nl>
Source record: 39638

LS

There is a new version available on my homepage (url in sig)

All bugfixes.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5871. XaAES v0.934

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 23:39:38 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C169922.21D0A8FC@chello.nl>
Source record: 39639

LS

There is a new version available on my homepage (see sig)
All bugfixes.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

5872. Re: TT keyboard/Znet

Newsgroup: comp.sys.atari.st
Date: 2001-12-11 23:47:16 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3c169b04$0$177@news.zetnet.co.uk>
Source record: 39640

Hi Dennis x2!

>>and then I need to know, has anyone ever got a Atari machine on the Znet
>>ISP? I know of another one I've contacted and the TT could get on their
>>system using the PPP setup, but as Znet is a bit cheaper, I'm wondering
>>about them.
>
>Yes...
>Robert King, James Haslam, James Smith to name just a few use ZNet. I know
>for a fact that it runs with IConnect and STiNG. So no problems... :-)

Actually I use ZETnet, and I'm not sure that Dennis (Bishop) is in the
UK...

Zetnet is fine with Stik and Iconnect but I don't know about ZNet! (Never
actually heard of ZNet.) :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5873. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 06:42:46 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <G%CR7.490$962.278267002@newssvr14.news.prodigy.com>
Source record: 39642

On Tue, 11 Dec 2001 18:00:14 -0800, Hallvard Tangeraas wrote:

I can see that Larent used Eagle to create the schematics (I'm using the
same CAD software)

In the 4.0x version there is an option to export to an image ans png or bmp
format whicha are easily convertible to anything else.

Laurent, if you don't have time send me the .sch and I will generate a
board.

Regards, Rodolphe

> Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr> wrote:
>
>> I just updated my web pages at http://eiffel.atari.org with addition of
>> somes pictures of first items poduced, but currently for french user in
>> order to perform somes real tests and be sure all is ok.
>
> This is of course great news as it will surely extend the lives of many
> Atari STs out there, but without a PCB only those with quite a lot of
> knowledge will attempt building one.
>
> At your website you say that you haven't made any PCB layout available
> as you don't have any circuit-design software, but surely you must have
> some drawings etc. for the PCB(s) you've already made? If you have a
> scanner (or know someone else who does), perhaps you could make this
> available at your website. Then someone who has the time, the right
> software might use that to make a complete PCB to really complete the
> project.
>
> Hallvard

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

5874. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 07:28:00 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <200112120828.a33673@du3.maus.de>
Source record: 39572

JG>Exactly my opinion too. And with the CT60 you will have a faster
JG>computer than any of the clones is and a 100% compatible one too.

=8-)

JG>What does any of the recent clones offer that a PC does not ?

It offers a "real" ATARI computer.

JG>That's why I use a PC for everything that none of my Ataris can do
JG>and the Ataris for everything else, which is most things I care to
JG>do :)

Well, some of us do not want to use more than one computer (lack of room for example) so I think a fast ATARI computer isn't a bad idea.

Tschuess,

Frank

5875. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 08:34:59 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C1716B3.752F2417@siemens.at>
Source record: 39643

Ekkehard Flessa wrote:

> There's a hint 2 or 3 pages above the bottom of the help page, IIRC some
> control key plus 5 or F5 combination.

Well, due to my amazing stupidity I owe an appology to everyone whose
time I stole with my stupid question. Although it's still a mystery
why the help pages popped up suddenly after using the CT2 for so
long, the simple solution was [SHIFT][F9] and after resetting of
several parameters now everything works again. I had tried all
function key before but not with [SHIFT] pressed additionally.

Thanks to all who tried to help
Gerhard

5876. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 08:40:05 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C1717E5.1819508C@siemens.at>
Source record: 39644

Vincent Castelot wrote:

> I think you must read all the text and on the last line it's writting:
> 'Type shift F9'
> regards

In the german distribution which I use, unfortunately, this information
is not given on the last line but somewhere in the middle of the text.
That's why I overread it several times when I 'quick read' the text
for such an information. But last night I found it and now everything
works normal again.

many thanks
Gerhard

5877. How to make STacy HD bootable?

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 08:56:39 UTC
From: Klaus Seiner <kseiner@edu.uni-klu.ac.at>
Message-ID: <3c171b9c$0$38444$3b214f66@news.univie.ac.at>
Source record: 39645

Hi!

I just received a Stacy (i�ve never had an Atari before). So when i turn it
on, no Harddisk is found.

I also got the following floppy disk:

o)Auto
- AHDI.PRG
- FOLDR100.PRG
o)HDX
- HDX.PRG
- HDX.RSC
- SHIP.PRG
- WIW.CAP
o)HINSTALL
- COLDBOOT.PRG
- HINSTALL.PRG
- HINSTALL.RSC
- SHDRIVER.RAW

When i start HINSTALL.ORG and then COLDBOOT.PRG - i get the HD symbol and
can
access the HD.
But when i turn it off and on again the HD is gone.

So, what shall i install (and where or how :) so that every time i boot, the
HD is visible ???

(You see - i am a total newbie)

thank you for your help

Klaus

5878. Re: Anthony Green In Tassie, Oz

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 09:48:56 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <9v799a$1i9p$1@otis.netspace.net.au>
Source record: 39546

Graham wrote:

>
> anyone know Anthonys ph number in Tassie...he doesn't answer his emails
> Graham H
> --
There are 5 AC Greens in Hobart phone book, but I know his postal address is PO Box 1190, Hobart, TAS 7001. So you could try Telstra enquiries. He has recently issued another Fujination newsletter, but rarely replies to emails!
JohnW

5879. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 09:48:56 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008172514-790512AEicMi@xs4all.nl>
Source record: 39552

Hi,

>I can see that Larent used Eagle to create the
>schematics

What is Eagle? Is it a CAD program and does it work on
a TT? I have never heard of it...I am only aware of
DynaCadd, STCAD and Cadans..

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5880. MegaSTE question

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 11:10:04 UTC
From: Micka&#65533;l Pointier <mpointie@eden-studios.fr>
Message-ID: <9v7ddngdk1@reader1.imaginet.fr>
Source record: 39547

I'm looking for accurate description of the Mega STE
cache memory. How it works, size of cache line,
if it's a data or instruction cache, and so on.

If anyone has interesting information about this, I
would be happy to listen !

Dbug

5881. Re: Magic and extended screen modes on Falcon

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 14:04:16 UTC
From: "Derryck Croker"
Message-ID: <1008163904-107417AEicMi@ntlworld.com>
Source record: 39550

Hi Lyndon,

>>there is pixel garbage at the bottom of the screen.
>
>Yes, then save that screen mode and reboot. It's far better then Videlity.

OK, I did that but my Falcon booted into 640*480, ignoring the res. that I
saved (using centvid3.app).

I agree that its easier to use than Videlity, and I admit that I had to seek a
demo of it, but at least Videlity works!!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5882. Re: How to make STacy HD bootable?

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 14:08:13 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1764CD.B57ABA39@greeleynet.com>
Source record: 39548

Klaus,

Run HINSTALL.PRG, that should do it, assuming the hard drive is
formatted.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5883. Stacy HD working now

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 14:20:18 UTC
From: Klaus Seiner <kseiner@edu.uni-klu.ac.at>
Message-ID: <3c17678a$0$14196$3b214f66@news.univie.ac.at>
Source record: 39549

Hi!

I want to thank everybody who mailed me solutions and hints,
the Stacy is now in perfect working order.

Klaus

5884. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 14:27:22 UTC
From: "Derryck Croker"
Message-ID: <1008163908-108138AEicMi@ntlworld.com>
Source record: 39551

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Tue, 11 Dec 2001 11:24:44 +0100

>> I think that one of the settings in those pages is to bring the "help" page
>> up each time when you boot up - perhaps you should look through all the
>> pages.
>
>That's the first thing I did, but I found no way to exit the 'help'
>page even after going through all pages.

About half-way down the opening page - F4 toggles between enter and skip (see the upper right of the help screen for the current state).

>I tried to update the flash with PUTFLASH utility and I also tried

IIRC the first time that you boot with the later version of the flash you have to read through some text before you're allowed to continue.

BTW, does anyone know what the last version of the English flash file is? I have 1.33 installed, but have 1.39 available - that's the latest on Rodolphe's web site, but I have a suspicion that there is a later one from elsewhere. Sacha?

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5885. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 16:17:50 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C17832E.30AE9BCE@siemens.at>
Source record: 39553

Derryck Croker wrote:
> BTW, does anyone know what the last version of the English flash file is? I
> have 1.33 installed, but have 1.39 available - that's the latest on Rodolphe's
> web site, but I have a suspicion that there is a later one from elsewhere.

I have 1.39 (german) installed, but IIRC I once downloaded a 1.4?
from some CENTEK page but that was only available in french.
There was some information then that there will be at least an
english version be made available but I never read anything about
it since then.
And if the right guy is listening : how about making the source code
available instead of throwing it away ?

Gerhard

5886. USB for Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 16:35:10 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.GSO.4.10.10112121732420.28197-100000@licia.dtek.chalmers.se>
Source record: 39554

Hi!

I was just wondering if there's a project running that's aimed a giving at least some atari models USB-functionality. Anyone know anything about this?

Please answer to: di98gihe@chl.chalmers.se

Regards
Henrik

5887. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 18:41:40 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <ExNR7.1531$zz6.361937992@newssvr14.news.prodigy.com>
Source record: 39556

On Wed, 12 Dec 2001 01:48:56 -0800, Raoul Teulings wrote:

> Hi,
>
>>I can see that Larent used Eagle to create the schematics
>
> What is Eagle? Is it a CAD program and does it work on a TT? I have
> never heard of it...I am only aware of DynaCadd, STCAD and Cadans..
>

This an electronic CAD program for Linux and Windows.... sorry no atari
version.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

5888. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 21:36:42 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c17d26d$0$197$626a54ce@news.free.fr>
Source record: 39559

Rodolphe Pineau wrote:
> I can see that Larent used Eagle to create the schematics (I'm using the
> same CAD software)
>
> In the 4.0x version there is an option to export to an image ans png or
> bmp format whicha are easily convertible to anything else.
>
> Laurent, if you don't have time send me the .sch and I will generate a
> board.

Hi Rodolphe !!!

A long time i don't see you ;-) i'm happy that you come here sometimes !

Yes i used eagle as demo version to enter my schematic, origanlly drawing
at hand ! My PCB exist, sure, but too draw at hand...
I tried to draw with Eagle a copy of my PCB but i didn't find the Mini DIN
6 points for PS/2 connectors...

if you have a little of time i can send you the .sch. it could be fine to
get the same PCB as my "version drawed", because i need to keep
the measures for the external case, and the same implantation....

I will try to do a scan of my PCB version....

laurent

5889. [PUB]Eiffel page updated

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 22:04:03 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c17d4b4$0$202$626a54ce@news.free.fr>
Source record: 39560

Eiffel page was just updated and give somes news about
the post cost, and a small program to download which display
scan-code returned by your Adapter.

http://eiffel.atari.org

Laurent

5890. GemSpooler

Newsgroup: comp.sys.atari.st
Date: 2001-12-12 23:18:06 UTC
From: Wayne and Jeanne Martz <w_jmartz@dalton.net>
Message-ID: <OARR7.226477$uB.24767405@bin3.nnrp.aus1.giganews.com>
Source record: 39561

Does anyone have up-to-date contact info on the coders of Gemspooler? I've tried Steven Vann Rosen's page, but so far no luck! Thanks!
Wayne Martz

5891. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 00:00:11 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <fcSR7.1747$o_6.396096706@newssvr14.news.prodigy.com>
Source record: 39562

Thanks Laurent. So for those who want an update, Larent sent me the Eagle file so I can make a PCB and I'll try to keep it as small as his original one.

I'll post some update as soon as I finished it.

Rodolphe

On Wed, 12 Dec 2001 13:36:42 -0800, Laurent Favard wrote:

> Rodolphe Pineau wrote:
>> I can see that Larent used Eagle to create the schematics (I'm using
>> the same CAD software)
>>
>> In the 4.0x version there is an option to export to an image ans png or
>> bmp format whicha are easily convertible to anything else.
>>
>> Laurent, if you don't have time send me the .sch and I will generate a
>> board.
>
> Hi Rodolphe !!!
>
> A long time i don't see you ;-) i'm happy that you come here sometimes !
>
> Yes i used eagle as demo version to enter my schematic, origanlly
> drawing at hand ! My PCB exist, sure, but too draw at hand... I tried to
> draw with Eagle a copy of my PCB but i didn't find the Mini DIN 6 points
> for PS/2 connectors...
>
> if you have a little of time i can send you the .sch. it could be fine
> to get the same PCB as my "version drawed", because i need to keep the
> measures for the external case, and the same implantation....
>
> I will try to do a scan of my PCB version....
>
> laurent
>

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

5892. AUTOBUSK: Now available

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 01:46:52 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0112121746.1f40fbf7@posting.google.com>
Source record: 39564

Some news

Just found out that Clarence Barlow's program called AUTOBUSK is now
available. It is an algorithmic MIDI system . He has been working on
it ever since 1986! It is available now on the link below. I have also
my first impression about it as well as a short tutorial (that is
without a manual yet!)

==========

http://www.musikwissenschaft.uni-mainz.de/Autobusk/

This is AUTOBUSK 2000, Copyright (c) 1986-2000 by Clarence
Barlow

==========

Autobusk: 1rst impressions

Copied the disc to my Falcons Hard drive and ran
Autobusk.Prg.Came up no
problems, seems to be lots of setup files happening in the
background.

The main screen looks facinating.Looks like it autoloads a file
called
INVENTIO. Instructions in the bottom say to hit RETURN to START
and ESC to
stop. Once you do that, you hear an interesting piece coming
out. Hitting
esc stops it. Then when you hit RETURN again, it says PRMS
(parameters) are
alterable. Then you can go around with the mouse, and first
going into the
box(s) where it says OSTINATO: and clicking it it, you can then
move around
the mouse to the parameter screen above it and change stuff. You
will also
notice that by positioning the "curser" over a parameter, there
is another
feld which reveals it's Hot key! I have found if it says, [Kk]
selecting k
(small) will bring the number DOWN, while Shift K will bring up
the number.
Neat method. You casn also use the hot keys while it is playing
for realtime
control of the parameters.

Things to change are (for example) Pitch center,tonic pitch,
melody
scope,event length,dynamics,attenuation,sound/controller/ midi
channel,eventfulness and others

After you change stuff, hit return and it generates MIDI music
based on what
you have inputed.

That is all I have figured out for now. I am waiting on the
manual, but this
system looks facinating and I am glad it is now available.

Tim Conrardy
Tims Atari MIDI World
http://tamw.atari-users.net

5893. Re: ? XBoot/Magic

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 02:24:20 UTC
From: sidcelery@cix.co.uk
Message-ID: <9v93gh$d93$2@thorium.cix.co.uk>
Source record: 39565

On 13 Nov 2001 22:06:14 , Ken Kosut wrote:
> On Wed, 14 Nov 2001, Harry Sideras wrote:
>> I use MagiC, NVDI and XBoot. Magic does a reboot in order to
>> install itself, so that's perfectly normal. Place MagxBoot before
>> XBoot to prevent going through XBoot twice.
> Yes, that is what it says in the NVDI manual. But I may still have
> to use TOS to finish old work.

Sorry for the extreme delay, Ken. I can't seem to find time to use the computer at home - bt I'm still here!

I boot into MagiC by default, but I use the replacement Shutdown v1.6 which gives the option of re-booting directly into TOS and still chosing a TOS setup from XBoot if I need to.

>> I don't have a problem with using the mouse in XBoot. What might
>> you have in the Auto folder that may be affecting this? Take a look
>> at the unsorted Auto folder to get a clue.
> There is nothing unusual in the Auto folder. The only thing I could
> think of would be Atari's mouse accelerator.
> Should I disable this and just use NVDI's mouse accelerator?

If you used a mouse accelerator that did something clever then there might be a reason to retain it, but Atari's one is basic in the extreme, so should be dumped in favour of the NVDI one. Atari's one is also very old and may be doing something silly.

That said, neither should make a difference, because XBoot uses its own mouse routines AIUI...

>>> I also cannot seem to assign a program to boot in Xboot.
>>> Seems like I have to wait for the desktop, then go to the program
>>> that I want to use manually. Is there a work around for this?
>> Again, there shouldn't be a problem here.
>> Were you using Magic before? What program did you want to
>> autostart?
> No, I was not using MagiC before. Just TOS with HDdriver.
> I would like to autostart LOGIC, FLASHII, ATARIWORKS.

A couple of things may be happening.
I can't remember whether when you boot up in Magic whether it still looks at your old Desktop.inf\Newdesk.inf file.
Also, XBoot has the ability to copy previously stored versions of this inf file and copying it over the one in the root directory. Look in Tools\Parameters in XBoot to see if this is happening. It may be that you're saving an inf file and then immediately copying over it with

XBoot.
Thirdly, the installed application needs to be set in Magx.inf too, so
after you install a new set in XBoot with the autostart application,
you'll probably need to save a new MAGX.INF file in MagxDesk's
Options\Save Options menu entry after you hit the desktop.

Have a look in that general area. Hope it helps...

rgds
H

5894. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 02:24:27 UTC
From: sidcelery@cix.co.uk
Message-ID: <9v93gk$d93$3@thorium.cix.co.uk>
Source record: 39566

On 14 Nov 2001 05:34:41 , Hallvard Tangeraas wrote:
> I want someone to check out what's on a particular disk and mail me
> the contents of it (folders, sub-folder, files).
>
> ... but I need a program which can do the same thing, only a lot
> easier for someone who's not a computer expert (not saying that
> I'm one ;-)
>
> It has to look inside any sub-folder (if any).
> I believe I had a program which could do this sort of thing, but
> can't seem to find it anywhere.

I think STDCAT was the program you were thinking of.
Here's an extract from my disk library...

```
================================================================================
CATALOG: \STDCAT52.B\HARRYSID.CAT
DATE: 17/11/94 TIME: 16:11:50
SIZE: 93636608 USED: 85638144 FREE: 7998464
SECTIONS: 17 DISKS: 115 FOLDERS: 1092 FILES: 5470
================================================================================

================================================================================
SECTION: PASTIMES
COMMENT: Astrology, Pools & Crosswords SIZE: 1622016
USED: 1565696 DISKS: 2 FOLDERS: 35 FILES: 193
================================================================================
DISK: ASTROLOG.Y
USED: 763904 FREE: 47104 FOLDERS: 19 FILES: 122
COMMENT: Astrology & Pools utility
--------------------------------------------------------------------------------
PATH: \

ASTRO22M.PRG 125411 FONTSEL.ACC 27650 ASTRO22C.RSC 9448
ASTRO22C.PRG 124197 CONTROL.ACC 15449 SUM_TIME.DOC 4201
FSWITCH.ACC 39438 ASTRO22.RSC 12130 READ_ME.DOC 2630
WORLDMAP.PI3 32066 ADD_ONS.DOC 10929 DESKTOP.INF 478

PATH: \DR_FOX.UTI\

RESTORE.PRG 33602 EXTRACT.PRG 24680 RESTORE.RSC 1068
EXTRACT.RSC 1038

PATH: \FILES\

PATH: \FILES\ART_LIT\
```

WORDSWOR.TH 83 J_VERNE 64 O_WILDE 61
L_CARROL 66 H_G_WELL.S 63 A_C_DOYL 61
SHELLEY 59 RENOIR 57

PATH: \FILES\DATES\

AQUARIUS 55

PATH: \FILES\ENTERTAI.N\

M_MONROE 69 CHAPLIN 68 BRANDO 67
ELVIS 68 G_PECK 67 J_LENNON 66
B_BARDOT 66 RINGO_ST.AR 62

PATH: \FILES\FAMILY\

USER 61

PATH: \FILES\POLITCAL\

CHURCHIL 73 KAISER_W 68 CROMWELL 66
NAPOLEON 71 HITLER 66 ELIZABET.H_1 63
LENIN 59 STALIN 58

PATH: \FILES\SCIENTIF.IC\

PASTEUR 66 LOUIS_PA 64 EMERSON 61

PATH: \FILES\SPIRIT\

LEONARDO 72 NIETZCHE 62 GANDHI 59
BLAKE 59 GOETHE 58

PATH: \FONTS\

A1_AST22.FON 4114 A2_AST22.FON 2068

PATH: \TEXT\

PATH: \TEXT\CONJUNCT\

SUN.CON 3829 MARS.CON 2971 SATURN.CON 2158
MOON.CON 3495 VENUS.CON 2672 NEPTUNE.CON 1408
MERCURY.CON 3027 JUPITER.CON 2230 URANUS.CON 1377
PLUTO.CON 741

PATH: \TEXT\HOUSES\

SUN.HS 5686 SATURN.HS 4287 MOON.HS 3580
URANUS.HS 4417 PLUTO.HS 4138 NEPTUNE.HS 3474
MERCURY.HS 4319 VENUS.HS 4112 MARS.HS 3276
JUPITER.HS 2951

PATH: \TEXT\OPPOSITI.ON\

MOON.OPP 2656 MERCURY.OPP 2089 SATURN.OPP 1487
SUN.OPP 2500 MARS.OPP 1896 URANUS.OPP 585
VENUS.OPP 2115 JUPITER.OPP 1879 PLUTO.OPP 400

NEPTUNE.OPP 389

PATH: \TEXT\SEXTILE\

MERCURY.SEX 3345 MARS.SEX 2656 JUPITER.SEX 2172
VENUS.SEX 2875 SUN.SEX 2535 URANUS.SEX 1656
SATURN.SEX 2678 MOON.SEX 2451 NEPTUNE.SEX 1148
PLUTO.SEX 962

PATH: \TEXT\SIGNS\

SUN.SGN 13893 JUPITER.SGN 3426 MOON.SGN 2478
SATURN.SGN 4108 MARS.SGN 2968 NEPTUNE.SGN 669
VENUS.SGN 3665 MERCURY.SGN 2752 URANUS.SGN 657
PLUTO.SGN 649

PATH: \TEXT\SQUARE\

SUN.SQR 4121 VENUS.SQR 2856 SATURN.SQR 2128
MOON.SQR 3866 MARS.SQR 2640 URANUS.SQR 1735
MERCURY.SQR 3634 JUPITER.SQR 2225 NEPTUNE.SQR 1463
PLUTO.SQR 1088

PATH: \TEXT\TRINE\

SUN.TRI 3304 MOON.TRI 2824 JUPITER.TRI 2140
MERCURY.TRI 3263 SATURN.TRI 2640 URANUS.TRI 1627
VENUS.TRI 2825 MARS.TRI 2608 NEPTUNE.TRI 1112
PLUTO.TRI 929

DISK: POOLS
USED: 801792 FREE: 9216 FOLDERS: 16 FILES: 71
COMMENT: Pools Crosswords and word games

PATH: \

PATH: \ANAGRAMS.HIM\

NAMEGRAM.DAT 114980 NAMEGRAM.DOC 11885 NAME_MED.RSC 6778
NAMEGRAM.PRG 25385 NAME_HIG.RSC 8126 NAMEGRAM.INF 68

PATH: \CROSSWRD.HIM\

CROSS.PRG 78196 CROSS.RSC 8938 README.1ST 4801
HIGH_RES.CFG 181 MED_RES.CFG 179

PATH: \CROSSWRD.HIM\HELP\

PRINTER.HLP 2557 GENERAL.HLP 2321 FILES.HLP 2287
SOLVE.HLP 2108 CREATE.HLP 1396

PATH: \CROSSWRD.HIM\PRINTER\

SHMA18AS.FNT 4040 EPSON_D.PRN 674 IBM_Q.PRN 661
SHMA09AS.FNT 1512 EPSON_Q.PRN 671 IBM_D.PRN 654

PATH: \CROSSWRD.HIM\SAMPLES\

CRYPTIC2.CRW 1907 4.CRW 853 1.CRW 732
CRYPTIC1.CRW 1856 5.CRW 795 3.CRW 695
2.CRW 655

PATH: \CROSSWRD.HIM\SOLUTION\

2.SLN 277 1.SLN 277

PATH: \GNUCHESS.LOW\

GNUCHESS.TOS 124670 GNUCHESS.BOO 47344 GNUCHESS.CNF 53

PATH: \GNUCHESS.LOW\DOC\

COPYING 6561 GNUCHESS.MAN 5367 README.ST 639
README.NEW 344 README 227

PATH: \GNUCHESS.LOW\PIC\

SCENE.CA1 6846 SPRITES.CA1 4352 README 673

PATH: \POOLS.411\

POOLS.PRG 83632 LEAGUE_4.DAT 28608 RESULTS4.DAT 4974
POOLS.CFG 452

PATH: \POOLS.411\DR_FOX\

DR_FOX.PRG 72276 ENGNAMES.DAT 9208 READ_ME 5882
POOLS.PRG 11866 FOX_DEMO.RSC 7990 POOLS.RSC 588
FOX.INF 88

PATH: \POOLS.411\DR_FOX\SEASON92.DAT\

RSLTS_92.DAT 4800 MASK_92.DAT 855 DIV2_92.DAT 170
FIXTS_92.DAT 4800 DIV3_92.DAT 170 DIV4_92.DAT 168
DIV1_92.DAT 148

PATH: \POOLS.411\DR_FOX\SEASON93.DAT\

RSLTS_93.DAT 4800 MASK_93.DAT 855 DIV2_93.DAT 172
FIXTS_93.DAT 4800 DIV3_93.DAT 173 DIV4_93.DAT 164
DIV1_93.DAT 153

PATH: \POOLS.411\FIXTURES\

93_05_01.FIX 2387 93_05_08.FIX 1575 93_08_14.FIX 617

PATH: \PUZWORD.MED\

PUZWORD.PRG 12808
---

rgds
H

5895. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 02:24:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <9v93gs$d93$4@thorium.cix.co.uk>
Source record: 39567

```
On 14 Nov 2001 05:34:41 , Hallvard Tangeraas wrote:
> I want someone to check out what's on a particular disk and mail me
> the contents of it (folders, sub-folder, files).
>
> ... but I need a program which can do the same thing, only a lot
> easier for someone who's not a computer expert (not saying that
> I'm one ;-)
>
> It has to look inside any sub-folder (if any).
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> can't seem to find it anywhere.

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ASTRO22C.PRG 124197 CONTROL.ACC 15449 SUM_TIME.DOC 4201
FSWITCH.ACC 39438 ASTRO22.RSC 12130 READ_ME.DOC 2630
WORLDMAP.PI3 32066 ADD_ONS.DOC 10929 DESKTOP.INF 478

PATH: \DR_FOX.UTI\

RESTORE.PRG 33602 EXTRACT.PRG 24680 RESTORE.RSC 1068
EXTRACT.RSC 1038

PATH: \FILES\

PATH: \FILES\ART_LIT\
```

WORDSWOR.TH 83 J_VERNE 64 O_WILDE 61
L_CARROL 66 H_G_WELL.S 63 A_C_DOYL 61
SHELLEY 59 RENOIR 57

PATH: \FILES\DATES\

AQUARIUS 55

PATH: \FILES\ENTERTAI.N\

M_MONROE 69 CHAPLIN 68 BRANDO 67
ELVIS 68 G_PECK 67 J_LENNON 66
B_BARDOT 66 RINGO_ST.AR 62

PATH: \FILES\FAMILY\

USER 61

PATH: \FILES\POLITCAL\

CHURCHIL 73 KAISER_W 68 CROMWELL 66
NAPOLEON 71 HITLER 66 ELIZABET.H_1 63
LENIN 59 STALIN 58

PATH: \FILES\SCIENTIF.IC\

PASTEUR 66 LOUIS_PA 64 EMERSON 61

PATH: \FILES\SPIRIT\

LEONARDO 72 NIETZCHE 62 GANDHI 59
BLAKE 59 GOETHE 58

PATH: \FONTS\

A1_AST22.FON 4114 A2_AST22.FON 2068

PATH: \TEXT\

PATH: \TEXT\CONJUNCT\

SUN.CON 3829 MARS.CON 2971 SATURN.CON 2158
MOON.CON 3495 VENUS.CON 2672 NEPTUNE.CON 1408
MERCURY.CON 3027 JUPITER.CON 2230 URANUS.CON 1377
PLUTO.CON 741

PATH: \TEXT\HOUSES\

SUN.HS 5686 SATURN.HS 4287 MOON.HS 3580
URANUS.HS 4417 PLUTO.HS 4138 NEPTUNE.HS 3474
MERCURY.HS 4319 VENUS.HS 4112 MARS.HS 3276
JUPITER.HS 2951

PATH: \TEXT\OPPOSITI.ON\

MOON.OPP 2656 MERCURY.OPP 2089 SATURN.OPP 1487
SUN.OPP 2500 MARS.OPP 1896 URANUS.OPP 585
VENUS.OPP 2115 JUPITER.OPP 1879 PLUTO.OPP 400

NEPTUNE.OPP 389

PATH: \TEXT\SEXTILE\

MERCURY.SEX 3345 MARS.SEX 2656 JUPITER.SEX 2172
VENUS.SEX 2875 SUN.SEX 2535 URANUS.SEX 1656
SATURN.SEX 2678 MOON.SEX 2451 NEPTUNE.SEX 1148
PLUTO.SEX 962

PATH: \TEXT\SIGNS\

SUN.SGN 13893 JUPITER.SGN 3426 MOON.SGN 2478
SATURN.SGN 4108 MARS.SGN 2968 NEPTUNE.SGN 669
VENUS.SGN 3665 MERCURY.SGN 2752 URANUS.SGN 657
PLUTO.SGN 649

PATH: \TEXT\SQUARE\

SUN.SQR 4121 VENUS.SQR 2856 SATURN.SQR 2128
MOON.SQR 3866 MARS.SQR 2640 URANUS.SQR 1735
MERCURY.SQR 3634 JUPITER.SQR 2225 NEPTUNE.SQR 1463
PLUTO.SQR 1088

PATH: \TEXT\TRINE\

SUN.TRI 3304 MOON.TRI 2824 JUPITER.TRI 2140
MERCURY.TRI 3263 SATURN.TRI 2640 URANUS.TRI 1627
VENUS.TRI 2825 MARS.TRI 2608 NEPTUNE.TRI 1112
PLUTO.TRI 929

DISK: POOLS
USED: 801792 FREE: 9216 FOLDERS: 16 FILES: 71
COMMENT: Pools Crosswords and word games

PATH: \

PATH: \ANAGRAMS.HIM\

NAMEGRAM.DAT 114980 NAMEGRAM.DOC 11885 NAME_MED.RSC 6778
NAMEGRAM.PRG 25385 NAME_HIG.RSC 8126 NAMEGRAM.INF 68

PATH: \CROSSWRD.HIM\

CROSS.PRG 78196 CROSS.RSC 8938 README.1ST 4801
HIGH_RES.CFG 181 MED_RES.CFG 179

PATH: \CROSSWRD.HIM\HELP\

PRINTER.HLP 2557 GENERAL.HLP 2321 FILES.HLP 2287
SOLVE.HLP 2108 CREATE.HLP 1396

PATH: \CROSSWRD.HIM\PRINTER\

SHMA18AS.FNT 4040 EPSON_D.PRN 674 IBM_Q.PRN 661
SHMA09AS.FNT 1512 EPSON_Q.PRN 671 IBM_D.PRN 654

PATH: \CROSSWRD.HIM\SAMPLES\

CRYPTIC2.CRW 1907 4.CRW 853 1.CRW 732
CRYPTIC1.CRW 1856 5.CRW 795 3.CRW 695
2.CRW 655

PATH: \CROSSWRD.HIM\SOLUTION\

2.SLN 277 1.SLN 277

PATH: \GNUCHESS.LOW\

GNUCHESS.TOS 124670 GNUCHESS.BOO 47344 GNUCHESS.CNF 53

PATH: \GNUCHESS.LOW\DOC\

COPYING 6561 GNUCHESS.MAN 5367 README.ST 639
README.NEW 344 README 227

PATH: \GNUCHESS.LOW\PIC\

SCENE.CA1 6846 SPRITES.CA1 4352 README 673

PATH: \POOLS.411\

POOLS.PRG 83632 LEAGUE_4.DAT 28608 RESULTS4.DAT 4974
POOLS.CFG 452

PATH: \POOLS.411\DR_FOX\

DR_FOX.PRG 72276 ENGNAMES.DAT 9208 READ_ME 5882
POOLS.PRG 11866 FOX_DEMO.RSC 7990 POOLS.RSC 588
FOX.INF 88

PATH: \POOLS.411\DR_FOX\SEASON92.DAT\

RSLTS_92.DAT 4800 MASK_92.DAT 855 DIV2_92.DAT 170
FIXTS_92.DAT 4800 DIV3_92.DAT 170 DIV4_92.DAT 168
DIV1_92.DAT 148

PATH: \POOLS.411\DR_FOX\SEASON93.DAT\

RSLTS_93.DAT 4800 MASK_93.DAT 855 DIV2_93.DAT 172
FIXTS_93.DAT 4800 DIV3_93.DAT 173 DIV4_93.DAT 164
DIV1_93.DAT 153

PATH: \POOLS.411\FIXTURES\

93_05_01.FIX 2387 93_05_08.FIX 1575 93_08_14.FIX 617

PATH: \PUZWORD.MED\

PUZWORD.PRG 12808
---

rgds
H

5896. Re: Looking for Saebar(?) - MagiC utili

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 02:24:37 UTC
From: sidcelery@cix.co.uk
Message-ID: <9v93h4$d93$5@thorium.cix.co.uk>
Source record: 39568

On 14 Nov 2001 14:51:34 , Grzegorz Pawlik wrote:
> On 14 Nov 2001 01:36:22 , Harry Sideras wrote:
>> On 11 Nov 2001 14:49:10 , Grzegorz Pawlik wrote:
>>> On 10 Nov 2001 18:07:40 , Bengy wrote:
>>>> On 11/10/01 8:07 AM "Grzegorz Pawlik" <at4ri@kki.net.pl> wrote:
>>>>> I am looking for a program called Saebar (or something like
>>>>> that, Seabear, Saebear...) for MagiC.
>>>> http://www.augusta.de/~michael/ATARI/index.us.html
>>> Thanx! I have already got it.
>> Is this v0.25beta and in English?
> No, 0.26beta in German :(
> Is there an English version?

There is on my machine B^) (v0.25 anyway...)

ISTR I translated it for Danny Bhabuta when he was doing the
registrations some while back.

rgds
H

5897. Re: USB for Atari?

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 03:14:15 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B83D8737.BCD%atarilp@hotmail.com>
Source record: 39569

in article Pine.GSO.4.10.10112121732420.28197-100000@licia.dtek.chalmers.se,
Torbj|rn Gild} at d98gilda@dtek.chalmers.se wrote on 12/12/01 11:35 AM:

> I was just wondering if there's a project running that's aimed a giving at
> least some atari models USB-functionality. Anyone know anything about
> this?

You can pop a USB PCI card into a Hades... drivers are another
issue. Would be nice if it could be done someday.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5898. wanted to buy: any verions of Cubase that supports yamaha cbx-d5

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 03:36:33 UTC
From: t <t@aka.com>
Message-ID: <VCSR7.20588$DO.2486128@news20.bellglobal.com>
Source record: 39563

I believe version 3.0 supports it

5899. Re: Disk-contents to file

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 05:06:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C18373F.8F27E375@greeleynet.com>
Source record: 39570

Hallvard Tangeraas wrote:
>
> I want someone to check out what's on a particular disk and mail me the
> contents of it (folders, sub-folder, files).

The alternative desktop, Neodesk 4, will also do this from a GEM
dropdown menu.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5900. Last Day for 2001 Year End Pre-Orders!

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 05:18:12 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C1839DC.53176CE9@ataritimes.com>
Source record: 39571
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

I'm taking it to the printers tomorrow! Now is your last chance to get a copy of The Atari Times 2001 Year End Issue!

This 100-page issue includes the years best from The Atari Times website as well as over 15 pages of new material and articles! Also, a color-cover will be included. You can see for yourself by going to http://www.ataritimes.com/specialfeatures/2001_YearEnd.html

Only 50 copies of this special issue will be printed, so make sure you guarantee yours by preordering by December 14. The preorder price is only $16.95! And don't worry about shipping, it's included in the issue price.

http://www.ataritimes.com/specialfeatures/2001_YearEnd.html

Thanks for supporting The Atari Times!

--
Gregory D. George

=-=-=-

5901. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 08:51:46 UTC
From: "Derryck Croker"
Message-ID: <1008309894-110610AEicMi@ntlworld.com>
Source record: 39585

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Wed, 12 Dec 2001 17:17:50 +0100

>> BTW, does anyone know what the last version of the English flash file is?

>I have 1.39 (german) installed, but IIRC I once downloaded a 1.4?
>from some CENTEK page but that was only available in french.

IIRC Phantomm mentioned a few months ago that he'd got a 1.4, but of course it
might not have been in English.

>And if the right guy is listening : how about making the source code
>available instead of throwing it away ?

Agreed, for this and everything else that isn't being sold any more!!!

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5902. WANTED: Atari Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 11:07:40 UTC
From: Chris <capw@the-wire.com>
Message-ID: <3C188BFB.982A6D09@the-wire.com>
Source record: 39573

Hi folks,

Anyone selling just only a Falcon030 computer? I live in downtown
Toronto. 416 area code.

Please e-mail me with price, specs, etc.

mailto:capw@the-wire.com

5903. Re: CT2b help needed

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 11:20:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008277128.9193.2@iapetus.uk.clara.net>
Source record: 39581

Yo!, Dezza

| BTW, does anyone know what the last version of the English flash file is?
I
| have 1.33 installed, but have 1.39 available - that's the latest on
Rodolphe's
| web site, but I have a suspicion that there is a later one from elsewhere.
| Sacha?

As if /you/ would use it anyway!!. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5904. Re: TT keyboard/Znet

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 11:23:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008277133.9193.3@iapetus.uk.clara.net>
Source record: 39580

Yo!, JazHaz

| Hi Dennis x2!

This is making me go cross-eyed.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5905. MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 14:59:01 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9vafjv$jb2$04$1@news.t-online.com>
Source record: 39574

>Anyone worked with MacMint? How well does it work? Does it run Atari
>software (if used with NAES, AES 4.1, XaAES, or whatever?) or does it only
>run Mint-only software? In otherwords, does it have any use at all? ;)

It runs console based applications. I don't think it has ever been developed
far enough to allow an AES to run. I guess MacMiNT was developed to show
"that it can be done" and to use some of the compilers that run under
MiNT/TOS. Some console based applications need fixes to run with MacMiNT.
So if you're not into this console stuff it's pretty much useless.

Regards,
Matthias

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

5906. [GAME] Nuq v0.2 for Atari available

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 15:08:40 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <o9gav9.445.ln@127.0.0.1>
Source record: 39575

Hello everybody,

I found why the FPU version was not working: the binary was linked with
the non-FPU libraries, so now it works.

Both version work now. I also added a GEM driver for the video, which is
best suited for multitasking AES.

Goto my website for the download.
--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5907. Re: TT keyboard/Znet

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 16:43:02 UTC
From: Dennis Bishop <hakaida@earthlink.net>
Message-ID: <qU4S7.807$mF.91663@newsread1.prod.itd.earthlink.net>
Source record: 39576

I'm in Calif. and Znet is base in Calif.(San Diego) and uses PPP.

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"James Haslam" <jfhaslam@zetnet.co.uk> wrote in message
news:3c169b04$0$177@news.zetnet.co.uk...
> Hi Dennis x2!
>
> Actually I use ZETnet, and I'm not sure that Dennis (Bishop) is in the
> UK...
>
> Zetnet is fine with Stik and Iconnect but I don't know about ZNet! (Never
> actually heard of ZNet.) :)

5908. For sale: Atari ST magazines

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 20:14:03 UTC
From: Sami <samis8@hotmail.com>
Message-ID: <B83ECA9A.2288%samis8@hotmail.com>
Source record: 39579

For sale:

Atari ST user:

Volume 2, no. 12, Feb 1988
Volume 3, no. 1, March 1988
Volume 3, no. 6, August 1988 + fact packed guide to the ST part 1
Volume 3, no. 7, September 1988 + fact packed guide to the ST part 2

Atari ST Action:

Volume 1, issue 6, october 1988
Volume 1, issue 8, December 1988

(In the Netherlands)

Dutch version:
Atari ST user 4 maal (inclusief 'fact packed guide to the ST' (deel1 en 2))
ST Action 2 maal (zie boven)
Atari Magazine (Ned) 2 maal (Dutch)

5909. Re: [PUB]PS/2 interface

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 21:05:39 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c191885$0$3191$626a54ce@news.free.fr>
Source record: 39582

Hallvard Tangeraas wrote:
> At your website you say that you haven't made any PCB layout available
> as you don't have any circuit-design software, but surely you must have
> some drawings etc. for the PCB(s) you've already made?
> If you have a scanner (or know someone else who does), perhaps you could
> make this available at your website. Then someone who has the time, the
> right software might use that to make a complete PCB to really complete
> the project.

Hi Hallvard

What's you want...is what's you get ! I did a little update and now you can find a capture of my original PCB !! I did it this morning, i'm very lucky...Where i work, there are a scanner (i didn't know) :-))

I expect Rodolphe can help me with Eagle, i sent this morning to him the capture to try to get the same PCB and componants positions.

Laurent

5910. [PUB]Eiffel update

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 22:00:33 UTC
From: Laurent Favard <laurent.favard@NIETCPAM.libertysurf.fr>
Message-ID: <3c192563$0$198$626a54ce@news.free.fr>
Source record: 39578

again a new update http://eiffel.atari.org with a scan of my PCB and componants positions from my white paper...

I know somes people try to contact me to get an interface, but sorry i will be in holidays, and awaiting for somes feed back about the first items...So the best way is to contact me next year...

I will be already online to ask for any questions and help...but not ,while vacancy, to build any Eiffel; my wife will not be very happy ;-)

Thank you

Regards
Laurent

5911. Help needed with MEGAST/Megafile30

Newsgroup: comp.sys.atari.st
Date: 2001-12-13 22:02:25 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c192532$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 39577

Hi everyone,
I am desperately in need of help. I am trying to set up
my MEGAST4 and Megafile30 hard disk for the kids. The MEGA4 appears to be
working fine. However the Megafile would appear to have a problem. I
formatted the disk using AHDI 6.06 and stayed with the partition scheme it
generated (4 partitions of about 7.8MB).

Now, if I copy programs to the hard disk and try to run them it keeps coming
up with an error message (TOS error #35). I can read text files alright but
programs just don't run.

Any suggestions?

Thanks.

Chris Thorley.

5912. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 01:20:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9vbk5l$v5$1@snipp.uninett.no>
Source record: 39583

Matthias Jaap <mjaap@t-online.de> wrote:
>>Anyone worked with MacMint? How well does it work? Does it run Atari
>>software (if used with NAES, AES 4.1, XaAES, or whatever?) or does it only
>>run Mint-only software? In otherwords, does it have any use at all? ;)

> It runs console based applications. I don't think it has ever been developed

There was once talk about a fVDI-driver for MacMiNT. I have no idea if
this works or not, but when/if it does, N.AES or XaAES should (in theory)
work.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5913. To Dennis Vermeire exclusively !

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 05:41:46 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3C19911A.9050509@wanadoo.be>
Source record: 39584

Dennis please retrieve your mail in your wanadoo box !
Thanks

Jo

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

5914. Collectors! NIB Atari Games! FREE Atari Catalogs! FREE Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 08:05:18 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112140000140.23955-100000@shell.pacifier.com>
Source record: 39586
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji) of Atari Games, +NEW in BOX! Most of it for the Atari ST and Later, Still a Lot of it for the Atari Jaguar and the rest for the Classic Atari 8 Bit Games/SoftWare. Much of it Hard to Find! And not all +NEW in BOX Software are Games. I have all kinds of Software for your Atari Computer needs!!!! Besides Games I have, Text Editors/Word Processors/DeskTop Publishers/Art, Drawing & CAD Programs! Print Shop/SpreadSheets/Educational/Disk and Hard Drive Utilities/Data Bases/Clip Art/TeleCommunications/Accounting/Label Makers/Inventory/Time-Appointment Management/Applications and Utilities/ Productivity Software plus Acres & Acres of all kinds of Games! Discover Treasures you've wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari Goods. Either Goods I have too much of or stuff I can't use and/or I can't sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I get my Atari Inventory from below at recycle.htm Check Links above/below! http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!

http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5915. acc/auto/newdesk selector?

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 09:54:40 UTC
From: alex.stepney@bluewave.com
Message-ID: <e344ade0.0112140154.14ea82ae@posting.google.com>
Source record: 39587

Hi,

can anyone recommend a good acc/auto/newdesk selector? I need to differentiate between my Cubase and other sessions. If its shareware can I still get hold of the author to pay them?

Many thanks,

Alex.

5916. FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 10:06:02 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c19cf0a$0$176@news.zetnet.co.uk>
Source record: 39588

Hi All,

Just an advance notice that I have been asked to sell a Falcon on behalf of one of my pupils.

I can't give you full details yet, but it is no-frills (i.e. no add-ons) machine believed to be in good order. Comes with one of the flatter screen monitors (14inch I think) that System Solutions supplied for a while, and a copy of Cubase (not audio) with key and manuals. (I think it's version 3.0)

I don't think there is any other software with it.

I'm not sure of the price yet, but some offers would help me get an idea what it's worth.

I'm hoping to collect the machine in a day or two and I'll see what else I can tell you. I'm in the Peterborough area (in the UK), but I could possibly arrange shipping of the computer (preferably not the monitor) if anyone abroad was interested, but remember it has got a 240volt power supply.

Anyone interested mail me direct please: paulw@zetnet.co.uk

Cheers

Paul

5917. Re: C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 10:06:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1a2146219790@madasafish.com>
Source record: 39503

Hi Andy,

>Hi, I'm starting to learn the C language and would love to make software
>for the ST! Does anyone know where I could get a *good* ANSI C program?
> I figured there's freeware out there, but I've had trouble finding any.
>
>I'm also willing to pay a little, but I'm a student and have little money.

Well, ther is GNU C which is freeware but the manual is quite complicated
(well being a newbie myself I thought so). Try Lattice C which is
commercial but I picked it up second hand for about ï¿½30
--
Lyndon Amsdon

5918. Re: Collectors! NIB Atari Games! FREE Atari Catalogs! FREE Stuff!

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 13:07:59 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <PQmS7.565$gw3.111472@news1.rdc1.md.home.com>
Source record: 39589
Cross-posted to:
alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.marketplace

Shoppers, don't forget about B&C ComputerVisions at www.myatari.com. Not
only do they sell cool stuff but they repair it as well, and they've been
around for at least 20 years.

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0112140000140.23955-100000@shell.pacifier.com...
> http://www.pacifier.com/~atari/newinbox.htm I've got Mountains (Mt. Fuji)
> of Atari Games, +NEW in BOX! Most of it for the Atari ST and Later, Still
> a Lot of it for the Atari Jaguar and the rest for the Classic Atari 8 Bit
> Games/SoftWare. Much of it Hard to Find! And not all +NEW in BOX Software
> are Games. I have all kinds of Software for your Atari Computer needs!!!!
> Besides Games I have, Text Editors/Word Processors/DeskTop Publishers/Art,
> Drawing & CAD Programs! Print Shop/SpreadSheets/Educational/Disk and Hard
> Drive Utilities/Data Bases/Clip Art/TeleCommunications/Accounting/Label
> Makers/Inventory/Time-Appointment Management/Applications and Utilities/
> Productivity Software plus Acres & Acres of all kinds of Games! Discover
> Treasures you've wanted, Forgotten in your youth or maybe never stopped
> searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links
> above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974!
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
>
> I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!
>
> http://www.pacifier.com/~atari/freegoods.htm I've got some FREE Atari
> Goods. Either Goods I have too much of or stuff I can't use and/or I can't
> sell. Please Limit FREE Orders to within the U.S.A. Also, find out where I
> get my Atari Inventory from below at recycle.htm Check Links above/below!
> http://www.pacifier.com/~atari/recycle.htm Ben Goes Dumpster Diving!
>
> http://www.pacifier.com/~atari/st_sales.htm Atari ST Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

5919. Re: PC-Mouse on ATARI 1040 STF

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 13:21:29 UTC
From: t34@epost.de
Message-ID: <ba99d695.0112140521.5b7aea65@posting.google.com>
Source record: 39590

Hello Johan,

> Has anyone got this to work.

yes - it works fine here :-)

> I've tried every kombination, but without any succes.

what type of mouse do you have and what did you do.

> > It's possible you need both genmouse and mouse26beta.lzh.

No you didn't. genmouse is only the name of the installer program.
Someone change the lzh to zip and rename the package to the name of
the installer program.

Greetings from Rostock, t34

5920. Re: Help needed with MEGAST/Megafile30

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 20:25:58 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c1a6019_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 39591

> Now, if I copy programs to the hard disk and try to run them it keeps
coming
> up with an error message (TOS error #35). I can read text files alright
but
> programs just don't run.

As an extra some programs run and some don't. Some crash with 2 bombs and
some with 3. All the programs thay don't run from hard disk run from floppy.

You tell me!

Chris Thorley.

5921. Atari Times Update - 12-14-2001

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 20:33:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C1A61D8.A2F4E9CC@ataritimes.com>
Source record: 39592
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

Now that the 2001 Year End Issue is complete, it time to get back into
the swing of things for the website!

Updates for 12-14-2001

* NEW! Press Release for 2001 Year End Issue.
PRE-ORDER DEADLINE EXTENDED TO DEC. 16!

* NEW! Gauntlet 3 for Lynx review.
* NEW! Fruitman responds to more letters.
* NEW! Andy Bradfield give us Laser Hawk.
* NEW! Cool Link!
* NEW! Best Jaguar "Score" game.

* Revisit Oink! for the 2600!

Support The Atari Times by sending in your articles today!

--
Gregory D. George

=-=-=-

5922. C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 20:40:39 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <3C1A63C7.7080109@excite.com>
Source record: 39594

Hi, I'm starting to learn the C language and would love to make software
for the ST! Does anyone know where I could get a *good* ANSI C program?
I figured there's freeware out there, but I've had trouble finding any.

I'm also willing to pay a little, but I'm a student and have little money.

Thanks,
Andy Blakely
Atari Programmer Wannabe

5923. C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-14 22:06:08 UTC
From: AnakiMana@excite.com
Message-ID: <ad619144.0112141406.37a709b2@posting.google.com>
Source record: 39593

Hi, I'm starting to learn the C language and would love to make software for the ST! Does anyone know where I could get a good ANSI C program? I figured there's freeware out there, but I've had trouble finding any.

I'm also willing to pay a little, but I'm a student and have little money. Or, (yeah right) does anyone have a copy they don't want anymore? *smile*

Thanks,
Andy Blakely
Atari Programmer Wannabe

5924. WTB STacy

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 01:11:23 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0112141711.7fee4711@posting.google.com>
Source record: 39595

I'm interested in buying a Stacy for a good price if anyone has one
for sale, especially if someone has one with a broken keyboard that
they would like to unload, as I have a good replacement keyboard.
Thanks,
Joe Place
jdplace@prodigy.net

5925. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 01:42:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1008432100-54967AEicMi@gmx.net>
Source record: 39501

From: Michael and Nicole Freeman <nameerf@flash.net>
Date: Tue, 11 Dec 2001 00:06:50 GMT

Hi Michael,

>If what you said about the Deese card being able to run Cubase Audio is
>true, then I agree with you 100%! I'd love to have a Falcon-compatible clone
>like this! Thanks for the info! I hope it's true!

Hohoho.... hold the horses!!
I didn't say that the Deese card is able to run it, I said that from what has
been stated in the past about this card, I've got the impression that it will
run. But a lot will depend on how good the driver is and if that card will
make it ofcourse, just like the other stuff discussed here, it *is* still
vapourware. If it's produced and if the drivers are as good as promised and
if by that time there are still Milans available, there are a lot of "if's"
connected to this story, too many for my likings...

>>And for MiNT users MagiCMac isn't a solution at all... it's their worst
>>nightmare ;-)
>
>Anyone worked with MacMint? How well does it work? Does it run Atari
>software (if used with NAES, AES 4.1, XaAES, or whatever?) or does it only
>run Mint-only software? In otherwords, does it have any use at all? ;)

It runs, but in practice it's unusuable.
The positive point to remember is that MacMiNT shows that it's possible to
port MiNT to a Mac environment.

>> As for your wife, you could explain her in a very calm but decisive manner
>> that there are more women then Atari computers on this planet <grin>
>
>I could, but I wouldn't. Guess that shows where my real priorities are then,
>huh? What kind of Atarian am I?!?!?! :)

Ofcourse you wouldn't....
But once she knows, she'll look at your Atari gear in a different way, believe
me... I know :-)

Cheers from Belgium
Dennis
--

/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5926. Re: Help needed with MEGAST/Megafile30

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 07:26:20 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C1AFB1C.581C112B@seimet.de>
Source record: 39496

Christopher Thorley schrieb:

> Now, if I copy programs to the hard disk and try to run them it keeps coming
> up with an error message (TOS error #35). I can read text files alright but
> programs just don't run.

#35 means that the file is corrupted. The cables are probably bad.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5927. Re: To Dennis Vermeire exclusively !

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 12:20:04 UTC
From: "Derryck Croker"
Message-ID: <1008415748-443693AEicMi@ntlworld.com>
Source record: 39497

Hi Jo,

>Dennis please retrieve your mail in your wanadoo box !

You do know his qmx email address?

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5928. Re: Help needed with MEGAST/Megafile30

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 12:56:46 UTC
From: "Derryck Croker"
Message-ID: <1008494394-362608AEicMi@ntlworld.com>
Source record: 39514

Hi Chris,

>As an extra some programs run and some don't. Some crash with 2 bombs and
>some with 3. All the programs thay don't run from hard disk run from floppy.

If you copy a program back to floppy from the hard drive does it then work?
If not, then it would seem to indicate a problem with the drive -
termination and so on.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5929. Re: To Dennis Vermeire exclusively !

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 13:11:09 UTC
From: Jo Vandeweghe <dipching@wanadoo.be>
Message-ID: <3C1B4BED.2070109@wanadoo.be>
Source record: 39499

Derryck Croker wrote:

>Hi Jo,
>
>>Dennis please retrieve your mail in your wanadoo box !
>>
>
>You do know his qmx email address?
>
Yes, but, strangely when I send mail to this address he never receive
anything ....
Dennis is aware of the problem

--
Jo Vandeweghe * dipching@wanadoo.be
http://home.tiscalinet.be/dipching_drulkhor
" Sure highest mountains are not made of stone."
* FREE TIBET *

5930. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 14:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <1181_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39498

In uno strano messaggio del 15 Dec 01 northstar2010@___NO_SPAM___yahoo.no
(2:333/608.1) scrisse al povero All :
n> I'm curious... has anyone showed interest in this?
n> It would be great with an update "Diamond Edge", with long filename
n> support etc.

What about creating an open project group to buy the programs and develop it
free for the community ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
CD-ROM - Consumer Device, Rendered Obsolete in Months

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5931. Re: wanted to buy: any verions of Cubase that supports yamaha cbx-d5

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 14:24:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <N3JS7.4575$pU3.435828@news2-win.server.ntlworld.com>
Source record: 39500

Hello.

Re Cubase and Yamaha CBX-D5.

We all want to know....(?) what do you mean by ' supports '?

The box is very useful with a Falcon and Cubase Audio but for straight sequencing I presume it just works.

Please be a little more specific.

I have both Cubase 3 and Audio in stock.

Barrie at Keychange. www.keychange.co.uk

5932. Re: GemSpooler

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 16:51:24 UTC
From: Marc Billiet <Marcremove.Billietnospam@bigfoot.com>
Message-ID: <3c1b7f8f$0$10225$ba620e4c@news.skynet.be>
Source record: 39502

Wayne and Jeanne Martz wrote:

> Does anyone have up-to-date contact info on the coders of Gemspooler? I've
> tried Steven Vann Rosen's page, but so far no luck! Thanks!
> Wayne Martz
>

I'm afraid the coders of Gemspooler are no longer using the Atari full time. Steven has, AFAIK, switched completely to windows, and Marc is currently using Linux.

But if you have questions, you can always ask them (I don't regularly read this newsgroup, so a mail to marc.billiet@bigfoot.com might be quicker).

Marc

5933. Re: C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 19:15:19 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9vgdeb$o8r$1@newsg1.svr.pol.co.uk>
Source record: 39506

"Andy Blakely" <AnakiMana@excite.com> wrote in message
news:3C1A63C7.7080109@excite.com...
> Hi, I'm starting to learn the C language and would love to make software
> for the ST! Does anyone know where I could get a *good* ANSI C program?
> I figured there's freeware out there, but I've had trouble finding any.
>
> I'm also willing to pay a little, but I'm a student and have little money.

Andy,

What type of Atari do you have. How much memory does it have? Do you have a
hard drive?
If you have only a basic system then I recomend that you get either a second
floppy or a hard drive.

For an "Original" ST, STFM or STE with no hard dive Sozobon is quite good,
but there are some bugs in it,.
I think these are in Multi Dimensional arrays so they don't affect most
programs.

If you have a Hard Drive GNU may be better, but it won't work on a floppy.

You will also need an editor, and possibly a shell/CLI.

If you want to write GEM (i.e. GUI programs) you may also want a resource
editor...

I spent many a happy hour coding away using a twin-floppy system using Gulam
as the CLI/EDITOR and
SOZOBON as the "C" compiler. But I must say when I switced to a hard drive
productivity went up nearly 10 fold
when I got a hard drive...

Dave.

>
> Thanks,
> Andy Blakely
> Atari Programmer Wannabe
>

5934. Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 20:14:06 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0112151214.1758238@posting.google.com>
Source record: 39504

Does anyone know where I can download Newsie? All the links that I have tried are dead.

Thanks,
Joe Place
jdplace@prodigy.net

5935. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 20:26:43 UTC
From: rand@cd.chalmers.se
Message-ID: <9vgbm3$cv5$1@nyheter.chalmers.se>
Source record: 39505

In article <9vbk5l$v5$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>Matthias Jaap <mjaap@t-online.de> wrote:
>>>Anyone worked with MacMint? How well does it work? Does it run Atari
...
>> It runs console based applications. I don't think it has ever been developed
>
>There was once talk about a fVDI-driver for MacMiNT. I have no idea if

I did indeed do some work on that a couple of years ago. Since I didn't
have a Mac to test on at the time, I stopped, however.

Nowadays I do have a few Macs (PPC601/68040/68030/68000), so I might be
persuaded to do something about it if there is a genuine interest.

>this works or not, but when/if it does, N.AES or XaAES should (in theory)
>work.

Getting those to display some graphics shouldn't be very hard, really.
I imagine the mouse handling would be a bigger problem, but certainly
doable.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5936. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 21:00:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1badee2e6620@madasafish.com>
Source record: 39523

Hi Raoul,

>Hi,
>
>>Yes, and that's a BIG disadvantage!
>
>I agree but I can also understand that it is, looking
>at the program itself, a hell of a job to
>translate...And working for the Ataricommunity is
>always been done in sparetime.

I tried it hopeing there was a RSC file but there wasn't :(
Also, it hit me with what look liked my FAT table shwn on the screen so I
quickly quit!

>I am still very satisfied with his efforts concerning
>HDDriver.

Me too!
--
Lyndon Amsdon

5937. Re: WTB STacy

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 21:17:57 UTC
From: AnakiMana@excite.com
Message-ID: <ad619144.0112151317.290880f6@posting.google.com>
Source record: 39507

I noticed that www.emmesoft.com seems to have one for sale. It's a
STacy 4/20. It's rather expensive, but then again, it's a rare item.

Hope that helps,
Andy Blakely

jdplace@prodigy.net (Joseph D. Place) wrote in message
news:<3bc0d60.0112141711.7fee4711@posting.google.com>...
> I'm interested in buying a Stacy for a good price if anyone has one
> for sale, especially if someone has one with a broken keyboard that
> they would like to unload, as I have a good replacement keyboard.
> Thanks,
> Joe Place
> jdplace@prodigy.net

5938. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-15 23:25:29 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9vgmst$q2v$1@news.comnet.co.nz>
Source record: 39508

"Ken Springer" <wordworks@greeleynet.com> wrote ...
> JI Logan wrote:
> > As far as I know A4 is smaller than letter so there shouldn't be a
problem
> > (except fewer sheets used using letter in a large document).
>
> A4 paper is narrower than letter, but longer than letter. It's like
> 8.25 X 11.5 or similar. I'm just too lazy at the moment to get the
> exact dimensions.

A4 paper is 210 x 297 millimetres.

Using an imperial inch of 25.4 millimetres, then that translates to
8.26 x 11.69 inches.

(Dunno what an American inch is, so cannot translate)

--

Quote for the month

"Grandpa - doesn't that send you out of this world?"
"So what? I've been there before"
(Eddie to Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5939. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 02:22:48 UTC
From: swampfax@atlantic.net
Message-ID: <YzTS7.17$sX3.6363@news1.atlantic.net>
Source record: 39509

On 15 Dec 01 14:00:12, Mike De.Petris wrote:
>In uno strano messaggio del 15 Dec 01 northstar2010@___NO_SPAM___yahoo.no
>(2:333/608.1) scrisse al povero All : > n> I'm curious... has anyone
showed interest in this?
> n> It would be great with an update "Diamond Edge", with long filename
> n> support etc.
>
>What about creating an open project group to buy the programs and develop
it
>free for the community ?
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>

I would throw a buck or two toward such an effort!
John G.

5940. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 05:00:22 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1C2A66.D9AD547B@greeleynet.com>
Source record: 39510

G Swaine wrote:

> Using an imperial inch of 25.4 millimetres, then that translates to
> 8.26 x 11.69 inches.
>
> (Dunno what an American inch is, so cannot translate)

Translates to the same. <G>

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5941. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 05:02:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1C2AC8.ACD4E62@greeleynet.com>
Source record: 39511

John Garone wrote:
>
> On 15 Dec 01 14:00:12, Mike De.Petris wrote:
> >In uno strano messaggio del 15 Dec 01 northstar2010@___NO_SPAM___yahoo.no
> >(2:333/608.1) scrisse al povero All : > n> I'm curious... has anyone
> showed interest in this?
> > n> It would be great with an update "Diamond Edge", with long filename
> > n> support etc.
> >
> >What about creating an open project group to buy the programs and develop
> it
> >free for the community ?
> >
> >Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
> >
>
> I would throw a buck or two toward such an effort!
> John G.

Someone bought the rights from Oregon Research and was planning on an
upgrade. I don't remember the name, but he posted about it a looooong
time ago.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5942. Looking for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 06:06:34 UTC
From: Betelgeuse <betelg@SPAMMERS.beware.san.rr.com>
Message-ID: <KRWS7.10865$AI.6293535@typhoon.san.rr.com>
Source record: 39512

I'm looking to acquire an Atari Falcon030, if you have one for sale let me know, or know of a dealer that stocks them. Note that I'll be out of town from the 18th to January 5th, so please CC any messages to my Hotmail account:
mailto:armpit_of_the_giant@hotmail.com

Thanks!

Betelgeuse,
Armpit of the Giant

==========
"I Am Become Death, The Destroyer Of World!"
==========

betelg [at] san [dot] rr [dot] com

5943. Re: C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 07:58:56 UTC
From: AnakiMana@excite.com
Message-ID: <ad619144.0112152358.6f32eee7@posting.google.com>
Source record: 39513

I have 2 Atari systems.
1 - STF w/1mb, TOS 1.4, 2 floppy drives
1 - STE w/4mb, TOS 1.6, 540mb SCSI HDD setup (using ICD adapter),
Mario Becroft's VGA adapter.

I would love to have GNU C, but I can't find where to download it!
Can somebody please tell me? I also have Laser C with the book and
everything, but one of the disks went bad!! If anyone else owns Laser
C, I'd love to get a copy of that one disk from you.

Thanks guys - Atari users are like a family
Andy Blakely, USA

> What type of Atari do you have. How much memory does it have? Do you have a
> hard drive?
> If you have only a basic system then I recomend that you get either a second
> floppy or a hard drive.
>
> For an "Original" ST, STFM or STE with no hard dive Sozobon is quite good,
> but there are some bugs in it,.
> I think these are in Multi Dimensional arrays so they don't affect most
> programs.
>
> If you have a Hard Drive GNU may be better, but it won't work on a floppy.
>
> You will also need an editor, and possibly a shell/CLI.
>
> If you want to write GEM (i.e. GUI programs) you may also want a resource
> editor...
>
> I spent many a happy hour coding away using a twin-floppy system using Gulam
> as the CLI/EDITOR and
> SOZOBON as the "C" compiler. But I must say when I switced to a hard drive
> productivity went up nearly 10 fold
> when I got a hard drive...
>
> Dave.
>
> >
> > Thanks,
> > Andy Blakely
> > Atari Programmer Wannabe
> >

5944. Re: Looking for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 13:01:18 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c1c9b1e$0$177@news.zetnet.co.uk>
Source record: 39515

On 16 Dec 2001 06:06:34 , "Betelgeuse" wrote:
>I'm looking to acquire an Atari Falcon030, if you have one for sale let me
>know...

Where are you ?

Cheers

Paul

5945. [ANN]Webshop for HomePage Penguin & more

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 13:12:24 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9vi6g5sq02$1@news.t-online.com>
Source record: 39516

Hi all!

The HomePage Penguin 3.05 (08.12.2001) is now available from my new webshop.
The shop also offers payment via paypal.
Other products:
NewSDK - a CD-ROM packed with Atari development kits, tools and
documentation.
SIDmania - SID music, SID emulators and a lot of goodies!
... and more

URL: http://www.mypenguin.de/shop/

BTW, users of old HPP versions (prior to 3.x) should contact me if they wish
to upgrade their HPP.

Matthias Jaap

5946. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 13:14:46 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008512202-818715AEicMi@xs4all.nl>
Source record: 39518

>As far as I know there isn't any alternative for our
>platform which does
>the same job as extensively and as easy to use as
>Diamond Edge

I don't totally agree: Dr. Uwe Seimet's Diskus is as
good if it's not even better than Edge. More up to the
actual standards with just one disadvantage: it is
not in English....Look at his homepage.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5947. Atari Users Network

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 14:12:57 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u1patv32uac824@corp.supernews.com>
Source record: 39517

Hello,

Recently Atari-Users.Net has had some major problems with the portal
software used cause AUN to be out for some people.

We think all the "bugs" have been squashed .. but if anyone is having
problem, please let me know!

One "fix" is to delete any cookies you have for the site..

Thanks,
Rob
webmaster@atari-users.net
http://www.atari-users.net

5948. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 15:18:12 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9vidvk$e4j$1@thorium.cix.co.uk>
Source record: 39519

In message <3C154A58.42908C5E@greeleynet.com>, wordworks@greeleynet.com said:

>JI Logan wrote:
>
>> As far as I know A4 is smaller than letter so there shouldn't be a problem
>> (except fewer sheets used using letter in a large document).
>
>A4 paper is narrower than letter, but longer than letter. It's like
>8.25 X 11.5 or similar. I'm just too lazy at the moment to get the
>exact dimensions.

Hi Ken!

A4 is actually officially, 210 x 297 mm which is 8.27 x 11.7 inches.
US Letter is I understand 8.5 x 11.0 inches or 215.9 x 279.4 mm,
so is some 6 mm or a quarter inch wider and 17.6 mm or 0.7 inches
shorter than A4. Of course the printer can't usually cover all of
the sheet in either case. The width difference should be
unimportant but the different lengths will affect the layout if
the printing program does not send FFs but goes by the length of
the paper.

Regards, /Peter/

5949. Re: Help reading/printing SoundPool's AUDIO TRACKER Postscript manual

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 16:35:24 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1CCD4C.BD5F7199@greeleynet.com>
Source record: 39520

Hi, Peter,

> A4 is actually officially, 210 x 297 mm which is 8.27 x 11.7 inches.
> US Letter is I understand 8.5 x 11.0 inches or 215.9 x 279.4 mm,
> so is some 6 mm or a quarter inch wider and 17.6 mm or 0.7 inches
> shorter than A4. Of course the printer can't usually cover all of
> the sheet in either case. The width difference should be
> unimportant but the different lengths will affect the layout if
> the printing program does not send FFs but goes by the length of
> the paper.

Width could be a problem depending on the margins chosen by the author of the document.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the unreasonable person."
George Bernard Shaw

Cheap prices make for cheap goods; cheap goods make for cheap men; and cheap men make for a cheap country!" - President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5950. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 18:12:06 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008529950-366396AEicMi@xs4all.nl>
Source record: 39522

Hi,

>Yes, and that's a BIG disadvantage!

I agree but I can also understand that it is, looking
at the program itself, a hell of a job to
translate...And working for the Ataricommunity is
always been done in sparetime.

I am still very satisfied with his efforts concerning
HDDriver.

See you,

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5951. Re: Looking for Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 18:49:29 UTC
From: Betelgeuse <betelg@SPAMMERS.beware.san.rr.com>
Message-ID: <Z06T7.10919$AI.6582426@typhoon.san.rr.com>
Source record: 39521

San Diego, California.

Betelgeuse,
Armpit of the Giant

==========
"I Am Become Death, The Destroyer Of World!"
==========

betelg [at] san [dot] rr [dot] com

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3c1c9b1e$0$177@news.zetnet.co.uk...
> On 16 Dec 2001 06:06:34 , "Betelgeuse" wrote:
> >I'm looking to acquire an Atari Falcon030, if you have one for sale let
me
> >know...
>
> Where are you ?
>
> Cheers
>
> Paul
>
>

5952. Re: Help reading/printing SoundPool's A

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 21:00:32 UTC
From: vdjole@EUnet.yu
Message-ID: <9vj21d$2sh$1@news.eunet.yu>
Source record: 39524

On 9 Dec 2001 19:50:40 G, Paul Nurminen wrote:

>>Ken Medin is correct, it is an HP PCL file. I went digging in my
>>Windows 98 books and found out how to do the Windows 98 equivalent of
>>"dragging and dropping" a file on the printer icon in TOS. I
>>learned... you can't. Gee, does that surprise you????
>
>I know what you mean. I researched printing .PRN files in Windows,
>and found information on the Microsoft site. However, it also didn't
>work. And I too was just a "shocked" as you were! <hahaha>
>
>
>>But it can be done in other ways, and it printed.

Possibly the simplest way to print an (Atari-originated) PCL (HP) or ESC P
(Epson) print file from a Windows-loaded machine may be to do it from a
command line prompt:

> COPY filename.ext LPT1: /B

the /B option being very important, because it tells the operating system
to send the file in "pass all" (i.e. binary) mode. I have thus printed many
print-files from DynaCADD, Megapaint and other Atari applications, without
any problem at all.

Btw. printing those files on PCs at work often aroused questions from nearby
personell- which Windows application was used to make so nicely-looking and
accurately dimensioned sketches with rasters, different line widths, etc :)

Cu;

5953. Re: [GAME][NUQ] Need test/bug reports

Newsgroup: comp.sys.atari.st
Date: 2001-12-16 21:59:24 UTC
From: Patrice Mandin <pmandin@fr.mailandnews.com>
Message-ID: <sf5jv9.9c.ln@127.0.0.1>
Source record: 39525

Well, I would like to have a lot of people test nuq with and without FPU
to see if any problems arise, specially if you have a non standard Atari.
Please provide all necessary informations: machine, OS, _VDO cookie,
etc...

There is also a test benchmark described in the Changelog file, to
compare speed between machines, so I would like to have some reports
about it also.

Thanks, it may help build a better version.

--
Patrice Mandin
WWW: http://www.multimania.com/pmandin
Programmeur Linux, Atari
Spï¿½cialitï¿½: Dï¿½veloppement, jeux

5954. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 02:50:00 UTC
From: Michael White <michael12@mindspring.com>
Message-ID: <9vjmgi$f7k$1@slb6.atl.mindspring.net>
Source record: 39526

John Garone (swampfax@atlantic.net) wrote on Saturday 15 December 2001
08:22 pm:

> On 15 Dec 01 14:00:12, Mike De.Petris wrote:
>>In uno strano messaggio del 15 Dec 01 northstar2010@___NO_SPAM___yahoo.no
>>(2:333/608.1) scrisse al povero All : > n> I'm curious... has anyone
> showed interest in this?
>> n> It would be great with an update "Diamond Edge", with long filename
>> n> support etc.
>>
>>What about creating an open project group to buy the programs and develop
> it
>>free for the community ?
>>
>>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
>>
>
> I would throw a buck or two toward such an effort!
> John G.

All,

The package is still up for sale. The price -is- negotiable.
I don't really want to put this on ebay, as I can't see there
being that big of an audience.

Thanks.
--
Michael White
michael12@mindspring.com

5955. New HighWire Browser Development Project

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 03:03:30 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u1qo2jlq7jn8a1@corp.supernews.com>
Source record: 39527

Hello all!

We are pleased to announce the HighWire Development Project web site.

URL: http://highwire.atari-users.net

While NO DOWNLOADS are available at this time. There are some screen shots and other info available for those interested. Downloads will be available shortly. This is a chance for non programmers to get an idea of how development is progressing and to book mark the site before the initial release announcements are made.

HighWire is a New Atari Browser that is UNDER development. We are asking anyone interested in helping code HighWire, in C, to join the group. We are also looking for people experienced in translation and documentation, so that the project can be available to as many Atari users as possible. Without any hurdles due to language problems or documentation.

Please visit the developer section of the site for information on how to join the list.

HighWire Development Project

Why take a taxi... When you can fly!

http://highwire.atari-users.net

5956. Compil avec plus de 1 000 jeux atari st + les meilleurs emulateurs pc & mac

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 06:04:51 UTC
From: nicolas <jenniponchez@isuisse.com>
Message-ID: <20011217-7451-424810@foorum.com>
Source record: 39530

Bonjour,

Pour les fanas, nostalgiques de l'atari st ou simplement
des personnes qui veulent decouvrir ou faire decouvrir
l'atari st sur leur pc ou leur mac, passer un bon noel >>>>
A vendre compilation "Atari st world"
sur 3 cd roms comprenant :

- Les meilleurs Emulateurs Atari st pour pc (pour faire tourner vos jeux sous
windows 95, 98, ME, NT ou dos)
et macintosh
- plus de 1 000 jeux atari st incluant les meilleurs hits de l'epoque
- toutes les versions de tos (systeme d'exploitation de l'atari stf et ste) :
versions et langues
- plus d'une centaine d'utilaires, programmes de dessins, musique, retouche
sonore,
creation graphique, de jeux videos et demos de "demomakers" et "hackers"
- conseils, astuces et solutions pour pleins de jeux, cheatcodes et cheat modes
(modes tricheurs)
- jaquettes de jeux de l'epoque, articles sur des hits, manuels & listes des
jeux et compils atari st
- notices des emulateurs

Contactez moi a : jenniponchez@isuisse.com

nicolas

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

5957. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 08:04:38 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008579950-640993AEicMi@xs4all.nl>
Source record: 39528

Hallvard wrote:

>Absolutely! In addition to all the help he's given to
>us in these
>newsgroups! That's more customer support than you'll
>ever get from
>anyone else (who'd usually charge a lot for what
>little they give
>back)!!!

I even recommend people when they are already using
HDDriver to buy Diskus if they need such a program.
Edge does not 'understand' what HDDriver has
accomplished on your HD and I even find it dangerous
to combine Edge and HDDriver from Dr. Uwe Seimet...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5958. the best for next year...

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 08:05:34 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008579954-641733AEicMi@xs4all.nl>
Source record: 39529

I wish everyone from here a merry christmas and all
the best for the next year!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5959. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 13:13:45 UTC
From: Simon Osborne <atariactive@mac.com>
Message-ID: <B843A009.A49%atariactive@mac.com>
Source record: 39531

in article 9vgbm3$cv5$1@nyheter.chalmers.se, Johan Klockars at
rand@cd.chalmers.se wrote on 15/12/01 8:26 pm:

> In article <9vbk5l$v5$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>>
>> There was once talk about a fVDI-driver for MacMiNT. I have no idea if
>
> I did indeed do some work on that a couple of years ago. Since I didn't
> have a Mac to test on at the time, I stopped, however.
>
> Nowadays I do have a few Macs (PPC601/68040/68030/68000), so I might be
> persuaded to do something about it if there is a genuine interest.

Oh please do! Mmmm, Mint on Mac :)

And a nice Vise installer?

Simon

5960. Re: Help needed with MEGAST/Megafile30

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 15:30:34 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <9vl32q$s9f$1@freenet9.carleton.ca>
Source record: 39532

If you're trying to run games, you should be aware that a *LOT* of
games on floppy disks contain "copy protection" and will only run
from floppies. Even if you successfully copy all the files on the
floppies to the hard drive, the programs will crash.

On the other hand, word processors, spreadsheet programs, DTP programs,
etc., should run flawlessly. If you are having problems running these
problems from a hard drive, then you really do have a problem.

Hope this helps,

Randy Kwak
bm827@ncf.ca

"Christopher Thorley" (chris_thorley@lineone.net) writes:
>> Now, if I copy programs to the hard disk and try to run them it keeps
> coming
>> up with an error message (TOS error #35). I can read text files alright
> but
>> programs just don't run.
>
> As an extra some programs run and some don't. Some crash with 2 bombs and
> some with 3. All the programs thay don't run from hard disk run from floppy.
>
> You tell me!
>
> Chris Thorley.
>
>
>

5961. Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 17:08:46 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <9vl8qt$t3$1@news.tpi.pl>
Source record: 39533

Hi,
I have big problems importing *.gem vector graphic created
in Artworx into Papyrus. Everything seems to work fine, but
the imported graphic is always black&white, all the color
informaton is lost. I have tried exporting graphics from
Artworx as "GEM Meta-File" and "GEM Meta alt", but none of
them worked correctly with Papyrus. However, I could open
them again in colors using ArtWorx. The same thing happens
with *.gem files generated by GEM-Graph - all the color
information is lost.

Is it a bug in Papyrus, a bug in Artworx or am I doing
something wrong? Are there any other vector formats that
Papyrus can handle?

--
Grzegorz Pawlik
http://marijuana.atari.org/

5962. Grandad 1 Quest for Holey Vest code? Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 17:12:11 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <9vl9ql$fg5$1@slb6.atl.mindspring.net>
Source record: 39534
Cross-posted to: comp.sys.atari.st,maus.computer.atari.software,maus.sys.atari.software

Every year or so I seem to get this urge to play Grandad 1:Quest for the Holey Vest on my ST which I never got all the way through, and every year or so I remember that I lost the 6 digit code that I ordered from the author about 6 years ago. The author has long since changed his e-mail and I have never been able to contact him, including sending a letter all the way to the UK last year. (Ian somethingorother was his name) Grandad 2 had a very complex protection code printed on a dark red piece of paper, but Grandad 1 just had this wimpy 6 digit code, same for everybody, all I had to do was write it down, which I never did for whatever reason. If anyone could e-mail me the code I would appreciate it, obviously if I went through the trouble to get the protection sheet for part 2 you can trust me that I registered the first one. Plus how did I know it was a 6 digit code? Thanks for any help you can give me. -Satcom2

5963. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 18:19:01 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c1e36aa1e96563@pandora.be>
Source record: 39535

on Mon 17-12-2001 10:04 Raoul Teulings wrote:

>Hallvard wrote:
>
>>Absolutely! In addition to all the help he's given to
>>us in these
>>newsgroups! That's more customer support than you'll
>>ever get from
>>anyone else (who'd usually charge a lot for what
>>little they give
>>back)!!!
>
>I even recommend people when they are already using
>HDDriver to buy Diskus if they need such a program.
>Edge does not 'understand' what HDDriver has
>accomplished on your HD and I even find it dangerous
>to combine Edge and HDDriver from Dr. Uwe Seimet...

Why is it dangerous to combine Edge and HDdriver? IMHO this makes no sence at all. As long as one doesn't make use of long file names Edge is a very safe product. Edge is much easier to use then Discus -I don't have it about the language here but about user friendlyness-
Also to be clear I don't say Discus is not good or whatever, it's only harder to use.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5964. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 18:19:28 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c1e36aa1e96564@pandora.be>
Source record: 39536

on Mon 17-12-2001 13:13 Simon Osborne wrote:

>in article 9vgbm3$cv5$1@nyheter.chalmers.se, Johan Klockars at
>rand@cd.chalmers.se wrote on 15/12/01 8:26 pm:
>
>> In article <9vbk5l$v5$1@snipp.uninett.no>,
>> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>>>
>>> There was once talk about a fVDI-driver for MacMiNT. I have no idea if
>>
>> I did indeed do some work on that a couple of years ago. Since I didn't
>> have a Mac to test on at the time, I stopped, however.
>>
>> Nowadays I do have a few Macs (PPC601/68040/68030/68000), so I might be
>> persuaded to do something about it if there is a genuine interest.
>
>Oh please do! Mmmm, Mint on Mac :)

Yes please do so. I'm sick and tired of using MagiCMac. I would love to
have N_AES or XaAES on the mac.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5965. [ebay] Jaguar T-shirt

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 18:35:12 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C1E3AE0.65AE50ED@jps.net>
Source record: 39537

Jaguar T-shirt closing today:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308907515

5966. [ebay] Mouse/Joystick Extenders

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 18:36:44 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3C1E3B3C.432625F5@jps.net>
Source record: 39538

Closing today on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1308890860

5967. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 19:13:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008699168.5668.1@eurus.uk.clara.net>
Source record: 39401

Hi Grzegorz

| I have big problems importing *.gem vector graphic created
| in Artworx into Papyrus. Everything seems to work fine, but
| the imported graphic is always black&white, all the color
| informaton is lost. I have tried exporting graphics from
| Artworx as "GEM Meta-File" and "GEM Meta alt", but none of
| them worked correctly with Papyrus. However, I could open
| them again in colors using ArtWorx. The same thing happens
| with *.gem files generated by GEM-Graph - all the color
| information is lost.
|
| Is it a bug in Papyrus, a bug in Artworx or am I doing
| something wrong? Are there any other vector formats that
| Papyrus can handle?

The version of Papyrus I own is probably the most buggy, untested, unfinished useless piece of crap I've ever bought, I will not spend anymore money with ROM.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/2001

5968. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 19:56:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9vlil9$8cl$1@thorium.cix.co.uk>
Source record: 39539

Hi Ken!

For some reason my mailer crashes when I try and comment to your
message, so I am putting it as a new topic 'say':

In message <3C1CCD4C.BD5F7199@greeleynet.com>, wordworks@greeleynet.com said:

>> A4 is actually officially, 210 x 297 mm which is 8.27 x 11.7 inches.
>> US Letter is I understand 8.5 x 11.0 inches or 215.9 x 279.4 mm,
>> so is some 6 mm or a quarter inch wider and 17.6 mm or 0.7 inches
>> shorter than A4. Of course the printer can't usually cover all of
>> the sheet in either case. The width difference should be
>> unimportant but the different lengths will affect the layout if
>> the printing program does not send FFs but goes by the length of
>> the paper.
>
>Width could be a problem depending on the margins chosen by the author
>of the document.

Yes I agree, but unlikely. Since the printer can't cover right out
to the edges of US Letter anyway in most cases (except for A3
printers), an eighth of an inch each side is unlikely to matter
unless the user is extraordinarily fussy about layouts... Even on
an A4 you could probably tell the printer you are using US Letter
or even A3 and adjust the margins to give the exact required
printed area.

Regards, /Peter/

5969. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 22:27:50 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <GjuT7.747$O5.2045@nntpserver.swip.net>
Source record: 39540

Johan Klockars <rand@cd.chalmers.se> skrev:
: Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
:>Matthias Jaap <mjaap@t-online.de> wrote:

:>>>Anyone worked with MacMint? How well does it work? Does it run Atari
: ...
:>> It runs console based applications. I don't think it has ever been developed
:>
:>There was once talk about a fVDI-driver for MacMiNT. I have no idea if

: I did indeed do some work on that a couple of years ago. Since I didn't
: have a Mac to test on at the time, I stopped, however.

You did it blindly?

: Nowadays I do have a few Macs (PPC601/68040/68030/68000), so I might be
: persuaded to do something about it if there is a genuine interest.

Trust me, that would indeed be interesting. Macs with nice specs are much
easier (cheaper =) to get at than simiarly specced Ataris.

--
En ligne avec Tin 1.4.

5970. Re: [GAME][NUQ] Need test/bug reports

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 23:01:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da250803030@madasafish.com>
Source record: 39407

Hi Patrice,

>Well, I would like to have a lot of people test nuq with and without FPU
>to see if any problems arise, specially if you have a non standard Atari.
>Please provide all necessary informations: machine, OS, _VDO cookie,
>etc...
>
>There is also a test benchmark described in the Changelog file, to
>compare speed between machines, so I would like to have some reports
>about it also.
>
>Thanks, it may help build a better version.

Well, on my NON FPU Falcon with a Phantom accelerator it was very slow!
Unplayable, but I do not blame you, Quake on a PC needs a DX CPU with the
FPU so I beleive that an FPU will help Quake run a lot better!

--
Lyndon Amsdon

5971. Re: [PUB]Eiffel update

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da28650630@madasafish.com>
Source record: 39408

Hi Laurent,

>again a new update http://eiffel.atari.org with a scan of my PCB and
>componants positions from my white paper...
>
>I know somes people try to contact me to get an interface, but
>sorry i will be in holidays, and awaiting for somes feed back about
>the first items...So the best way is to contact me next year...
>
>I will be already online to ask for any questions and help...but not
>,while vacancy, to build any Eiffel; my wife will not be very happy ;-)

Hmm, something has just occured to me. What happens to the joystick port?
This should be pretty easy to stick into the PIC, do you have some spare
I/O lines for it?
--
Lyndon Amsdon

5972. The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-17 23:14:00 UTC
From: Reverend Trev Trousers <aa@bb.cc>
Message-ID: <l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com>
Source record: 39541

Fuck off.

5973. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 00:03:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1f9f30b2e7c0@madasafish.com>
Source record: 39426

Hi Martin,

>Ignore this message. Just testing pine with my easyMiNT system ...

Well it worked! ;)
--
Lyndon Amsdon

5974. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 00:18:27 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B843F583.D0B%atarilp@hotmail.com>
Source record: 39542

in article l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com, Reverend Trev Trousers at aa@bb.cc wrote on 12/17/01 6:14 PM:

> Fuck off.

Nice to meet you.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

5975. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 02:30:46 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1EAA55.3B080833@greeleynet.com>
Source record: 39543

Hey, Peter,
>
> For some reason my mailer crashes when I try and comment to your
> message, so I am putting it as a new topic 'say':

I think we should blame it on Microsoft, don't you???? ROFL

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5976. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 06:09:58 UTC
From: rsmac@t-online.de
Message-ID: <1f4lm44.p0iy768tst5cN%rsmac@t-online.de>
Source record: 39544
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> > ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_en.zip (610.500
> > bytes) English version
>
> Are these just demos, or have they been released as freeware as many now
> unsupported software packages have been for our platform?

They doasnï¿½t work at all.
You have to pay it before you can use all features.

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

5977. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 12:08:38 UTC
From: "Derryck Croker"
Message-ID: <1008674162-418940AEicMi@ntlworld.com>
Source record: 39545

Hi Hallvard

>Personally I already have Diamond Edge, but knowing that it hasn't kept
>up with the advancements (long filename support etc.) I would be willing
>to chip in my share if that would help the program stay alive and others
>would do the same.

I'm up for chipping in some cash, do we have someone with the necessary
programming knowledge and time?

Cheers

--
Regards,

Derryck Croker

5978. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 14:04:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1008690846-142175AEicMi@gmx.net>
Source record: 39398

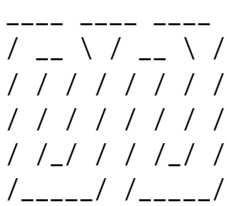
From: northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas)
Date: Sun, 16 Dec 2001 22:53:00 GMT

Hi Hallvard,

>Absolutely! In addition to all the help he's given to us in these
>newsgroups! That's more customer support than you'll ever get from
>anyone else (who'd usually charge a lot for what little they give
>back)!!!

I agree, and since the knife cuts both ways it would also be beneficial for
the Atari community to support Diskus rather then an outdated program like
The Edge.
If anyone who is remotely interested in an English version of Diskus would
come forward and let Dr. Uwe Seimet know it then if demand is high enough to
warrant the work and effort involved, it might just happen...
Translating Diskus at source level wouldn't be an enormous task, the manual
however is another story... but then there's always DDP ofcourse to come to
the rescue ;-)

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5979. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 14:42:22 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <uBIT7.59$4p3.53195@newsfeed.slurp.net>
Source record: 39396

"Reverend Trev Trousers" <aa@bb.cc> wrote in message
news:l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com...
> Fuck off.
>
Talking to yourself, schitzo?

5980. Re: New HighWire Browser Development Project

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 15:46:52 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0112180746.53af11c3@posting.google.com>
Source record: 39397

"Webmaster@atari-users.net" <webmaster@atari-users.net> wrote in message news:<u1qo2jlq7jn8a1@corp.supernews.com>...
> Hello all!
>
> We are pleased to announce the HighWire Development Project web site.
>
> URL: http://highwire.atari-users.net
>
>
>
> While NO DOWNLOADS are available at this time. There are some screen
>
> shots and other info available for those interested. Downloads will be
>
> available shortly. This is a chance for non programmers to get an idea of
>
> how development is progressing and to book mark the site before the
>
> initial release announcements are made.
>
> HighWire is a New Atari Browser that is UNDER development. We are asking
>
> anyone interested in helping code HighWire, in C, to join the group. We are
>
> also looking for people experienced in translation and documentation, so
>
> that the project can be available to as many Atari users
>
> as possible. Without any hurdles due to language problems or documentation.
>
> Please visit the developer section of the site for information on how to
>
> join the list.
>
> HighWire Development Project
>
> Why take a taxi... When you can fly!
>
> http://highwire.atari-users.net

What are the minimum hardware requirements that you are aiming for?

An ST? TT? FALCON?

5981. Re: Grandad 1 Quest for Holey Vest code? Atari ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 16:10:15 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0112180810.965bebd@posting.google.com>
Source record: 39399
Cross-posted to: comp.sys.atari.st,maus.computer.atari.software,maus.sys.atari.software

Try here:

http://www.umich.edu/~archive/atari/Games/Adventure/

There is a file named grandad.zip... it might be what you are looking for.

5982. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 16:34:36 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c20fa84$0$177@news.zetnet.co.uk>
Source record: 39421
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no>
wrote in message
news:1f4lcb3.16sv4f1x2a4r6N%northstar2010@___NO_SPAM___yahoo.no...

| . . . . .
| > ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_de.zip (639.000
| > bytes) Answering machine, Fax & Voice-On-Demand-System, Send & Receive
| > Fax, Mailbox & Terminal with internal Z-Modem. German version.
| >
| > ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_en.zip (610.500
| > bytes) English version
|
| Are these just demos, or have they been released as freeware as many now
| unsupported software packages have been for our platform?

Coma is an excellent fax program. I never tried the Answering machine, &
Voice-
On-Demand-System. There was an address in England (for UK users only I
presume) that
you sent money to to get a code to register the program.

The demo did work as far as I recall but there must have been some limitation.

--
JI Logan

|
| Hallvard
| --
| Atari Launchpad : <http://launchpad.atari.org>
| Notator/Creator SL : <http://www.notator.org>

5983. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 17:59:42 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c1f83aa1b6c5f0@pandora.be>
Source record: 39400

on Tue 18-12-2001 02:00 Hallvard Tangeraas wrote:

>Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:
>
>> New at the Belgian ftp-site chapelie.rma.ac.be
>> --
>> **telecomm**
>> ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_de.zip (639.000
>> bytes) Answering machine, Fax & Voice-On-Demand-System, Send & Receive
>> Fax, Mailbox & Terminal with internal Z-Modem. German version.
>>
>> ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_en.zip (610.500
>> bytes) English version
>
>Are these just demos, or have they been released as freeware as many now
>unsupported software packages have been for our platform?

These are demo's. Coma is still *supported*

CU
Martin.

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5984. Re: Help reading/printing SoundPool's A

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 18:25:24 UTC
From: nurmix@spam-free.com
Message-ID: <3c1f89f6.7655123@news-server.socal.rr.com>
Source record: 39402

On Sun, 16 Dec 2001 21:00:32 +0000 (UTC), vdjole@EUnet.yu (Djordje Vukovic) wrote:

>Possibly the simplest way to print an (Atari-originated) PCL (HP) or ESC P
>(Epson) print file from a Windows-loaded machine may be to do it from a
>command line prompt:
>
> > COPY filename.ext LPT1: /B
>
>the /B option being very important, because it tells the operating system
>to send the file in "pass all" (i.e. binary) mode. I have thus printed many
>print-files from DynaCADD, Megapaint and other Atari applications, without
>any problem at all.

Thanks for the suggestion. I also tried that with the files when I first got them (after seeing this solution on the Microsoft web site). However, it didn't work - most likely because I was attempting to print to an Epson printer. All I got were garbage characters.

However, I got everything worked out with a couple of demo programs that dealt with PCL files, so all is well.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

5985. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 18:40:18 UTC
From: EdO <philippe.van-meenen@club-internet.fr>
Message-ID: <3c1f8e1d$0$24743$7a628cd7@news.club-internet.fr>
Source record: 39404

> Fuck off.

ahhhhhhhhhhhhhhh yes.....

5986. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 18:40:33 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3c1f83aa1b6c5f1@pandora.be>
Source record: 39403

on Tue 18-12-2001 07:09 Robert Schaffner wrote:

>Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>
>> > ftp://chapelie.rma.ac.be/atari/telecomm/coma_atari_5.3.1_en.zip (610.500
>> > bytes) English version
>>
>> Are these just demos, or have they been released as freeware as many now
>> unsupported software packages have been for our platform?
>
>They doasnï¿½t work at all.
>You have to pay it before you can use all features.

They surely work but with shareware restrictions. Coma is the best fax
program available for the Atari. It's surely worth the money.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5987. Edge or Diskus....

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 19:34:30 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008765776-515628AEicMi@xs4all.nl>
Source record: 39420

>but then there's always DDP ofcourse to come to
>the rescue

And already did some great things! Just read the
manual accompanying the Calamus 2002 update...What a
job...My compliments!

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

5988. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 20:36:16 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u1vjfdrdcq70a9@corp.supernews.com>
Source record: 39410

"Reverend Trev Trousers" <aa@bb.cc> wrote in message
news:l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com...
> Fuck off.
>
>

God Bless you and a merry Christmas

5989. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 21:00:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <1543_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39405

In uno strano messaggio del 18 Dec 01 derryck@.NOSPAMCRAPcix.co.uk
(2:333/608.1) scrisse al povero All :
>> Personally I already have Diamond Edge, but knowing that it hasn't kept
>> up with the advancements (long filename support etc.) I would be
>> willing to chip in my share if that would help the program stay alive and
>> others would do the same.
d>
d> I'm up for chipping in some cash, do we have someone with the necessary
d> programming knowledge and time?

Should we call a poll to count how many would join a development group and
how much monay would put to get the thing ? But in this case, is it possibile
to buy the sources and put it free or the group should sign a non-disclosure
agreement ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5990. Test

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 21:29:05 UTC
From: Martin Tarenskeen <m.tarenskeen@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112182227020.103-100000@easymint>
Source record: 39406

Ignore this message. Just testing pine with my easyMiNT system ...

5991. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 23:03:46 UTC
From: rand@cd.chalmers.se
Message-ID: <9voi0i$qr3$1@nyheter.chalmers.se>
Source record: 39409

In article <GjuT7.747$O5.2045@nntpserver.swip.net>,
Iggy Drougge <optimus@canit.se> wrote:
>Johan Klockars <rand@cd.chalmers.se> skrev:
>: Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>:>Matthias Jaap <mjaap@t-online.de> wrote:
>
>:>>>Anyone worked with MacMint? How well does it work? Does it run Atari
...
>:>There was once talk about a fVDI-driver for MacMiNT. I have no idea if
>
>: I did indeed do some work on that a couple of years ago. Since I didn't
>: have a Mac to test on at the time, I stopped, however.
>
>You did it blindly?

What I did was mainly to try to get rid of Atari specific things in fVDI
and to start looking into how to get at the screen on a Mac.
I stopped before there was anything that could be tested in any way,
mainly (as I said) because I would have no way of doing that.

'Blind' developing/debugging has happened a few times later, though,
when people with Eclipse cards have had problems I've not been able
to duplicate on my system, for example. My recent attempts to make
the RageII driver work on the Milan have been like that too.
Needless to say, this way of doing things is of course a whole lot
slower than when you have the actual hardware available.

>: Nowadays I do have a few Macs (PPC601/68040/68030/68000), so I might be
>: persuaded to do something about it if there is a genuine interest.
>
>Trust me, that would indeed be interesting. Macs with nice specs are much

Since there seems to be a few people who are interested, I'll keep it
in mind. Can't promise anything any time soon, though.

If anyone else wants to give it a try, I'd be happy to help out.
Besides the current monochrome driver and my 16 bit example driver,
there's now also the ARAnyM driver to look at, so getting the graphics
working really should not be a major problem.

>easier (cheaper =) to get at than simiarly specced Ataris.

You don't say...
I'd be happy to get a single (unaccelerated) Falcon for the price I've
paid for all my Macs together.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

5992. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-18 23:18:37 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u1vjslpeg61k78@corp.supernews.com>
Source record: 39411

I offered two with a ton of extras and not a sniff, I have come to the conclusion they are sadly now worthless

5993. Re: the best for next year...

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 00:26:23 UTC
From: ebaiz@skyenet.net
Message-ID: <P8RT7.2095$4p3.136533@newsfeed.slurp.net>
Source record: 39412

On 17 Dec 2001 10:05:34 , Raoul Teulings wrote:
>I wish everyone from here a merry christmas and all
>the best for the next year!
>
>Raoul Teulings
>3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

Thank you and the same to you and everyone else here....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5994. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 00:26:25 UTC
From: ebaiz@skyenet.net
Message-ID: <R8RT7.2096$4p3.136557@newsfeed.slurp.net>
Source record: 39413

On 17 Dec 2001 23:14:00 , "Reverend Trev Trousers" wrote:
>Fuck off.

I guess that comment shows your mentality. Must have used a PC to write
it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5995. Re: Help reading/printing SoundPool's A

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 00:55:07 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3C1FE56B.D33E09B0@greeleynet.com>
Source record: 39414

Paul Nurminen wrote:

> Thanks for the suggestion. I also tried that with the files when I
> first got them (after seeing this solution on the Microsoft web site).
> However, it didn't work - most likely because I was attempting to
> print to an Epson printer. All I got were garbage characters.

It was indeed because you were printing to an Epson printer. Once I "relearned" that copy command (I've forgotten a huge amount of my DOS knowledge.) it printed fine on my Laserjet, not counting the paper size problem.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

http://www.greeleynet.com/~wordwork/airpage.htm
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

5996. Re: Hallvard - Which ST contains good D

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 01:10:47 UTC
From: sidcelery@cix.co.uk
Message-ID: <9vopel$6qr$1@thorium.cix.co.uk>
Source record: 39415

On 7 Dec 2001 02:24:20 G, Hallvard Tangeraas wrote:
> Beedub <bwiltshire@cableinet.co.uk> wrote:
>> Ok, I do have the faulty chip numbered like you say. Rather sadly
>> the very old ST that was going to donate has the same numbers on
>> it. Is it just luck which ST contains the better DMA chip?
> As far as I know and have read in various Atari magazines, the very
> first STe machines that came out of the Atari factory had this
> problem.

IIRC it's not just the chip number that's the issue. AIUI it's the
tolerance of the spec that was the problem as well.

If the serial number of the STe itself ended with a number from 20000
onwards then the DMA was ok even though it was marked with the same
C025913-38 number as it was originally.

Plus, of course, any STe which was originally fitted with a TOS 1.62
was definitely ok.

> I don't know where you can buy a new (working) chip these days, but
> perhaps someone here can help. Or ask the few remaining Atari
> dealers around.

Atari Workshop or Brad at Best seem the most obvious sources - though
Barrie at Keychange may be able to do something.

> Other than that it might be easier (and cheaper) to buy another STe
> as lots of people who have moved on to other platforms think our
> machines are toys (though we know better ;-) so you may be given one
> if you find the right person.

Probably true and easiest...

> However, there's no way of knowing if the machine has a faulty or OK
> DMA chip without actually opening up the machine and visually
> checking the number on the chip.

For the reason stated above, this isn't necessarily the case.
As evidence, my own STe was checked out and the DMA was replaced by
Atari UK in Slough England and came back with a chip of exactly the
same number. It ran with an 80Mb Quantum through an AdSCSI connection
for several years after with no problems.

rgds
H

5997. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 06:16:42 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2030CA.C3425041@seimet.de>
Source record: 39416

Dennis Vermeire schrieb:

> If anyone who is remotely interested in an English version of Diskus would

There will definitely no English version. Creating and maintaining this
version and translating the manual and other texts would take a huge
effort. As far as translating DISKUS is concerned System Solutions
thought briefly
of it about two years ago. The same was the case for a company in France
some time ago. But both companies realised that it would take a huge
effort
to do so (and they are right) and so they decided not to do it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5998. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 06:17:54 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C203112.8EA1FC83@seimet.de>
Source record: 39417

Hallvard Tangeraas schrieb:

> We would of course need someone to organize the whole thing, and someone
> to get behind the programming so further development could be had.

IMO it is unlikely that somebody else can maintain (or even add
extensions
to) software like this. There are hardly any programmers left and even
less
that have a sufficient knowledge for such a job.
We have seen that usually this doesn't work with almost any software
package
for the Atari, that has been discontinued and was released to the
community
with the complete sources: Even if you do not have to pay anything for
the
sources nobody is usually capable of maintaining them.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5999. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 06:48:34 UTC
From: rsmac@t-online.de
Message-ID: <1f4nhec.6uiy6j1mm64sgN%rsmac@t-online.de>
Source record: 39418

Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:

> >They doasnï¿½t work at all.
> >You have to pay it before you can use all features.
>
>
> They surely work but with shareware restrictions. Coma is the best fax
> program available for the Atari. It's surely worth the money.

I sayd it wonï¿½t work at all.
Iï¿½m shure the sentence sounds same as "shareware restrictions"
(500 lines as "fax" canï¿½t be described as an real fax) :->

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6000. DA's Picture: Filters

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 09:00:06 UTC
From: Michael Gerbracht <info@dasgrinsen.de>
Message-ID: <4aeb3b6ea1info@dasgrinsen.de>
Source record: 39419

I have the RISC OS version of DA's Picture and would like to find out whether I could use the same filters as the Atari version. I've searched the newsgroup archives and there are some hints that there a many filters around but using google.de I couldn't find them. So does anybody here has a collection of filters or knows a source? The file extension is .wf5 .

thanks,
Michael Gerbracht

--
Written with Pluto on an Acorn StrongARM Risc PC 233 MHz running RISC OS 4.24

6001. Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 20:26:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008797622-839608AEicMi@xs4all.nl>
Source record: 39423

>Is it a bug in Papyrus, a bug in Artworx or am I
>doing
>something wrong?

In the upcoming version (Papyrus 9) it is been told
that this problem might be solved.....And for me
Papyrus is still a very helpful program. For my work I
have to exchange a lot of written manuscripts between
various different platforms and it's no big deal with
Papyrus, PhD and dissertations with a lot of different
formats....

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6002. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 20:37:04 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1008797868-888815AEicMi@xs4all.nl>
Source record: 39424

>The demo did work as far as I recall but there must
>have been some limitation.

It does and as already stated here: the limitations is
in the amount of lines....

CoMa is worth every penny...But be aware; the last
versions are no longer in English. But then you only
miss some small things: enhanced addressbook (mobile
numbers can now been filled in) and some other...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6003. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 21:11:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9vqvqn$e6j$1@thorium.cix.co.uk>
Source record: 39422

In message <1543_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

[Diamond Edge]
>Should we call a poll to count how many would join a development group and
>how much monay would put to get the thing ?

I would be interested for up to 15 UKP - not more as I find
HPOptimizer fine for defragging. Even then it would have to work
with LFNs and also very large partitions (it doesn't with the
current version, returning nonsensical, negative sizes).

Can't help with development as I am not a programmer.

Regards, /Peter/

6004. filters DAs Picture

Newsgroup: comp.sys.atari.st
Date: 2001-12-19 22:20:07 UTC
From: fried@dragon.achilles.net
Message-ID: <9vr3qn$8s0$1@localhost.localdomain>
Source record: 39425

Somebody was asking about filters in DAs Picture. I tried some of the
filters from DAs Picture in Photoline, and they seem to work the same way.
I didn't even change the extension. So I would think the filter info is exchangeable on the
RISC OS. Who ever was asking about it can e-mail me.
I can send him all the filters I have from DAs picture.
Mark

6005. Atari Notes is GONE: Need YOUR HELP!

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 00:23:30 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0112191623.33a0ba60@posting.google.com>
Source record: 39427

Sad News:

ATARI NOTES IS GONE!!

Atari-Notes has been a part of Sound On Sound Magizine (UK) for
a good long
time and Derek Johnson has supported and reviewed Atari-MIDI
stuff to our
benifit and also kept the light that there was STILL a strong
Atari presence
in the world.

Now it is up to US to keep it that way!!

I am going to need ALL of your HELP here.
First, I am forwarding our corresponance. See below.

Also, I see this not for only Atari , but for all those who have
alternitive
computers. Its a principle. Lets get Atari Notes BACK!!!

Lets keep this CIVIL but to the point.Please send an email to the
Publisher and if you want, to the Editorial Director. Express you
would like to see Atari Notes Back.

There is also an on-line Atari forum where you can express yourself
about this issue as well.

Email Address:

Publisher Ian Gilby publisher@sospubs.co.uk
Editorial Director Dave Lockwood dave@sospubs.co.uk

see my Atari Notes Page:

http://tamw.atari-users.net/atarinote.htm

COMMENTS?

Tim
==========

>>Hey Tim:
>
>Yup, Atari Notes is gone. I meant to mail you sooner, but it's
been busy
>here (besides all the usual xmas crap and ongoing house DIY,
Deb & I are
>gearing up to write a book).

>
>Thing is, it all happened quite strangely, and I didn't get to
write a
>farewell column. The powers didn't want that because they want
to see what
>reader response is to its disappearance. Or something.
>
>Anyhow, I'd written two columns in advance, which I'll get paid
for, and
>which may be put on line.
>
>If you, or anyone else, miss Atari Notes (!), then by all means
>email/contact the mag and see what happens. David Etheridge
(who I think
>you know) has already phoned SOS's boss! There's a general
contact email
>from the front page of http://www.sound-on-sound.com, and to
individual
>members of staff (publisher, editorial director and editor) if
you dig
>around the 'Info' page. There's no point hassling members of
the editorial
>team, or being too rabid.
>
>And it's best if whatever you do looks like a spontaneous
outside thing,
>without my assistance/involvement - which I'm sure would happen
anyway.
>Mention me, of course - I write the column and you know me! -
but your
>response to the loss of Atari Notes is your own, without any
reference to
>my mails to you. Beyond that, do whatever you were going to do!
>
>Cheers, Tim.
>
>Derek
>
> >Derek
> >
> >Just saw the new issue on line and went to the computer Notes
section
>and..
> >
> >NO ATARI NOTES!!
> >
> >AGGGGGGHHHHHH!!!
> >
> >Does this mean WAR? :-)
> >

> >Could you give us an email address to send requests for
Atari-Notes?
> >
> >I am heart-broken!
> >
> >Tim
>

6006. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 00:29:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2200c0bcbd40@madasafish.com>
Source record: 39453

Hi,

>For some time I have noticed oblong panels marked 'Censored' with
>a large question mark below the text appearing in various HTM
>documents in my CAB 2.7 (I think the first I saw was in an old
>'My Atari' page). I thought nothing of it, figuring it was some
>kind of ad that would eventually reveal itself.
>
>Recently an acquaintance sent me a printout of a page downloaded
>on her PC which had an advertising panel for some sort of
>detective agency along the bottom. But when I accessed the same
>page, I got the 'Censored' panel again. It would seem that
>*something* is intercepting ads on HTML pages in my CAB. Not that
>I object, mind you (far from it) but I would like to know what is
>causing this. Any ideas anyone?

It is a plug in module that will block any images around a banner size.
Quite good as those banners are usualy animated gifs which means large
filesize.
--
Lyndon Amsdon

6007. Re: C Programming on ST

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 12:17:22 UTC
From: Adam Klobukowski <adamk@gabo.pl>
Message-ID: <slrna23ljg.lih.adamk@core.preferuje.luzik.pl>
Source record: 39428

> I have 2 Atari systems.
> 1 - STF w/1mb, TOS 1.4, 2 floppy drives
> 1 - STE w/4mb, TOS 1.6, 540mb SCSI HDD setup (using ICD adapter),
> Mario Becroft's VGA adapter.
>
> I would love to have GNU C, but I can't find where to download it!
> Can somebody please tell me? I also have Laser C with the book and
> everything, but one of the disks went bad!! If anyone else owns Laser
> C, I'd love to get a copy of that one disk from you.
>
> Thanks guys - Atari users are like a family
> Andy Blakely, USA

Latest versions of GNU C can be found in SpareMiNT archives:
sparemint.atari.org, but they are RPM packages and will need lots of memory
(more then 4MB). Older versions of GNU C can be found at various FTP servers.

As for version 3.x they are reported to work to sloow and require to much
memory to run on ordinary Ataris.

You will also need MINTLIB which is a LIBC implementation for Atari. It can
be found in same places as GNU C. There is some problems here: you need
newer GNU C versions to use newer MINTLIB versions, if you will use old
compiler ypu have to use older library.

There are also some other free C implementations on various FTPs but I
wouldnt recomend that becouse they are old.

Adam Klobukowski
atari@gabo.pl

6008. WTD Graphics card and CLAB MkX case

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 14:25:14 UTC
From: purpletwilight3000@yahoo.co.uk
Message-ID: <2bfabd3.0112200625.678e0479@posting.google.com>
Source record: 39429

Looking for a graphics card (anything considered)
and a CLAB Mk-X case (remember those) for a Falcon
setup that needs rescuing and recasing.

email purpletwilight3000@yahoo.co.uk

Cheers

Bob

6009. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 14:52:38 UTC
From: "Derryck Croker"
Message-ID: <1008921402-130718AEicMi@ntlworld.com>
Source record: 39446

From: Raoul Teulings <rt@xs4all.nl>
Date: Wed, 19 Dec 2001 22:37:04 +0200

>>The demo did work as far as I recall but there must
>>have been some limitation.
>
>It does and as already stated here: the limitations is
>in the amount of lines....

And that's not lines as in number of /text/ lines, but rather scan lines.
About an inch and a half high fax if my maths isn't too far wrong!

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6010. Re: Edge or Diskus....

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 15:00:30 UTC
From: "Derryck Croker"
Message-ID: <1008921404-131178AEicMi@ntlworld.com>
Source record: 39447

From: Raoul Teulings <rt@xs4all.nl>
Date: Tue, 18 Dec 2001 21:34:30 +0200

>>but then there's always DDP ofcourse to come to
>>the rescue
>
>And already did some great things! Just read the
>manual accompanying the Calamus 2002 update...What a
>job...My compliments!

According to the history headers of the UDO source files, preparation of the English file structure began mid-way through November 2000. Therefore, the translation itself took a year, plus whatever time Ulf needed to compile the html from the results.

Thanks for the kind words - this and the hypertext, bubblegem and resource file translation for PhotoTip have kept DDP Translations very, very busy this last year.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6011. FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 15:26:47 UTC
From: g.goebertus@chello.nl
Message-ID: <3c22023e.22726108@news.ams.chello.nl>
Source record: 39430

Hi all,

I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
on a Falcon (4MB, no harddisk, just a floppy drive).
The routine works exactly one time as it should, after that the
fileselector completely disappears when I click on an item or a
button...
Is this a known problem, and if so, is there a patch?

Thanks,

Guido

6012. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 17:33:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f4q8t8.tmwzyt11xg9q8N%tos4ever@pandora.be>
Source record: 39431

Joseph D. Place <jdplace@prodigy.net> wrote:

> Does anyone know where I can download Newsie? All the links that I
> have tried are dead.

You can find the latest Newsie on the Belgian ftp-server
ftp://chapelie.rma.ac.be/internet/newsie/

-rw-r--r-- 1 ftp 112731 Jul 28 2000 news961.zip
-rw-r--r-- 1 ftp 1385 May 28 2000 newsie96.upl
-rw-r--r-- 1 ftp 597848 May 28 2000 newsie96.zip

CU
Martin

6013. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 17:33:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f4q8fb.xmoh45c3cfyaN%tos4ever@pandora.be>
Source record: 39432

Raoul Teulings <rt@xs4all.nl> wrote:

> >The demo did work as far as I recall but there must
> >have been some limitation.
>
> It does and as already stated here: the limitations is
> in the amount of lines....
>
> CoMa is worth every penny...But be aware; the last
> versions are no longer in English. But then you only
> miss some small things: enhanced addressbook (mobile
> numbers can now been filled in) and some other...

Euch, who said that? Have you been to the author homepage lately? Have you read my weekly update news? If so you surely will have notice that the very latest version comes in a German and English version.

-rw-r--r-- 1 ftp rma 639000 Dec 14 18:43 coma_atari_5.3.1_de.zip
-rw-r--r-- 1 ftp rma 610500 Dec 14 18:44 coma_atari_5.3.1_en.zip

Please check out things before you make statements.

CU
Martin

6014. Re: WTD Graphics card and CLAB MkX case

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 19:46:51 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <zgrU7.6747$4z5.556100@news6-win.server.ntlworld.com>
Source record: 39433

Hello.

"purpleT3K" <purpletwilight3000@yahoo.co.uk> wrote in message
news:2bfabd3.0112200625.678e0479@posting.google.com...
> Looking for a graphics card (anything considered)
> and a CLAB Mk-X case (remember those) for a Falcon

I have a Mk X case and keyboard, ring me.

Barrie at Keychange. www.keychange.co.uk

6015. Atari Times Update - 12-20-2001

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 20:21:46 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3C224815.70DC902E@ataritimes.com>
Source record: 39434
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.st

```
Updates this week at TAT!

* Lynx Hydra Review! NEW!
* 2600 Arcade Conversions. NEW!
* Jaguar Conversions: Myst, NBA Jam, & Dragon's Lair
* Get your copy of the 2001 Year End Issue for $19.95 including
shipping!

Happy Holidays from your friends at The Atari Times!

--
Gregory D. George

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
- ||| ||| -
= ||| Visit The Atari Times Website! ||| =
- / | \ http://www.ataritimes.com / | \ -
= ATARI ATARI =
- DO+THE Order the 2001 Year-End Issue! HYPAT? -
= MATH Only $19.95 INCLUDING FREE shipping! =
- -
= http://www.ataritimes.com/yearend/2001_YearEnd.html =
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

6016. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:09:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008882626.7219.1@eos.uk.clara.net>
Source record: 39435

Hi Lonny

"lp" <atarilp@hotmail.com> wrote in message
news:B843F583.D0B%atarilp@hotmail.com...
| in article l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com, Reverend
| Trev Trousers at aa@bb.cc wrote on 12/17/01 6:14 PM:
|
| > Fuck off.
|
| Nice to meet you.

It isn't me!!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/2001

6017. Re: CT60?

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224b6663e2b0@madasafish.com>
Source record: 39252

Hi Chris,

>I keep reading here about the CT60. I don't believe I'm familiar with
>it - can anyone enlighten me?

Super booster from the guy who bought you the CT2. Falcon only with a
possible PCI bus adaptor. Check out this link: http://www.czuba-tech.com

>Is it available in the UK? How much? Is it plug and go, or does it
>require soldering (eek)? How compatible is it?

Isn't available yet!! He has produced hardware prototype and still
working on software I think. Prices on his website. Should be quite
compatible on games/demos and very compatible on GEM apps. No soldering
needed! Slot in the Falcon bus port. Needs PC ATX powersupply for the
3.3v supply.

>Just getting fed up of waiting for Tempest. I'm even thinking of
>buying a PC...

Hmm, I think you need to see a doctor ;)

--
Lyndon Amsdon

6018. Re: [WEB] Aniplayer 2001 Christmas version 2.18

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224942d6882@madasafish.com>
Source record: 39329

Hi Didier,

>The latest version of Aniplayer 2001 (2.18) is on my site.
>About news, please read the documentation on-line, or uses
>this link to history:
>http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm

Wow, thanks, I'll grab it soon! Can't wait to see it run on a CT60
Falcon, things should fly!

--
Lyndon Amsdon

6019. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248ce61541@madasafish.com>
Source record: 39334

Hi Thomas,

>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:3c2248d4175f50@madasafish.com...
>> Cool, I thought I seen your name recently. I remembered it was the
>> Overscan documentation and yes, it is you! Cyberscuplt hasn't been
>> developed for ages has it?
>
>No, I haven't touched the code since January of 1989, according to the
>timestamps on the files. I'm going through my old hard drives now, locating
>all the various code and trying to see if I can get the stuff compiling
>again.

Well the message to you from the Overscan documentation was :

Unfortuneally the best two graphics programms, CAD3D from TOM HUDSON
and CYBERPAINT from JIM KENT don`t work at this moment with this higher
resolution.

TOM and JIM are YOU jet listening to this ???
Please try to adapt Your superb programs !!!

I think people really like your programs even though I've never tried
them. Wow, haven't been on Atari since 1989 and you return?! That must
be some kind of a record, so what programs did you do on the PC?
--
Lyndon Amsdon

6020. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248d4175f53@madasafish.com>
Source record: 39365

Hi Peter,

>I hope it doesn't block other images that one may want! BTW. does
>it stop these from being downloaded or only displayed?

Well, if an image is about the same size as a banner then it will be
blocked! You can adjust the image block size. It prevents it from
downloading.
--
Lyndon Amsdon

6021. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c22498a32a080@madasafish.com>
Source record: 39391
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi patrick,

>Please forgive the crosspost, but I am not an Atari user and as such
>didn't know which machine I needed.
>
>I am in need of a WD1772 chip for a piece of equipment, and searching the
>'net found that Atari's used the same chip in some hardware. So I figured
>someone might know where I could go.

That is correct.

>Does anybody know where I can obtain this chip? I only need one, but would
>order in bulk if required to get some for spares.

Well, I have a couple of STEs which I could desolder the floppy controller
off as they both have problems, obviously not realted to floppy. Email me
if you want. You could also try http://www.best-electronics-ca.com/custom-
i.htm.

The WD1772 is used in STs. In the Falcon and TT they had a chip that is
comptible to the WD except it can handle 16Mhz or even 32Mhz for HD an ED
support.
--
Lyndon Amsdon

6022. WTD: Programming Software

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248cc351ae0@madasafish.com>
Source record: 39246

Hi

I'd like to buy an assembler with English Manual off someone, prefer the UK to avoid huge P&P. I'm thinking something like Turbo Assembler or Devpac, not sure really. If it can compile 68000 code I think thats all I need.

Also, I have "GEM Programmers Reference" book by Abacus software (pretty commen book) and when I bought it I didn't recieve the disk with it. Didn't realise at the time it came with software. Does any one have a copy of the disk they could send me please? If you don't believe I have the book I'll show you a scan of the front cover, or any page if you want!!

Thankyou,
--
Lyndon Amsdon

6023. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224b6663e2b1@madasafish.com>
Source record: 39253
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rodolphe,

>Do anybody know a program that can recover/reconstruct the FAT if the data
>still on the disk but the FAT has been erased by misstake (no comment
>please... we all do dumb thing sometimes, specialy clicking on the wrong
>button)...

I think there is a option like this in HDDriver but looking at it, if
there is no FAT, how can you tell what clusters belong to which files? It
would just look like a huge string of bytes!! There are two FATs, IIRC
the second is a complete copy of the first. Perhaps that helps?
--
Lyndon Amsdon

6024. Re: seeking tiny fuge for mintnet (was on umich site)

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224942d6880@madasafish.com>
Source record: 39328

Hi Brian,

>atari.archive.umich is no more?
>Well...perhaps someone out there can help me.

Hmm, what about http://www.umich.edu/~archive/atari
--
Lyndon Amsdon

6025. Re: [New project!] The Orphaned Projects Page

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224942d6883@madasafish.com>
Source record: 39330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi gokmase,

>Firstly, Merry Christmas to all of you!
>Although this site is one day too late to be a Christmas present, here
>goes:

Merry Christmas!

>I have therefore made contact with a few programmers who are no longer
>actively working on their projects (projects could be frozen on
>longterm basis or dead, reasons vary a lot) and started to make a list
>of projects, with easy downloads of sources as well as some license
>information which would be vital to anyone interesting in taking over a
>project.
<<<snip>>>
>Make any sense? If yes, great, come help out! If no, visit the site to
>get a grip :))
>
>URL: http://topp.atari-users.net

OK, glad to see you've got it up and running!! On a note, especially for
people living in England, is Jeremy Hughs contactable? I'd like to see
Imagecopy updated, is his address still valid from his Imagecopy manual?
--
Lyndon Amsdon

6026. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248d4175f50@madasafish.com>
Source record: 39362

Hi Thomas,

>> Glad you've got it all working again! :-)
>
>Me too. Kind of makes me wish I had a TT here as well so I could update
>some of my old software to take advantage of its better graphics
>capability -- I noticed that some people are still using Cyber Sculpt, which
>only runs in the ST resolutions. Probably wouldn't be a big deal to get it
>running in the higher resolution modes, if people are interested.

Cool, I thought I seen your name recently. I remembered it was the
Overscan documentation and yes, it is you! Cyberscuplt hasn't been
developed for ages has it?
--
Lyndon Amsdon

6027. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248d4175f51@madasafish.com>
Source record: 39363

Hi

>in article manV7.53$iP6.50211@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 12/23/01 10:58 AM:
>
>> Hello all, I would like to talk about something I received from Anodyne
>> Software and
>> that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the
>> nicest
>> Atari retailers I have known since I became an Atarian.
>
>I fully agree!
>Roger is all around wonderful. ;-)

I would love to support Roger and buy Extendos and the CD Writer Suite but
money is short at the moment. I'm pretty sure my Falcon can do a better
jobat CD burning than my 486!
--
Lyndon Amsdon

6028. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 21:24:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248d4175f52@madasafish.com>
Source record: 39364

--
Lyndon Amsdon

6029. Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 22:01:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9vtn3i$50u$1@thorium.cix.co.uk>
Source record: 39436

For some time I have noticed oblong panels marked 'Censored' with a large question mark below the text appearing in various HTM documents in my CAB 2.7 (I think the first I saw was in an old 'My Atari' page). I thought nothing of it, figuring it was some kind of ad that would eventually reveal itself.

Recently an acquaintance sent me a printout of a page downloaded on her PC which had an advertising panel for some sort of detective agency along the bottom. But when I accessed the same page, I got the 'Censored' panel again. It would seem that *something* is intercepting ads on HTML pages in my CAB. Not that I object, mind you (far from it) but I would like to know what is causing this. Any ideas anyone?

Regards, /Peter/

6030. Interest check: Mega ST 4, Megafile 30, kb, mouse, Atari modem, no monitor

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 22:24:01 UTC
From: awilson8@hotmail.com
Message-ID: <e22e996.0112201424.5e5f0048@posting.google.com>
Source record: 39437

I may be able to acquire the items in the title of this post. They won't cost me anything, but getting them will require a bit of work (well-timed dumpster diving, as they're being thrown out but have not yet been through property control). Is there sufficient interest in this to justify my getting them and shipping them out?

As mentioned, there is NO MONITOR. As a result, it's a little difficult to test whether it works (though I can at least check that the power comes on). I'm not an ST aficionado, so I don't know anything about the machine (although I'll be happy to provide you any label information, etc.).

Obviously, the price level at which it becomes worth my time to do something decreases dramatically if I don't have to ship anything. If you're interested in picking it up personally, I'm in Jackson, Mississippi.

6031. Re: Status of "Interface"?

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 23:54:32 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c22888a1c8db12@free.fr>
Source record: 39438

Hello,

in article <1f4pmn1.e4ksmbglszueN%northstar2010@___NO_SPAM___yahoo.no> (comp.sys.atari.st) Hallvard Tangeraas wrote on Thu 20-12-2001 10:00 (GMT):

> I've contacted the author about this and the fact that only a German
> version is available there, but since my Notator mailing list members
> might need a RSC editor (for organizing some new MIDI/sound icons I'll
> be making available one of these days), this program would come in handy
> for sure! But... preferrably an English version.

I also bought Interface 2.30 years ago. I downloaded the "free" version some months ago and used... Interface 2.30 to compare the French (old) rsc file and the German (new) one. There is no difference, except in the info dialog but it's not a problem. You will notice that the later version still shows 2.30 as the version number.

Btw, this comparison tool is the kind of thing that I really miss in RSM.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

6032. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-20 23:56:36 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c22888a1c8db13@free.fr>
Source record: 39439

Hello,

in article <9vtn3i$50u$1@thorium.cix.co.uk> (comp.sys.atari.st)
xlator@cix.compulink.co.uk wrote on Thu 20-12-2001 22:01 (GMT):

> page, I got the 'Censored' panel again. It would seem that
> *something* is intercepting ads on HTML pages in my CAB. Not that
> I object, mind you (far from it) but I would like to know what is
> causing this. Any ideas anyone?

Yep :-)
It's the feature provided by the Cabcom module.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

6033. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 00:00:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961602.21122.2@iapetus.uk.clara.net>
Source record: 39456

Hi Y'all

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c1f9f30b2e7c0@madasafish.com...
| Hi Martin,
|
| >Ignore this message. Just testing pine with my easyMiNT system ...
|
| Well it worked! ;)

You need green pills, you're seeing stuff. Your suffering from interactive
hallucinations.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 20/12/2001

6034. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 00:03:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961605.21122.3@iapetus.uk.clara.net>
Source record: 39457

Hi Pete

| For some reason my mailer crashes when I try and comment to your
| message, so I am putting it as a new topic 'say':

Are you still having that problem, isn't it time CIX was dragged forward
into the 15th century, fit some valves at least.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 20/12/2001

6035. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 00:09:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961607.21122.4@iapetus.uk.clara.net>
Source record: 39458

Hi dude

"DrAmbient" <g.goebertus@chello.nl> wrote in message
news:3c22023e.22726108@news.ams.chello.nl...
|
| Hi all,
|
| I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
| on a Falcon (4MB, no harddisk, just a floppy drive).
| The routine works exactly one time as it should, after that the
| fileselector completely disappears when I click on an item or a
| button...
| Is this a known problem, and if so, is there a patch?

A chat with Lonny Purcell at atarilp@hotmail.com will almost certainly bring
the answer.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 20/12/2001

6036. Re: FS: Diamond Back & Edge Licenses

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 00:11:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961610.21122.5@iapetus.uk.clara.net>
Source record: 39459

Hi Uwe

| > If anyone who is remotely interested in an English version of Diskus would
|
| There will definitely no English version. Creating and maintaining this
| version and translating the manual and other texts would take a huge
| effort. As far as translating DISKUS is concerned System Solutions
| thought briefly
| of it about two years ago. The same was the case for a company in France
| some time ago. But both companies realised that it would take a huge
| effort to do so (and they are right) and so they decided not to do it.

Does this mean you wouldnt entertain prospective attempts.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 20/12/2001

6037. Re: Edge or Diskus....

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 00:13:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008961613.21122.6@iapetus.uk.clara.net>
Source record: 39460

Hi Raoul

| >but then there's always DDP ofcourse to come to the rescue
|
| And already did some great things! Just read the
| manual accompanying the Calamus 2002 update...What a
| job...My compliments!

The old git that did that is now
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
very short on hair since that project saw light!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 20/12/2001

6038. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 02:39:59 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8480B2F.DC0%atarilp@hotmail.com>
Source record: 39440

in article 3c22023e.22726108@news.ams.chello.nl, DrAmbient at
g.goebertus@chello.nl wrote on 12/20/01 10:26 AM:

> I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
> on a Falcon (4MB, no harddisk, just a floppy drive).
> The routine works exactly one time as it should, after that the
> fileselector completely disappears when I click on an item or a
> button...
> Is this a known problem, and if so, is there a patch?

That sounds strange. You should not be having that problem as far as I know
as I also use GFA. It is hard to tell what may be the cause without seeing
the code you are using. In my own GFA programs I don't use the built in
FSEL command, I find I have more control with a custom binding.

Also there is GFA Mailing list with 11 members thus far, you can find more
info about that at my site listed below.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6039. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 02:41:57 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8480BA4.DC1%atarilp@hotmail.com>
Source record: 39441

in article 1008882626.7219.1@eos.uk.clara.net, Steve Sweet at
stevesweet@freeuk.com wrote on 12/20/01 4:09 PM:

> Hi Lonny
>
>
> "lp" <atarilp@hotmail.com> wrote in message
> news:B843F583.D0B%atarilp@hotmail.com...
> | in article l2vT7.22092$4e3.2943363@news6-win.server.ntlworld.com, Reverend
> | Trev Trousers at aa@bb.cc wrote on 12/17/01 6:14 PM:
> |
> | > Fuck off.
> |
> | Nice to meet you.
>
> It isn't me!!.

Are you sure? :o)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6040. New CAB/MAGIC/HDDRIVER user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 04:48:38 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c22c1f5$0$65152$272ea4a1@news.execpc.com>
Source record: 39442

Hi,

What is RSDAEMON.PRG used for in CAB?
(v2.7)

Does this conflict with WBDAEMON in MAGIC?
(v6.01)

Is WBDAEMON safe to use with HDdriver?

Why does CAB seem to download into CACHE every site I go to?
Is this normal, or do I have something improperly set?

When I type certain characters, they are not represented like my
keyboard. For example, the ~ is in a different place.
I think it is a British keyboard. Is it possible to get an English
keyboard?

Thank you in advance.

ken

6041. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 05:45:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200112210645.a26969@wun.maus.de>
Source record: 39461

Hi Peter!

X>It would seem that *something* is intercepting ads on HTML pages in my
X>CAB. Not that I object, mind you (far from it) but I would like to
X>know what is causing this. Any ideas anyone?

It's not a bug, It's a feature :-)
Check Datei/Module/Werbebild-Filter for details.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6042. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 06:54:38 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C22DCAE.7AC89D58@siemens.at>
Source record: 39443

DrAmbient wrote:
> I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
> on a Falcon (4MB, no harddisk, just a floppy drive).
> The routine works exactly one time as it should, after that the
> fileselector completely disappears when I click on an item or a
> button...
> Is this a known problem, and if so, is there a patch?

I don't think that it is a GFA problem since it sounds similar to the
problem I have in PurePascal on my Falcon. When I succeed in clicking
on one of the invisible items or buttons part of the fileselector box
reappears again and stays at any further input until closing.

Gerhard

6043. Re: New CAB/MAGIC/HDDRIVER user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 07:29:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C22E4E1.97BC7268@seimet.de>
Source record: 39444

Ken Kosut schrieb:

> Is WBDAEMON safe to use with HDdriver?

Yes, it is.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6044. Re: TOS 2.06 info text file?

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 08:35:40 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c22f45c$0$177@news.zetnet.co.uk>
Source record: 39445

Hi Hallvard

On 20 Dec 2001 08:41:52 , Hallvard Tangeraas wrote rather a long missive ,most of which I have snipped.

>I'm working on an icon collection mainly for people using their machines for MIDI/audio. snip..snip..

>So, for everybody else who upgraded to TOS 2.06 -did you get some sort >of documentation with it? Anywhere I can download anything like this, or >could you send them to me (ask me first *before* sending any >attachements)?

My upgrade was done with a switchable TOS at the same time as a memory upgrade and conversion to High Density floppy. This was all done by TUS (The Upgrade Shop) who have moved on.BUT I do know that many of their ex customers have moved over to KEY CHANGE who used to work with TUS.They are carrying out repairs etc as did TUS. A word to them may help. Barry I know reads this group (As does Dave (TUS))so you may hear from them.

Somewhere I have the TOS 2.06 Manual (ATARI Corp UK) around as well as 2 disks that TUS sent me,one with 2.06 itself and one with CPX`s etc. I`ll have a search for them over the weekend and get back to you.

Regards and Seasons Greetings to you and yours and to all Atarians wherever you may be.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6045. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 09:56:24 UTC
From: g.goebertus@chello.nl
Message-ID: <3c23079e.3648659@news.ams.chello.nl>
Source record: 39448

On Fri, 21 Dec 2001 07:54:38 +0100, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>DrAmbient wrote:
>> I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
>> on a Falcon (4MB, no harddisk, just a floppy drive).
>> The routine works exactly one time as it should, after that the
>> fileselector completely disappears when I click on an item or a
>> button...
>> Is this a known problem, and if so, is there a patch?
>
>I don't think that it is a GFA problem since it sounds similar to the
>problem I have in PurePascal on my Falcon. When I succeed in clicking
>on one of the invisible items or buttons part of the fileselector box
>reappears again and stays at any further input until closing.
>
>Gerhard

Yes...this is *exactly* what happens here too.
A bug in TOS 4.0x?

6046. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 10:02:18 UTC
From: g.goebertus@chello.nl
Message-ID: <3c2308bc.3934972@news.ams.chello.nl>
Source record: 39449

On Thu, 20 Dec 2001 21:39:59 -0500, lp <atarilp@hotmail.com> wrote:

>in article 3c22023e.22726108@news.ams.chello.nl, DrAmbient at
>g.goebertus@chello.nl wrote on 12/20/01 10:26 AM:
>
>> I'm having problems with the FSEL_INPUT routine in GFA basic, but ONLY
>> on a Falcon (4MB, no harddisk, just a floppy drive).
>> The routine works exactly one time as it should, after that the
>> fileselector completely disappears when I click on an item or a
>> button...
>> Is this a known problem, and if so, is there a patch?
>
>That sounds strange. You should not be having that problem as far as I know
>as I also use GFA. It is hard to tell what may be the cause without seeing
>the code you are using. In my own GFA programs I don't use the built in
>FSEL command, I find I have more control with a custom binding.
>
>Also there is GFA Mailing list with 11 members thus far, you can find more
>info about that at my site listed below.

Thanks. I have joined the list.
About the code I use: there's really nothing special about it.
It works without problems on all other Atari's...

Guido

6047. [UPDATE]Eiffel page

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 11:33:31 UTC
From: laurent <laurent.favard@HETSPAMlibertysurf.fr>
Message-ID: <3C231E0B.BD1C625B@HETSPAMlibertysurf.fr>
Source record: 39450

Eiffel page http://eiffel.atari.org was updated this morning.
You can now download a new schematic for Eagle. PCB should
come later.

Thank Rodolphe for your help !

Laurent

6048. Re: New CAB/MAGIC/HDDRIVER user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 11:43:12 UTC
From: "Derryck Croker"
Message-ID: <1008937068-528801AEicMi@ntlworld.com>
Source record: 39451

From: Ken Kosut <kjcat@shell.voyager.net>
Date: Thu, 20 Dec 2001 22:48:38 -0600

>What is RSDAEMON.PRG used for in CAB?
>(v2.7)

It's actually part of IConnect I believe - a bit of the stack software
needed for your internet connection.

>Does this conflict with WBDAEMON in MAGIC?
>(v6.01)

Nope, two entirely different applications/uses - that's a write-back cache
program for your hard disk I believe.

>Why does CAB seem to download into CACHE every site I go to?
>Is this normal, or do I have something improperly set?

CAB downloads into a cache (you've set that up in the config somewhere).

>When I type certain characters, they are not represented like my
>keyboard. For example, the ~ is in a different place.

Mis-matched operating system language, NVRAM or keyboard.

You can remap the keyboard with a utility if necessary.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6049. Re: FSEL_INPUT problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 14:16:36 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B848AE74.DE5%atarilp@hotmail.com>
Source record: 39452

in article 3c2308bc.3934972@news.ams.chello.nl, DrAmbient at
g.goebertus@chello.nl wrote on 12/21/01 5:02 AM:

> Thanks. I have joined the list.
> About the code I use: there's really nothing special about it.
> It works without problems on all other Atari's...

Have you tried using wind_update() to lock the screen before calling the
fileselector? Perhaps not the best solution or legal, but if it works you
could do this only for the TOS version that gives you problems.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6050. Laser printers for use with Atari/NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 16:30:05 UTC
From: publish@welshnet.co.uk
Message-ID: <3c236348.16583019@news.cis.dfn.de>
Source record: 39454

My HP Laserjet 4 is giving up the ghost and although I have a spare to cannibalise I doubt if I can rectify the problems economically. Therefore, does anyone have a list of laser printers than NVDI (v4) will support. I need 600 dpi output, and because I tend to use a lot of graphics I would need 2MB of onboard memory has a minimum and of course a parallel port!

Any info appreciated.

And if I upgraded to NVDI 5 would that help matters?

Cheers

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

6051. Re: Atari Notes is GONE: anybody concerned?

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 18:02:48 UTC
From: tconrardy@hotmail.com
Message-ID: <ce22d101.0112211002.4ea548ab@posting.google.com>
Source record: 39455

> Sad News:
>
> ATARI NOTES IS GONE!!
>
> Publisher Ian Gilby publisher@sospubs.co.uk
> Editorial Director Dave Lockwood dave@sospubs.co.uk
>
> see my Atari Notes Page:
>
> http://tamw.atari-users.net/atarinote.htm

HMMM... I posted this several days ago.

I did get one private response, but anybody concerned over this at all?
Did anybody send an email to the publisher asking for Atari-Notes back?

or...are we just gonna go with the flow and not do anything?

At least please mail in and say you enjoyed the colomn, ect.

Tim (a bit discouraged)

6052. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 19:12:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009047519.27606.1@eos.uk.clara.net>
Source record: 39474

Hi Lonny

| > | Trev Trousers at aa@bb.cc wrote on 12/17/01 6:14 PM:
| > |
| > | > Fuck off.
| > |
| > | Nice to meet you.
| >
| > It isn't me!!.
|
| Are you sure? :o)

It wasnt "me", wether it was 'me' is another issue!!.

Happy wossname!!.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6053. Re: Laser printers for use with Atari/NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 19:21:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009047521.27606.2@eos.uk.clara.net>
Source record: 39475

Hi Mike

| My HP Laserjet 4 is giving up the ghost and although I have a spare to
| cannibalise I doubt if I can rectify the problems economically.
| Therefore, does anyone have a list of laser printers than NVDI (v4)
| will support. I need 600 dpi output, and because I tend to use a lot
| of graphics I would need 2MB of onboard memory has a minimum and of
| course a parallel port!

I use a LaserJet 5L with NVDI 5, you can cut yourself on the character edges, uses a Toner/Drum system, but I've never had to replace it yet. I bought it following a magazine article that worked out running costs on a pages per refill basis against a Inkjet, its paid for itself a number of times over IMO.

Damn useful that article, good things those magazine doo-hickies, although you get some right weirdoes running and writing them!!.. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6054. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 19:25:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009047524.27606.3@eos.uk.clara.net>
Source record: 39476

Hi Pete

| For some time I have noticed oblong panels marked 'Censored' with
| a large question mark below the text appearing in various HTM
| documents in my CAB 2.7 (I think the first I saw was in an old
| 'My Atari' page). I thought nothing of it, figuring it was some
| kind of ad that would eventually reveal itself.

You've met the Add-censor, it is configurable.
Go to Files >Modules >Advertising filter and tweak away.

Obviously you didn't translate the help files for CAB!?!? 8-).

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6055. Re: New CAB/MAGIC/HDDRIVER user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 19:49:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200112212049.a26975@wun.maus.de>
Source record: 39469

Hi Ken!

KK>Why does CAB seem to download into CACHE every site I go to?

Originally, CAB was merely an offline reader for HTML. Online capability was added later by introducing the cab.ovl called programme, which does all the http file handling over the net and stores these files in the cache, from where CAB then can display them.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6056. Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 20:02:42 UTC
From: Thomas Hudson <nospam@nospam.org>
Message-ID: <CzMU7.95972$8w3.19483353@typhoon.kc.rr.com>
Source record: 39462

I have been trying to get my old Mega 4 ST up and running again (it's been in the attic for years) and have run into a roadblock.

I have two Supra hard drives, a 20- and a 30-MB unit. They are ganged together with one of Supra's interface boards. They are split up into logical drives C, D, E and F. Everything boots OK, and I have a copy of the old A-RAM ramdisk in my startup sequence, which loads and initializes, and says it's drive G. This tells me that the other logical drives have initialized OK.

The only remaining problem is that something has happened to my desktop info and NO DRIVE ICONS appear at all. I can't remember how to get the drive icons back in this situation. Can anybody refresh my memory on this? Thanks!

-Tom

6057. Re: Test

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 22:06:33 UTC
From: nospam@zonnet.nl
Message-ID: <Pine.MNT.4.31.0112212304040.99-100000@easymint>
Source record: 39463

On Fri, 21 Dec 2001, Steve Sweet wrote:

> Hi Y'all
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3c1f9f30b2e7c0@madasafish.com...
> | Hi Martin,
> |
> | >Ignore this message. Just testing pine with my easyMiNT system ...
> |
> | Well it worked! ;)
>
> You need green pills, you're seeing stuff. Your suffering from interactive
> hallucinations.
>
> --
>

How To Create A Thread Out Of Nothing Part III ...

(Martin Tarenskeen again using pine and easymint ...)

6058. XaAES v0.935

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 22:53:30 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C23BD49.8F207006@chello.nl>
Source record: 39464

LS

There is a new version available on my homepage (url in sig)

Several bugfixes and a nice arrow feature.
Read Last changes summary.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6059. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 23:02:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C23BF4C.4E10FDFC@chello.nl>
Source record: 39465

Thomas Hudson wrote:
>
> I can't remember how to get the drive
> icons back in this situation. Can anybody refresh my memory on this?
> Thanks!
>

Menu: Options-->Install Devices
Dont forget to save the desktop.
Options-->Save Desktop

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6060. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-21 23:20:15 UTC
From: Thomas Hudson <nospam@nospam.org>
Message-ID: <PsPU7.96629$8w3.19640671@typhoon.kc.rr.com>
Source record: 39466

"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:3C23BF4C.4E10FDFC@chello.nl...
>
> Menu: Options-->Install Devices

Hmmm. No, my system doesn't have that option. I have GEM/TOS dated
1986/1987, and the Options menu has:

Install Disk Drive (grayed out)
Install Application (grayed out)

Set Preferences
Save Desktop
Print Screen

What's really weird is that not even the floppy icons are showing up.
Without them, I can't get the "Install Disk Drive" menu item to enable
itself, because you have to have one of them selected to do that.

I opened the system and re-seated the ROMs, but still no joy. What's really
weird is that occasionally on bootup, with the HDs powered off, the system
will boot with no floppy icons. Sometimes it'll have the icons but if I
open the A drive, the filenames are garbage characters. I suspect this may
be a sick computer...

If anyone has any suggestions for getting my drive icons back, I'd love to
hear them.

-Tom

6061. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 01:23:40 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3c23e09c$0$177@news.zetnet.co.uk>
Source record: 39467

On 20 Dec 2001 17:33:05 , Martin Byttebier wrote:
>Raoul Teulings <rt@xs4all.nl> wrote:

ALL SNIPS

But, Martin, I still cannot login to the site: what is required -
"ftp" and "name@isp.coxx"; or "anonymous" and "what"?

Thank you,
Charles.

6062. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 03:10:52 UTC
From: Thomas Hudson <nospam@nospam.org>
Message-ID: <0RSU7.98129$8w3.19883162@typhoon.kc.rr.com>
Source record: 39468

Nailed it. Here's what I think happened...

The first time I booted up the system, it actually came up with the HD's logical drives available, but it was only showing drives A, B and G (the RAMdisk). I used the "Install Disk Drive" selection to set the HD logical drives (C, D, E, F). Stupidly forgetting the infamous 40-folder limit, I opened each HD to verify that they were reading OK. I then did a "Save Desktop".

My guess is that I easily exceeded the 40-folder limit, and when I saved the desktop, the file was corrupted, causing the ensuing grief.

I fixed the problem by disconnecting the first HD, booted with the second one, pulled the Supra boot software off it onto a floppy, powered off, reconnected the first HD, booted with the CTRL-ALT-SHIFT option to suppress HD booting (which I had forgotten about until reading the info that was luckily sitting in the SUPRA folder on the second HD), ran the Supra booter off the floppy, then re-setup my desktop and saved it to the HD. WHEW. All is working now.

As for what was causing the odd floppy read errors I was seeing, I have no idea, but they seem to have gone away, so I'm not asking any questions.

Thanks.
-Tom

"Henk Robbers" <h.robbers@chello.nl> wrote in message
news:3C23BF4C.4E10FDFC@chello.nl...
>
>
>
> Thomas Hudson wrote:
> >
> > I can't remember how to get the drive
> > icons back in this situation. Can anybody refresh my memory on this?
> > Thanks!
> >
>
> Menu: Options-->Install Devices
> Dont forget to save the desktop.
> Options-->Save Desktop
>
> --
> Groeten; Regards.
> Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html

> A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
> Interactive disassembler: TT-Digger; http://digger.atari.org
> Experimental text editor: AHCX

6063. Re: Atari Notes is GONE: anybody concerned?

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 06:01:07 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8498BD3.E27%atarilp@hotmail.com>
Source record: 39470

in article ce22d101.0112211002.4ea548ab@posting.google.com, Tim Conrardy at tconrardy@hotmail.com wrote on 12/21/01 1:02 PM:

> At least please mail in and say you enjoyed the colomn, ect.
>
> Tim (a bit discouraged)

I never read one, never used my Atari's for MIDI or music stuff.
I'm weird. ;-) Sorry to hear about the lost column though.

It is very close to the holidays, alot of people travel or are just busy
perhaps responce will be better after the holidays.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6064. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 10:39:14 UTC
From: "Derryck Croker"
Message-ID: <1009096594-341275AEicMi@ntlworld.com>
Source record: 39487

Hi Steve,

>| For some reason my mailer crashes when I try and comment to your

>Are you still having that problem, isn't it time CIX was dragged forward
>into the 15th century, fit some valves at least.

Erm, there's nothing wrong with CiX - it's the antedeluvian software that
Peter's using to grab his news that's the problem.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6065. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 10:49:06 UTC
From: "Derryck Croker"
Message-ID: <1009096596-341851AEicMi@ntlworld.com>
Source record: 39488

From: "Thomas Hudson" <nospam@nospam.org>
Date: Fri, 21 Dec 2001 23:20:15 GMT

>What's really weird is that not even the floppy icons are showing up.

You can expect odd behaviour if you have unpowered drives plugged into the ACSI port, so your report of garbled filenames is correct.

Glad you've got it all working again! :-)

--


```
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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6066. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 10:55:44 UTC
From: tos4ever@pandora.be
Message-ID: <1f4tf8g.wj6xda1xr1k2gN%tos4ever@pandora.be>
Source record: 39471

Charles Stanley <cstanley@zetnet.co.uk> wrote:

> On 20 Dec 2001 17:33:05 , Martin Byttebier wrote:
> >Raoul Teulings <rt@xs4all.nl> wrote:
>
> ALL SNIPS
>
> But, Martin, I still cannot login to the site: what is required -
> "ftp" and "name@isp.coxx"; or "anonymous" and "what"?

I really can't see why you're unable to access the server. AFAIK, there
are no problems with the server.
As loging you must use 'ftp' or 'anonymous'
As password a *valid* email address

ps. which ftp-program do you use?

TTFN,
Martin

6067. CAB truncation problem?

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 16:33:26 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c24b5d6$0$177@news.zetnet.co.uk>
Source record: 39472

Can't quite put my finger on it, but I've come across a strange problem on a couple of sites. Try http://talk.rideas.co.uk, mess about with the selection options at the top of the page and the How Far Back option, and see if you can get a page with more than 46608 bytes downloaded! (Tip: Switch off images before visiting)

I'm using the latest CAB.OVL downloaded a couple of weeks ago. Maybe that's the problem as I can't remember seeing this symptom before. Viewing the source for the page shows that the HTML just stops with no proper 'ending', as though it has been truncated.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6068. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 18:22:06 UTC
From: mark.branson@lineone.net
Message-ID: <3c24cf4e_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 39473

On 22 Dec 2001 10:55:44 , Martin Byttebier wrote:
|Charles Stanley <cstanley@zetnet.co.uk> wrote:

|> On 20 Dec 2001 17:33:05 , Martin Byttebier wrote:
|> >Raoul Teulings <rt@xs4all.nl> wrote:
|>
|> ALL SNIPS
|>
|> But, Martin, I still cannot login to the site: what is required -
|> "ftp" and "name@isp.coxx"; or "anonymous" and "what"?

I had the same problem.

|I really can't see why you're unable to access the server. AFAIK, there
|are no problems with the server.
|As loging you must use 'ftp' or 'anonymous'
|As password a *valid* email address

The kind Mr Sweet advised me to use the IP address "193.190.204.128"
rather than "ftp.chapelie.rma.ac.be". Logon "anonymous" and Directory
was "/atari/".

|ps. which ftp-program do you use?

I use NEWSIE 0.961.

Mark
Shoreham-by-Sea.

6069. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 20:40:09 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <a02r36$k98$1@news.tpi.pl>
Source record: 39477

On 22 Dec 2001 18:22:06 , Mark Branson wrote:
> |I really can't see why you're unable to access the server. AFAIK, there
> |are no problems with the server.
> |As loging you must use 'ftp' or 'anonymous'
> |As password a *valid* email address
>
> The kind Mr Sweet advised me to use the IP address "193.190.204.128"
> rather than "ftp.chapelie.rma.ac.be". Logon "anonymous" and Directory
> was "/atari/".
>
> |ps. which ftp-program do you use?
>
> I use NEWSIE 0.961.

I had no problems logging on this server, but I use
"chapelie.rma.ac.be" instead of "ftp.chapelie...", anonymous
as a login and a fake e-mail address as a password (kind of
"something@somewhere.af"). I am not surprised Newsie ftp client
does not work, because it is sh*t. Sorry. :-/ Try to use
aFTP, AFAIK the best STing-compatible FTP client for Atari.

--
Grzegorz Pawlik -- http://marijuana.atari.org/

6070. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 20:40:12 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <a02r39$k98$2@news.tpi.pl>
Source record: 39478

On 17 Dec 2001 19:13:16 , "Steve Sweet" wrote:
> Hi Grzegorz
>
> | I have big problems importing *.gem vector graphic created
> | in Artworx into Papyrus. Everything seems to work fine, but
> | the imported graphic is always black&white, all the color
> | informaton is lost. I have tried exporting graphics from
> | Artworx as "GEM Meta-File" and "GEM Meta alt", but none of
> | them worked correctly with Papyrus. However, I could open
> | them again in colors using ArtWorx. The same thing happens
> | with *.gem files generated by GEM-Graph - all the color
> | information is lost.
> |
> | Is it a bug in Papyrus, a bug in Artworx or am I doing
> | something wrong? Are there any other vector formats that
> | Papyrus can handle?
>
> The version of Papyrus I own is probably the most buggy, untested,
> unfinished useless piece of crap I've ever bought, I will not spend anymore
> money with ROM.

It's not *that* bad... The most buggy, unfinished, untested and useless
piece of crap is Adamas web browser :)

--
Grzegorz Pawlik -- http://marijuana.atari.org/

6071. Re: Papyrus....

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 20:40:14 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <a02r3c$k98$3@news.tpi.pl>
Source record: 39479

On 19 Dec 2001 22:26:12 , Raoul Teulings wrote:
> >Is it a bug in Papyrus, a bug in Artworx or am I
> >doing
> >something wrong?
>
> In the upcoming version (Papyrus 9) it is been told
> that this problem might be solved..... And for me
> Papyrus is still a very helpful program. For my work I
> have to exchange a lot of written manuscripts between
> various different platforms and it's no big deal with
> Papyrus, PhD and dissertations with a lot of different
> formats....

The RTF export is *far* from being perfect (problems with tables, certain graphic elements, page numbering, footer justification etc.) but indeed, Papyrus is good. Would be better if it could load colorful vector graphics, though ;-)

--
Grzegorz Pawlik -- http://marijuana.atari.org/

6072. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-22 21:49:44 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112222243500.94-100000@easymint>
Source record: 39480

On Sat, 22 Dec 2001, Grzegorz Pawlik wrote:

> > |ps. which ftp-program do you use?
> >
> > I use NEWSIE 0.961.
>
> I had no problems logging on this server, but I use
> "chapelie.rma.ac.be" instead of "ftp.chapelie...", anonymous
> as a login and a fake e-mail address as a password (kind of
> "something@somewhere.af"). I am not surprised Newsie ftp client
> does not work, because it is sh*t. Sorry. :-/ Try to use
> aFTP, AFAIK the best STing-compatible FTP client for Atari.
>
True. I used NEWSie before, and now I use aFTP. But with both I could
perfectly connect to chapelie.rma.ac.be (you're right, without ftp. in
front of it). I think NEWSie is OK when using single TOS. AFAIK aFTP needs
MiNT or MagiC, but I could be wrong. I always use aFTP with MiNTnet these
days.

>

--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6073. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 01:18:45 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u2acdq8sj06m05@corp.supernews.com>
Source record: 39481

"Gill Bates" <unreal@nowhere.com> wrote in message
news:u1vjslpeg61k78@corp.supernews.com...
> I offered two with a ton of extras and not a sniff, I have come to the
> conclusion they are sadly now worthless
>
>
lack of replies seems to confirm this

6074. Re: CAB truncation problem?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 04:09:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <200112230509.a27041@wun.maus.de>
Source record: 39358

Hallo Chris!

CS>Try http://talk.rideas.co.uk, mess about with the selection options at
CS>the top of the page and the How Far Back option, and see if you can
CS>get a page with more than 46608 bytes downloaded!

No problem at all. 14 days back gave me a download of around 1MB, which showed
okay even with images enabled. Well, it took while to format the page, even on
this CT2A Falcon...
The stack in use is MagiCNet, Cab is version 2.8 and the OVL 1.4400.

The URL is quite long, and adding it to the hotlist was a bad idea: error =
-1001, unable to write the hotlist file.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6075. Popwatch & ext2 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 08:07:14 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112230903050.97-100000@easymint>
Source record: 39482

I have a problem when I try to retrieve mail using Popwatch, if my mail retrieve path is on a ext2 partitition. I get an error message saying I don't have enough diskspace which is absolutely nonsense. On normal TOS partitions (fat) I'm having no problems. Is this normal ?

--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6076. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 08:51:08 UTC
From: tos4ever@pandora.be
Message-ID: <1f4v4gn.1djsb3x1ty8v2qN%tos4ever@pandora.be>
Source record: 39484

Mark Branson <mark.branson@lineone.net> wrote:

> The kind Mr Sweet advised me to use the IP address "193.190.204.128"
> rather than "ftp.chapelie.rma.ac.be". Logon "anonymous" and Directory
> was "/atari/".
>
> |ps. which ftp-program do you use?

Arch, I see the problem now. You use ftp.chapelie.rma.ac.be as address
which is ofcourse faulty. The right address is 'chapelie.rma.ac.be'
Although it's better you don't need to fill in the path. Without the
exact path you can get in.
>
> I use NEWSIE 0.961.

Newsie is as ftp-client a piece of crap. You'd better use aftp.

TTFN,
Martin

6077. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 08:51:09 UTC
From: tos4ever@pandora.be
Message-ID: <1f4v4kn.7bwylpe2djy8N%tos4ever@pandora.be>
Source record: 39483

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Sat, 22 Dec 2001, Grzegorz Pawlik wrote:
>
> > > |ps. which ftp-program do you use?
> > >
> > > I use NEWSIE 0.961.
> >
> > I had no problems logging on this server, but I use
> > "chapelie.rma.ac.be" instead of "ftp.chapelie...", anonymous
> > as a login and a fake e-mail address as a password (kind of
> > "something@somewhere.af"). I am not surprised Newsie ftp client
> > does not work, because it is sh*t. Sorry. :-/ Try to use
> > aFTP, AFAIK the best STing-compatible FTP client for Atari.
> >
> True. I used NEWSie before, and now I use aFTP. But with both I could
> perfectly connect to chapelie.rma.ac.be (you're right, without ftp. in
> front of it). I think NEWSie is OK when using single TOS. AFAIK aFTP needs
> MiNT or MagiC, but I could be wrong. I always use aFTP with MiNTnet these
> days.

The MiNT version of aFTP is the best free ftp-client one can get.
Since you use MiNT-net you may try out ncftp and wget. I love these
apps. With wget you can download whole servers (ftp and http) with just
one command.
ncftp can be found on the chapelie in mint/net
wget (as rpm) can be found on the SpareMiNT pages.

CU,
Martin

6078. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 08:51:09 UTC
From: tos4ever@pandora.be
Message-ID: <1f4v4n3.1hjn9v5wiucp6N%tos4ever@pandora.be>
Source record: 39485

Grzegorz Pawlik <gregory@NOSPAM.atari.pl> wrote:

> On 17 Dec 2001 19:13:16 , "Steve Sweet" wrote:

> > The version of Papyrus I own is probably the most buggy, untested,
> > unfinished useless piece of crap I've ever bought, I will not spend anymore
> > money with ROM.
>
> It's not *that* bad... The most buggy, unfinished, untested and useless
> piece of crap is Adamas web browser :)

Every program is unfinished and holds bugs. All by all Papyrus isn't
that bad. I know lots of people who use Papyrus daily without any major
problem.

The only piece of crap I know is indeed Adamas. Never got that thing
working for longer then 5 minutes. It goes bananas as soon as it
encounters a javascript, even a very basic one.

CU
Martin

6079. Re: Popwatch & ext2 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 09:07:45 UTC
From: tos4ever@pandora.be
Message-ID: <1f4v5c6.16ympme1oxv7cpN%tos4ever@pandora.be>
Source record: 39486

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> I have a problem when I try to retrieve mail using Popwatch, if my mail
> retrieve path is on a ext2 partitition. I get an error message saying I
> don't have enough diskspace which is absolutely nonsense. On normal TOS
> partitions (fat) I'm having no problems. Is this normal ?

I don't know what your problem is but on my system I can use Popwatch
with retrieve path on an ext2fs. Popwatch itself is on a NEWFATFS (MiNT)
partition.

TTFN,
Martin

6080. Re: Atari Notes is GONE: anybody concerned?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 10:44:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <bAiV7.1382$O5.3978@nntpserver.swip.net>
Source record: 39489

Tim Conrardy <tconrardy@hotmail.com> skrev:

: At least please mail in and say you enjoyed the colomn, ect.

Well, what was Atari Notes?

--
En ligne avec Tin 1.4.

6081. Re: Atari Notes is GONE: anybody concerned?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 10:53:54 UTC
From: gokmase <gokmase@fakemail.no>
Message-ID: <Usenet.tghdqifk@localhost>
Source record: 39494

Iggy Drougge wrote:
>
> Tim Conrardy <tconrardy@hotmail.com> skrev:
>
> : At least please mail in and say you enjoyed the colomn, ect.
>
> Well, what was Atari Notes?

Tim provided an URL in his posting:

http://tamw.atari-users.net/atarinote.htm

-Could be worth a try perhaps?

6082. Re: Popwatch & ext2 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 11:13:15 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112231209100.99-100000@easymint>
Source record: 39490

On Sun, 23 Dec 2001, Martin Byttebier wrote:

> > I have a problem when I try to retrieve mail using Popwatch, if my mail
> > retrieve path is on a ext2 partitition. I get an error message saying I
> > don't have enough diskspace which is absolutely nonsense. On normal TOS
> > partitions (fat) I'm having no problems. Is this normal ?
>
> I don't know what your problem is but on my system I can use Popwatch
> with retrieve path on an ext2fs. Popwatch itself is on a NEWFATFS (MiNT)
> partition.
>

I found the problem. I had set U:\g\pathtomaildirectory. It looks like
Popwatch doesn't like that u(nified): drive. With a direct g:\ path the
problem disappeared.

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6083. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 11:33:07 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c25c0f3$0$12740@znews.zetnet.co.uk>
Source record: 39491

Hi Gill

On 23 Dec 2001 01:18:45 , "Gill Bates" wrote:
>
>"Gill Bates" <unreal@nowhere.com> wrote in message
>news:u1vjslpeg61k78@corp.supernews.com...
>> I offered two with a ton of extras and not a sniff, I have come to the
>> conclusion they are sadly now worthless
>>
>>
>lack of replies seems to confirm this

Please remember that in my original posting I asked for replies direct to me and I can confirm that I have had 3 people interested so far. I haven't yet managed to collect the machine from my pupil, and so haven't finalised the sale, but the machine is certainly not worthless !

Cheers

Paul

6084. Re: New HighWire Browser Development Projec

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 11:37:53 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3c25c211$0$12741@znews.zetnet.co.uk>
Source record: 39492

On 16 Dec 2001 22:03:30 , "Webmaster@atari-users.net" wrote:
>Hello all!
>
>We are pleased to announce the HighWire Development Project web site.
>
>URL: http://highwire.atari-users.net
>
Thanks to all of you working on this project, it will be great to see
this browser in action !

Cheers

Paul

6085. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 11:42:21 UTC
From: gregory@NOSPAM.atari.pl
Message-ID: <a04fuqhsv1@news.tpi.pl>
Source record: 39493

On 23 Dec 2001 08:51:09 , Martin Byttebier wrote:
> Grzegorz Pawlik <gregory@NOSPAM.atari.pl> wrote:
>
> > On 17 Dec 2001 19:13:16 , "Steve Sweet" wrote:
>
> > > The version of Papyrus I own is probably the most buggy, untested,
> > > unfinished useless piece of crap I've ever bought, I will not spend anymore
> > > money with ROM.
> >
> > It's not *that* bad... The most buggy, unfinished, untested and useless
> > piece of crap is Adamas web browser :)
>
> Every program is unfinished and holds bugs. All by all Papyrus isn't
> that bad. I know lots of people who use Papyrus daily without any major
> problem.
>
> The only piece of crap I know is indeed Adamas. Never got that thing
> working for longer then 5 minutes. It goes bananas as soon as it
> encounters a javascript, even a very basic one.

Apparently it can handle certain simple javascripts, at least
document.write, prompt() and if... work correctly. But the point
is that it is so grotesquely unstable (with or without JS) that
I really cannot understand what did those 40 betatesters mentioned
in the manual were doing...?

--
Grzegorz Pawlik -- http://marijuana.atari.org/

6086. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 12:22:38 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u2bjaq10gm1td0@corp.supernews.com>
Source record: 39495

"Paul Williamson" <paul.williamson@zetnet.co.uk> wrote in message
news:3c25c0f3$0$12740@znews.zetnet.co.uk...
> Hi Gill
>
> On 23 Dec 2001 01:18:45 , "Gill Bates" wrote:
> >
> >"Gill Bates" <unreal@nowhere.com> wrote in message
> >news:u1vjslpeg61k78@corp.supernews.com...
> >> I offered two with a ton of extras and not a sniff, I have come to the
> >> conclusion they are sadly now worthless
> >>
> >>
> >lack of replies seems to confirm this
>
> Please remember that in my original posting I asked for replies direct to
> me and I can confirm that I have had 3 people interested so far. I
> haven't yet managed to collect the machine from my pupil, and so haven't
> finalised the sale, but the machine is certainly not worthless !
>
> Cheers
>
> Paul

perhaps I will try again in the new year then
all the best Gill

6087. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 12:51:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1009129564-50867AEicMi@gmx.net>
Source record: 39357

From: gregory@NOSPAM.atari.pl (Grzegorz Pawlik)
Date: Mon, 17 Dec 2001 17:08:46 +0000 (UTC)

Hi Gregory,

>I have tried exporting graphics from Artworx as "GEM Meta-File" and "GEM
>Meta alt", but none of them worked correctly with Papyrus. However, I
>could open them again in colors using ArtWorx. The same thing happens
>with *.gem files generated by GEM-Graph - all the color information is
>lost.

Papyrus can only handle GEM and a weird incarnation of GEM/2 which wasn't
popular at all, the latter can handle up to 16 colours. Applications like
Artworx and Gemgraph export in the approved standard GEM/3 format which
Papyrus for some reason only known by ROM can't handle. The "GEM Meta alt"
export function in Artworx is ment for monochrome graphics only.

>Is it a bug in Papyrus, a bug in Artworx or am I doing something wrong?
>Are there any other vector formats that Papyrus can handle?

It's not a bug, and you're not doing anything wrong either, it's simply a
missing feature. The current version of Papyrus can only handle the two
mentioned GEM formats...
Papyrus supports a lot of bitmap graphics, but vector format support is a
far cry, one would at least expect it to support CVG and HPGL, considering
it's a PC conversion WMP wouldn't be a luxury either. Let's hope that the
soon to be released version 9.0 will fix this situation.

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6088. Re: New HighWire Browser Development Pr

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 14:38:38 UTC
From: ebaiz@skyenet.net
Message-ID: <O%lV7.41$iP6.40631@newsfeed.slurp.net>
Source record: 39346

On 18 Dec 2001 07:46:52 , madmax wrote:

>What are the minimum hardware requirements that you are aiming for?
>
>An ST? TT? FALCON?

I believe the programmers are doing Highwire with the higher end
Atari's in mind. Most of them have TT's...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6089. Re: New HighWire Browser Development Pr

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 14:38:40 UTC
From: ebaiz@skyenet.net
Message-ID: <Q%lV7.42$iP6.40467@newsfeed.slurp.net>
Source record: 39347

On 23 Dec 2001 11:37:53 , Paul Williamson wrote:
>On 16 Dec 2001 22:03:30 , "Webmaster@atari-users.net" wrote:
>>Hello all!
>>
>>We are pleased to announce the HighWire Development Project web site.
>>
>>URL: http://highwire.atari-users.net
>>
>Thanks to all of you working on this project, it will be great to see
>this browser in action !

Hello,

I am on the development team, but I am just doing the documentation and offering my ideas as to what the program should have. I just wish I could do more. The programmers are really serious about this piece of software. Things are starting to come together, but there is a way to go. People have to be patient.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6090. Re: Atari Notes is GONE: Need YOUR HELP!

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 14:38:42 UTC
From: ebaiz@skyenet.net
Message-ID: <S%lV7.43$iP6.40593@newsfeed.slurp.net>
Source record: 39348

On 19 Dec 2001 16:23:30 , Tim Conrardy wrote:
>Sad News:
>
>ATARI NOTES IS GONE!!
>
>Atari-Notes has been a part of Sound On Sound Magizine (UK) for
>a good long
>time and Derek Johnson has supported and reviewed Atari-MIDI

>Lets keep this CIVIL but to the point.Please send an email to the
>Publisher and if you want, to the Editorial Director. Express you
>would like to see Atari Notes Back.

I will Tim....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6091. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 15:41:38 UTC
From: Thomas Hudson <nospam@nospam.org>
Message-ID: <SWmV7.125656$RP1.21641332@typhoon.kc.rr.com>
Source record: 39349

"Derryck Croker" <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1009096596-341851AEicMi@ntlworld.com...
>
> You can expect odd behaviour if you have unpowered drives plugged into the
ACSI
> port, so your report of garbled filenames is correct.

This is something I never experienced back when I was using the ST
routinely, I guess I never powered it up without the HDs running. Scared me
a bit when it happened, I thought maybe the system had been sitting in the
attic too long and some component had gone bad. I saw a similar report over
in the st.tech newsgroup, where someone was trying to get a flaky HD going,
so once I had mine running and the floppy problem went away, I assumed this
was the same thing.

> Glad you've got it all working again! :-)

Me too. Kind of makes me wish I had a TT here as well so I could update
some of my old software to take advantage of its better graphics
capability -- I noticed that some people are still using Cyber Sculpt, which
only runs in the ST resolutions. Probably wouldn't be a big deal to get it
running in the higher resolution modes, if people are interested.

-Tom

6092. Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 15:58:10 UTC
From: ebaiz@skyenet.net
Message-ID: <manV7.53$iP6.50211@newsfeed.slurp.net>
Source record: 39350

Hello all, I would like to talk about something I received from Anodyne Software and that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the nicest Atari retailers I have known since I became an Atarian. Anodyne is the maker of excellent programs like Extendos (CD Rom driver for Atari computers), CD Backup (used to backup an Atari hard drive to a CD), CDISO (like CD Backup only now the resulting CD can be read on any computer CD Rom drive) and CD Writer (audio CD burner program for Atari computers). I recently bought an internal SCSI Sony CD Rom drive (10x CD-R write, 4x CD-RW write, 32x CD-Rom read). I bought it off of Ebay for $150. I already have a Yamaha CDRW drive, but I wanted another in my system to do things like CD Burning and copying other CD discs I had. I usually transferred all the data to a partition on my hard drive. This will make it alot easier. Of course it never hurts to have a spare. A problem came when I installed it in my Hades. Extendos crashed and locked up the Sony. I informed Roger and he said the I should at least should be able to get the drive to read. I could not do that and he said to send the drive back. I knew the drive was fine since HDDriver recognized it and did not have a problem with it. There had to be another problem. It turned out part of the Extendos package was not fully upgraded. When I upgraded fully, Extendos recognized the drive and gave me an icon on my desktop. I could read CDISO CD's, but nothing else. This usually means the computer does not recognize the CD drive as a CD-RW drive but only recognizes it as a CD-R drive. To make a long story short, I worked with Roger for about 3 weeks. Extendos is able to due "traces" of it's activity and put them in a INF file. By sending Roger these INF files, he was able to adjust Extendos so that my Sony CD drive now works great with my Hades. He deserves our support. Please goto the Anodyne website and look at all of the great Atari products at http://www.anodynesoftware.com/.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
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6093. Re: New HighWire Browser Development Project

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 16:50:28 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u2c2q97a6r6oeb@corp.supernews.com>
Source record: 39351

"madmax" <madmax@bfree.on.ca> wrote in message >
> What are the minimum hardware requirements that you are aiming for?
>
> An ST? TT? FALCON?

I can say that it is currently working on an STE with 4 megs. As it hasn't been discussed yet, I really cannot give you an exact requirement. But, HighWire does need a Multitasking OS (MINT and Magic tested) and Speedo Fonts to display the text (NVDI or Speedo GDOS).

Check out the HighWire forum
http://highwire.atari-users.net

Rob

6094. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 17:12:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0539a$1h4$1@thorium.cix.co.uk>
Source record: 39353

In message <3c2200c0bcbd40@madasafish.com>, bindon@madasafish.com said:

>It is a plug in module that will block any images around a banner size.
>Quite good as those banners are usualy animated gifs which means large
>filesize.

Thanks Lyndon!

I hope it doesn't block other images that one may want! BTW. does
it stop these from being downloaded or only displayed?

Regards, /Peter/

6095. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 17:12:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0539a$1h5$1@thorium.cix.co.uk>
Source record: 39355

In message <1008961605.21122.3@iapetus.uk.clara.net>, stevesweet@freeuk.com said:

>| For some reason my mailer crashes when I try and comment to your
>| message, so I am putting it as a new topic 'say':
>
>Are you still having that problem, isn't it time CIX was dragged forward
>into the 15th century, fit some valves at least.

Hi Steve!

It's only the occasional usenet message that causes a crash - it
may be ones which have over-long 'reply to' lines. It's repeatable
(for the one message) but it may well be due to a fault in Cixread.

Valves? I prefer quenched spark transmissions myself! Splashes all
over the waveband :-)

Merry Christmas!

Regards, /Peter/

6096. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 17:12:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0539a$1h3$1@thorium.cix.co.uk>
Source record: 39356

In message <3c22888a1c8db13@free.fr>, paricard@free.fr said:

>Yep :-)
>It's the feature provided by the Cabcom module.

Thanks Pascal!

Compliments of the Season to all, from

/Peter/

6097. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 17:12:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0539b$1h6$1@thorium.cix.co.uk>
Source record: 39352

In message <200112210645.a26969@wun.maus.de>, Ekkehard_Flessa@wun.maus.de said:
>
>It's not a bug, It's a feature :-)
>Check Datei/Module/Werbebild-Filter for details.

Hi Ekkehard!

Thanks a lot!

Compliments of the Season
/Peter/

6098. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 17:12:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0539b$1h7$1@thorium.cix.co.uk>
Source record: 39354

In message <1009047524.27606.3@eos.uk.clara.net>, stevesweet@freeuk.com said:

>You've met the Add-censor, it is configurable.
>Go to Files >Modules >Advertising filter and tweak away.
>
>Obviously you didn't translate the help files for CAB!?!? 8-).

Hi Steve!

Many thanks for putting it so clearly. No, I didn't do this
translation - I think ASH had it done locally. Seems strange there
is nothing about it in the manual - only something hidden deep in
the README.TXT.

Happy (or heapy) Crumblemass to you!

/Peter/

6099. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 18:14:16 UTC
From: JI Logan <jlog@nospam.zetnet.co.uk>
Message-ID: <3c276b57$0$21144@news.zetnet.co.uk>
Source record: 39388

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:manV7.53$iP6.50211@newsfeed.slurp.net...
| Hello all, I would like to talk about something I received from Anodyne
Software and
| that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the
nicest
| Atari retailers I have known since I became an Atarian.

Agree absolutely. I had a problem with the Hades also and Roger sorted it
out.

--
JI Logan

6100. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 18:46:49 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B84B90C9.E68%atarilp@hotmail.com>
Source record: 39359

in article manV7.53$iP6.50211@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 12/23/01 10:58 AM:

> Hello all, I would like to talk about something I received from Anodyne
> Software and
> that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the
> nicest
> Atari retailers I have known since I became an Atarian.

I fully agree!
Roger is all around wonderful. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6101. Re: CAB truncation problem?

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 20:20:35 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c263c93$0$15332@news.zetnet.co.uk>
Source record: 39360

On 23 Dec 2001 05:09:00 , Ekkehard Flessa wrote:
>No problem at all. 14 days back gave me a download of around 1MB, which showed
>okay even with images enabled. Well, it took while to format the page, even on
>this CT2A Falcon...

Thanks for the feedback - it must be something with my Sting or
CABOVL.CFG settings then.

It does take a while as the posts can be quite extensive if you read
back that far!

>The URL is quite long, and adding it to the hotlist was a bad idea: error =
>-1001, unable to write the hotlist file.

Yes, I just bookmark the initial page. When you select the options, it
adds each option setting to the URL as alist of parameters. I'm quite
surprised CAB handles it at all!

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6102. Phototip and Nova

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 20:21:57 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c263ce5$0$15332@news.zetnet.co.uk>
Source record: 39361

Has anybody got Phototip working with a Nova card? (i.e. NVDI's Nova driver). Just trying to troubleshoot a problem with Phototip and fVDI/Eclipse.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6103. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 21:42:11 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3c264ea1_3@news2.vip.uk.com>
Source record: 39366

Hi Edward, lp

"lp" <atarilp@hotmail.com> wrote in message
news:B84B90C9.E68%atarilp@hotmail.com...
> in article manV7.53$iP6.50211@newsfeed.slurp.net, Edward S. Baiz Jr. at
> ebaiz@skyenet.net wrote on 12/23/01 10:58 AM:
> > that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of
the
> > nicest
> > Atari retailers I have known since I became an Atarian.
>
> I fully agree!
> Roger is all around wonderful. ;-)

I can only second these comments - one of the best retailers (non stop)
it's been my pleasure to come across - if only all were like him!

Regards
KapMaN

6104. Re: Phototip and Nova

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 22:00:36 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1009185620-599204AEicMi@xs4all.nl>
Source record: 39371

>Has anybody got Phototip working with a Nova card?

I do, for years now but it is not on a Falcon....On
the TT.

Works great and is scrolling fast...

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6105. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-23 22:03:22 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a05kbaamg1@thorium.cix.co.uk>
Source record: 39367

In message <SWmV7.125656$RP1.21641332@typhoon.kc.rr.com>, nospam@nospam.org said:

>Me too. Kind of makes me wish I had a TT here as well so I could update
>some of my old software to take advantage of its better graphics
>capability -- I noticed that some people are still using Cyber Sculpt, which
>only runs in the ST resolutions. Probably wouldn't be a big deal to get it
>running in the higher resolution modes, if people are interested.

Hi Tom!

Yes please! I'd like to get the whole Cyber suite working on a Falcon.
Cyber Sculpt at least seems to run in 256 greyscale 640*400, though
higher resolutions would be better.

Regards, /Peter/

6106. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 01:18:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009216055.25669.2@eos.uk.clara.net>
Source record: 39387

Yo!, Dezza

| Hi Steve,
|
| >| For some reason my mailer crashes when I try and comment to your
|
| >Are you still having that problem, isn't it time CIX was dragged forward
| >into the 15th century, fit some valves at least.

| Erm, there's nothing wrong with CiX -

I meant that to be CIX-Read, it seems my speelcheeker got busy there.

| it's the antedeluvian software that Peter's using to grab his news that's
the problem.

I've not heard of that platform, is that antedeluvian an x86 or a 68xxx
powered machine??.
What have I told you about using big words with me, they'll only be met with
sarcasm!!!.

Talking of speelcheeker's, this seems to be the suggested spelling as given
by Office XP. "antediluvian".

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6107. Re: CAB truncation problem?

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 02:13:56 UTC
From: swampfax@atlantic.net
Message-ID: <EbwV7.61$1e3.17036@news1.atlantic.net>
Source record: 39368

On 23 Dec 2001 05:09:00 , Ekkehard Flessa wrote:
>Hallo Chris!
>
>
>CS>Try http://talk.rideas.co.uk, mess about with the selection options at
>CS>the top of the page and the How Far Back option, and see if you can
>CS>get a page with more than 46608 bytes downloaded!
>
>No problem at all. 14 days back gave me a download of around 1MB, which
showed
>okay even with images enabled. Well, it took while to format the page,
even on
>this CT2A Falcon...
>The stack in use is MagiCNet, Cab is version 2.8 and the OVL 1.4400.
>
>The URL is quite long, and adding it to the hotlist was a bad idea: error =
>-1001, unable to write the hotlist file.
>
>
>mit freundlichem Gru aus Ahornberg > Ekkehard
> >
>.

```
Hi,
Suggestion (If I understand part of the problem):
I've been hitting the Backspace key until I see the vertical marker
close enough to creat a truncated line down to 8+3 (or shorter) and CAB
then saves the file ok.
John G.
```

6108. Free Atari St`s on offer in bne.forsale

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 05:54:07 UTC
From: colin <colmac14@hotmail.com>
Message-ID: <3c26c31f$0$12980$afc38c87@news.optusnet.com.au>
Source record: 39369

I have a bundle of Atari stuff here and I now need the wardrobe space
for other things
and am finding it hard to just put the lot in the bin (at least without
a fight).

I have:

a largeish pile of ST Format magazines
all of the cover disks
heaps of other software (mainly games)
a one meg STFM
a four meg STE
two colour monitors
one hi res mono monitor
mice and joysticks
monitor stands
laminated circuit diagrams
and a bag of chips (assorted memory, TOS, and cpu) - no fish
tho :-{

anyone interested.....?

Regards
Kerry

I`ve reposted this to an appropriate newsgroup that might be interested in
this stuff.
I believe the original poster is in queensland somewhere.

6109. Re: Phototip and Nova

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 09:06:43 UTC
From: tos4ever@pandora.be
Message-ID: <1f4x01h.np9z0r14l8llyN%tos4ever@pandora.be>
Source record: 39370

Chris Simon <osian@underwearzetnet.co.uk> wrote:

> Has anybody got Phototip working with a Nova card? (i.e. NVDI's Nova
> driver). Just trying to troubleshoot a problem with Phototip and
> fVDI/Eclipse.

As far as I can tell Phototip does work on my Hades equipped with an ATI Mach 64 card. As driver I use NovaVDI 2.67.
I tried it under 256 colors and true color. I noticed one strange thing. The mini pictures create by HTML catalog are displayed (true color) with faulty colors (blue). But opened they are in the right colors though.

CU
Martin

6110. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 09:26:16 UTC
From: "Derryck Croker"
Message-ID: <1009187886-205536AEicMi@ntlworld.com>
Source record: 39372

Hi Steve,

>Go to Files >Modules >Advertising filter and tweak away.
>
>Obviously you didn't translate the help files for CAB!?!? 8-).

I thought that that was Joe Connor, Steve! :-)

There are some problems with the bubblegem-like help files for later versions of CAB though, as they were compiled to fit the layout of the resource files ten being used. Now, some of them don't refer to the right buttons or are missing altogether.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6111. Blyp STG editor

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 09:34:02 UTC
From: "Derryck Croker"
Message-ID: <1009187890-206068AEicMi@ntlworld.com>
Source record: 39373

Has anyone come across this little number?

A very useful tool for editing ST-Guide STG files, you can run a test to see if all your links work, and it uses the Olga protocol to instantly reflect changes made in said STG files.

Pity that Jaysoft (Jan Krupka and Stanislav Opichal) seem to have dropped development. My email of encouragement was returned with a not known at this address type error, does anyone have an up-to-date address, or any news about this program?

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6112. Pure C English help file

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 10:51:02 UTC
From: "Derryck Croker"
Message-ID: <1009187892-206777AEicMi@ntlworld.com>
Source record: 39374

Does anyone have a copy of the _English_ help file for Pure C please?

I believe that it used to be on Elfsoft's web site, but the link to it from
there is dead.

Cheers

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6113. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:37:34 UTC
From: tos4ever@pandora.be
Message-ID: <1f4x6wi.ws6ppk14vn304N%tos4ever@pandora.be>
Source record: 39375
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
---------------------------------------------------------------

*********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
*********************************************************

**editors**
ftp://chapelie.rma.ac.be/atari/editors/textconvert/convert.zip
(10.387 bytes) Convert is only usefull for those
working with Polish text on Atari. It converts
Polish sign created on other platforms (Mac, pc, Amiga,...) to AtariPL

**utilities**
ftp://chapelie.rma.ac.be/atari/utilities/cpx/cpxba111.lzh
(166.285 bytes) BASIC moduls for X-control panel
```

6114. Boxkit problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:37:34 UTC
From: tos4ever@pandora.be
Message-ID: <1f4x6zn.1tn2eawops074N%tos4ever@pandora.be>
Source record: 39376

Hello,

Until recently I was using Freedom fileselector but as I was getting
more and more probs with it I'm using Boxkite (latest version) now.
The prob with Boxkite is that I can't see the date.
I see something like this
browsers <dir> 12
hugo.inf 1356 04

Normally I should get this
browsers <dir> 11.12.1999 10:27
hugo.inf 1356 13.04.1999 20:55
It seems boxkite only display the month.
Anyone an idea about this.
ps. I'm doing this on a Hades running freeMiNT/N_AES 2.0.0

CU
Martin

6115. Papyrus 9.10 available

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:38:05 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <xsEV7.2177$Y01.89103@news01.chello.no>
Source record: 39377

I visited www.rom-logicware yesterday, and now it is possible to download a
German demo version of Papyrus version 9.10. Merry Christmas to you all!
--
P&#65533;l Monstad, PM data
Bakkevn 16a
5542 Karmsund
Tlf: 52 85 39 79 - fax: 52 85 36 76
http://www.pm-data.no

6116. Re: Laser printers for use with Atari/NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:39:16 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <EtEV7.2178$Y01.88739@news01.chello.no>
Source record: 39378

"Mike Kerslake" <publish@welshnet.co.uk> skrev i melding
news:3c236348.16583019@news.cis.dfn.de...
> My HP Laserjet 4 is giving up the ghost and although I have a spare to
> cannibalise I doubt if I can rectify the problems economically.
> Therefore, does anyone have a list of laser printers than NVDI (v4)
> will support. I need 600 dpi output, and because I tend to use a lot
> of graphics I would need 2MB of onboard memory has a minimum and of
> course a parallel port!
>
> Any info appreciated.

Brother laser printers will work with Atari computers. HL1230 HL1240,
HL1250, HL1030 +++
--
P&#65533;l Monstad, PM data
www.pm-data.no

6117. Re: Free Atari St`s on offer in bne.forsale

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:41:26 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <GvEV7.26901$YX1.410597@news.easynews.com>
Source record: 39379

I would be interested, although such a shame I am in the UK not Queensland (Australia?)!

"colin" <colmac14@hotmail.com> wrote in message news:3c26c31f$0$12980$afc38c87@news.optusnet.com.au...
> I have a bundle of Atari stuff here and I now need the wardrobe space
> for other things
> and am finding it hard to just put the lot in the bin (at least without
> a fight).
>
> I have:
>
> a largeish pile of ST Format magazines
> all of the cover disks
> heaps of other software (mainly games)
> a one meg STFM
> a four meg STE
> two colour monitors
> one hi res mono monitor
> mice and joysticks
> monitor stands
> laminated circuit diagrams
> and a bag of chips (assorted memory, TOS, and cpu) - no fish
> tho :-{
>
> anyone interested.....?
>
> Regards
> Kerry
>
> I`ve reposted this to an appropriate newsgroup that might be interested in
> this stuff.
> I believe the original poster is in queensland somewhere.
>
>

6118. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 11:44:56 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <YyEV7.26992$YX1.410910@news.easynews.com>
Source record: 39380

"Gill Bates" <unreal@nowhere.com> wrote in message
news:u1vjslpeg61k78@corp.supernews.com...
> I offered two with a ton of extras and not a sniff, I have come to the
> conclusion they are sadly now worthless
>
>

If you have a Falcon for sale, I would be interested :)

6119. Re: [PUB]: New on the Belgian ftp-serve

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 12:45:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <1884_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39381

In uno strano messaggio del 23 Dec 01 tos4ever@pandora.be (2:333/608.1)
scrisse al povero All :
t> The MiNT version of aFTP is the best free ftp-client one can get.
t> Since you use MiNT-net you may try out ncftp and wget. I love these
t> apps. With wget you can download whole servers (ftp and http) with just
t> one command.
t> ncftp can be found on the chapelie in mint/net
t> wget (as rpm) can be found on the SpareMiNT pages.

What are the status of these apps, are sources available and for what
environment ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
OS/2 - Obsolete Soon, Too.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6120. WTB: Drive for STacy

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 15:43:36 UTC
From: progster@iname.com
Message-ID: <2412200110433605 71%progster@iname.com>
Source record: 39383

I'm interested in buying a working hard drive to install in a STacy,
40MB or greater. Anybody got one lying around?

6121. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 16:35:59 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c273c68$1_1@news.landsraad.net>
Source record: 39382

Put me also in the list of people interested.

Would be a good companion for my newly purchased MAC IIci, bought only
to run TOS/GEM apps, as I found it the MAC model that is closest to a TT (too
expensive to be bought second hand).

6122. Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 17:28:45 UTC
From: tendim@vex.net
Message-ID: <a07okd$133$1@news.tht.net>
Source record: 39385
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello.

Please forgive the crosspost, but I am not an Atari user and as such
didn't know which machine I needed.

I am in need of a WD1772 chip for a piece of equipment, and searching the
'net found that Atari's used the same chip in some hardware. So I figured
someone might know where I could go.

Does anybody know where I can obtain this chip? I only need one, but would
order in bulk if required to get some for spares.

Many thanks,
Patrick

--
patrick@tendim.cjb.net
http://www.tendim.cjb.net/
Like anime? Got hotline?
hotline://twoaday.cjb.net/

6123. Re: Blyp STG editor

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 17:31:11 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c2766a6$0$3184$626a54ce@news.free.fr>
Source record: 39386

Hi,
Jan Krupka and Stanislav Opichal are working on the ARAnyM project
You can see a snap off Blyp running on ARAnyM
< http://aranym.sophics.cz/images/blyp-stguide.png >
I don't have any news about this program but they have the emails
from the ARAnyM mailing list

Stanislav Opichal opichals@NOSPAMseznam.cz
Jan Krupka krupkaj@NOSPAMaix.upol.cz

SeeU and Merry Christmas

6124. Re: Pure C English help file

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 17:57:12 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3c276cbf$0$3181$626a54ce@news.free.fr>
Source record: 39389

Look at your mailbox :-)

SeeU

"Derryck Croker" <derryck@.NOSPAMCRAPcix.co.uk> a crit dans le message news:
1009187892-206777AEicMi@ntlworld.com...
> Does anyone have a copy of the _English_ help file for Pure C please?
>
> I believe that it used to be on Elfsoft's web site, but the link to it from
> there is dead.
>
> Cheers
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6125. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 18:15:12 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c2753aa_3@news.landsraad.net>
Source record: 39384

Hi Tom,

It's amazing to read the posting of one of the top programmers in the 16/32 bit Atari computers history. And still better, to have you back to the Atari users community :).

I have to say that I'm another proud owner of almost all of your Cyber Series. All original copies, of curse. Cad 3D 2 was purchased as long ago as 1989. I now that it is the ancestor of the now world wide famous 3D Studio!!!.

Yes, adapt your software to run in any GEM resolution, and multitask happily under Mint, even without providing new features, would give a hole new breath of life to our ancient computers, not to mention the clones or the hopefully forthcoming Pegasus (MC Coldfire 300 MHZ).

The task would'nt be too hard with the source code and updated system documentation. I offer myself to help you to test it in some "advanced" graphic setup as a Falcon with Eclipse and ATI Rage IIc board. I neither doubt that quite a number of people would be interested in that upgrade and pay for it.

I expect another users to add here their opinion.

Finally I don't want to finish my posting without wishing the best for you and thank you for giving us such wonderful pieces of software.

Merry Christmas and best regards.

6126. ???Upgradeing to MagiC 6.2???

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 18:35:38 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0112241035.47563d1d@posting.google.com>
Source record: 39390

It's that time of year again ;)
Trying to get my CT2B Falcon all up to date.

I'd remembered reading months back that a patch to update
MagiC from 6.1 to 6.2 was to be released as a download soon.
So...I browsed the site yesterday and found and downloaded
the patch.

Here's the catch. I don't understand the docs. No english :/
So I have a few questions:

1. What improvements does the upgrade offer?

2. Does it work on a SCSI only CT2B Falcon?
(patched for CT2 and to skip IDE scan at boot)

3. Will this patch work on my english version? (assumeing the only
things that are really any different are keytables and rsc files)?

4. If the answer to questions 2 and 3 are yes...how do I install the
patch?

5. Finally, are there any known applications that upgrading to 6.2
breaks?

Thanks,
Brian

6127. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 19:09:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009237330.1771.1@eurus.uk.clara.net>
Source record: 39298

Hi Derryck

"Derryck Croker" <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1009187886-205536AEicMi@ntlworld.com...
| Hi Steve,
|
| >Go to Files >Modules >Advertising filter and tweak away.
| >
| >Obviously you didn't translate the help files for CAB!?!? 8-).
|
| I thought that that was Joe Connor, Steve! :-)

Summat that Peter didnt doo, incomprehensible!!

| There are some problems with the bubblegem-like help files for later
versions
| of CAB though, as they were compiled to fit the layout of the resource
files
| ten being used. Now, some of them don't refer to the right buttons or are
| missing altogether.

That's useful, like having a scoda manual in a Vauxhall.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6128. ST Informer Mags

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 19:16:21 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Gov47H.L5L@freenet.buffalo.edu>
Source record: 39394

Hi! Is anyone interested in the old ST Informer magazines? I'm starting to run out of space.Thanks!

Dane Stegman
email me at:cf943@freenet.buffalo.edu

6129. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 19:19:34 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com>
Source record: 39392
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello.

"patrick" <tendim@vex.net> wrote in message
news:a07okd$133$1@news.tht.net...

> I am in need of a WD1772 chip for a piece of equipment, and searching the
> 'net found that Atari's used the same chip in some hardware.

Keychange Music, 01925 266120, how many do you need.....

Barrie at Keychange.

6130. Dutch message

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 19:27:00 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112242019250.97-100000@easymint>
Source record: 39393

This message is interesting for Dutch readers only,
please forgive me for continuing in Dutch:

Als er in deze nieuwsgroep Atarianen zijn die nog wat gratis of goedkope
Atari spullen willen verkrijgen: Bob Blok van Zadok Products belde me op
dat hij zijn bedrijf gaat verhuizen. Hij doet allerlei Atari gerelateerd
spul (hardware en software) weg. Vrijdag a.s. 28 september ga ik bij hem
langs om te kijken of er wat van mijn gading bij is. Als er iemand mee
wil: stuur me uiterlijk dondaerdag 27 september een e-mailtje met je
telefoonnummer.
Vervang "nospam" door "m.tarenskeen" in het adres om me te bereiken.
--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6131. 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 19:29:37 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112242027560.97-100000@easymint>
Source record: 39395

I'm using a Falcon without an FPU. Is a 68882 easy to get, and what should
I pay for one ?

--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6132. seeking tiny fuge for mintnet (was on umich site)

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 20:11:53 UTC
From: bjr@localink4.com
Message-ID: <78d87076.0112241211.5a4f5b19@posting.google.com>
Source record: 39296

atari.archive.umich is no more?
Well...perhaps someone out there can help me.

The ancient hard drive with my favorite mint set-up bit the dust.
Somehow I've neglected to back up my copy of tiny fugue and despite
scouring dozens of atari ftp sites I can't find it again.

I know it was once located at atari.archive.umich.edu in the mint
section.
It's a binary distribution of tiny fugue ported for mintnet. Maybe
someone out there has a personal copy of these old archives (I seem to
recall someone did CD-R back ups of all the great old ftp sites) or
knows of a place that still mirrors the site?

I'd just compile tf myself from sources, but it don't compile on my
KEMD setup (not even close...and I'm no programmer).

Thanks,
Brian

6133. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 22:13:54 UTC
From: AndyD <andrewd@clara.co.uk>
Message-ID: <1009231963.8615.1@iapetus.uk.clara.net>
Source record: 39297

```
"switchblade" <xxx@nospam.com> wrote in message
news:YyEV7.26992$YX1.410910@news.easynews.com...
> "Gill Bates" <unreal@nowhere.com> wrote in message
> news:u1vjslpeg61k78@corp.supernews.com...
> > I offered two with a ton of extras and not a sniff, I have come to the
> > conclusion they are sadly now worthless
> >
> >
>
> If you have a Falcon for sale, I would be interested :)
>
>

I'm also interested - how much?

-AndyD
```

6134. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-24 23:51:13 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <RbPV7.12031$B47.5266746@typhoon.columbus.rr.com>
Source record: 39299
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

These may also be used in Commodore 64 drives (1541s?)? I have heard them
give
Atari ST's as a good source of cannibalizing for their floppy controllers so
Atari
users should do likewise.

--Ken

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com...
> Hello.
>
> "patrick" <tendim@vex.net> wrote in message
> news:a07okd$133$1@news.tht.net...
>
> > I am in need of a WD1772 chip for a piece of equipment, and searching
the
> > 'net found that Atari's used the same chip in some hardware.
>
> Keychange Music, 01925 266120, how many do you need.......
>
>
> Barrie at Keychange.
>
>
>
>

6135. Re: seeking tiny fuge for mintnet (was on u

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 01:23:03 UTC
From: swampfax@atlantic.net
Message-ID: <XxQV7.52$xm.10257@news1.atlantic.net>
Source record: 39300

On 24 Dec 2001 12:11:53 , Brian J. Roland wrote:
>atari.archive.umich is no more?
>Well...perhaps someone out there can help me.
>

Try this (it may still work):
http://www.umich.edu/~archive/atari

John G.

6136. HighWire Version 0.01 Released!

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 06:10:25 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u2g62cn5f8lab2@corp.supernews.com>
Source record: 39301

The HighWire Development Team is pleased to announce the first public

release of HighWire.

Please visit the HighWire Site to download.

http://highwire.atari-users.net

HighWire Development Team

6137. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 09:25:02 UTC
From: Mo <mygranny@swbell.net>
Message-ID: <OBXV7.984$yP7.348721218@newssvr30.news.prodigy.com>
Source record: 39302
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yeah that WWD1772 was used in TRS-80 floppy drives as well so you might check comp.sys.tandy .

Mo

Ken Siders wrote in message ...
>These may also be used in Commodore 64 drives (1541s?)? I have heard them
>give
>Atari ST's as a good source of cannibalizing for their floppy controllers
so
>Atari
>users should do likewise.
>
>--Ken
>
>"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
>news:2fLV7.34167$US4.5077361@news2-win.server.ntlworld.com...
>> Hello.
>>
>> "patrick" <tendim@vex.net> wrote in message
>> news:a07okd$133$1@news.tht.net...
>>
>> > I am in need of a WD1772 chip for a piece of equipment, and searching
>the
>> > 'net found that Atari's used the same chip in some hardware.
>>
>> Keychange Music, 01925 266120, how many do you need.......
>>
>>
>> Barrie at Keychange.
>>
>>
>>
>>
>
>

6138. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 09:59:10 UTC
From: "Derryck Croker"
Message-ID: <1009271184-644966AEicMi@ntlworld.com>
Source record: 39304

Hi Steve,

>Talking of speelcheeker's, this seems to be the suggested spelling as given
>by Office XP. "antediluvian".

One letter wrong ain't bad ;-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6139. Re: Dutch message

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 10:05:12 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112251102200.102-100000@easymint>
Source record: 39303

On Mon, 24 Dec 2001, Martin Tarenskeen wrote:

Happy Christmas everybody !

> This message is interesting for Dutch readers only,
> please forgive me for continuing in Dutch:
>
> Als er in deze nieuwsgroep Atarianen zijn die nog wat gratis of goedkope
> Atari spullen willen verkrijgen: Bob Blok van Zadok Products belde me op
> dat hij zijn bedrijf gaat verhuizen. Hij doet allerlei Atari gerelateerd
> spul (hardware en software) weg. Vrijdag a.s. 28 DECEMBER ga ik bij hem
> langs om te kijken of er wat van mijn gading bij is. Als er iemand mee
> wil: stuur me uiterlijk donderdag 27 DECEMBER een e-mailtje met je
> telefoonnummer.
> Vervang "nospam" door "m.tarenskeen" in het adres om me te bereiken.
>

Ik had per ongeluk "september" ipv "december" getypt, dat had U toch al
begrepen?
--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6140. Re: Dutch message

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 10:55:17 UTC
From: tos4ever@pandora.be
Message-ID: <1f4yzp8.p66chev4zeggN%tos4ever@pandora.be>
Source record: 39305

Martin Tarenskeen <nospam@zonnet.nl> wrote:

> On Mon, 24 Dec 2001, Martin Tarenskeen wrote:
>
> Happy Christmas everybody !
>

> Ik had per ongeluk "september" ipv "december" getypt, dat had U toch al
> begrepen?

Teveel aan geestrijke drank gezeten misschien?:-)

Doei,
Martin

6141. Re: Dutch message

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 11:09:19 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112251208170.103-100000@easymint>
Source record: 39306

On Tue, 25 Dec 2001, Martin Byttebier wrote:

> Martin Tarenskeen <nospam@zonnet.nl> wrote:
>
> > On Mon, 24 Dec 2001, Martin Tarenskeen wrote:
> >
> > Happy Christmas everybody !
> >
>
> > Ik had per ongeluk "september" ipv "december" getypt, dat had U toch al
> > begrepen?
>
> Teveel aan geestrijke drank gezeten misschien?:-)
>
Zalig Kerstmis. Proost !

(Let's continue in English now, shall we ?)

--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6142. Re: Strange CAB panel

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 11:09:24 UTC
From: "Derryck Croker"
Message-ID: <1009275686-545062AEicMi@ntlworld.com>
Source record: 39308

Hi Steve,

>| >Obviously you didn't translate the help files for CAB!?!? 8-).
>|
>| I thought that that was Joe Connor, Steve! :-)
>
>Summat that Peter didnt doo, incomprehensible!!

There's a lot of software that would still be incomprehensible to us English-speaking folk, if it hadn't been for Peter :-)

>| There are some problems with the bubblegem-like help files for later

>That's useful, like having a scoda manual in a Vauxhall.

ASH would have to recompile them :-(

Another good reason for keeping the user interface stuff away from the binary, why limit your market???

--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6143. Re: HighWire Version 0.01 Released!

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 11:15:23 UTC
From: Martin Tarenskeen <nospam@zonnet.nl>
Message-ID: <Pine.MNT.4.31.0112251210370.103-100000@easymint>
Source record: 39307

On Tue, 25 Dec 2001, Webmaster@atari-users.net wrote:

> The HighWire Development Team is pleased to announce the first public
>
> release of HighWire.
>
>
>
> Please visit the HighWire Site to download.
>
> http://highwire.atari-users.net
>
> HighWire Development Team
>

It's just version 0.01, so we shouldn't expect too much, but I tried it
and especially the speed with which it showed some htnl pages I tried to
view impressed me. And if I change the size of the window it doesn't take
ages to redraw the screen, like in CAB. It looks very promising. Keep up
the good work, development team !

--

Martin Tarenskeen

* YSEDITOR homepage: http://yseditor.atari.org
* UNI_MANiacs homepage: http://uniman.atari.org
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm

6144. FamilyNet Dallas BBS

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 11:17:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0046c6b6@fmlynet.org>
Source record: 39315

FamilyNet Newsgate

> This is an ad for the FAMILYNET HQ BBS in the Dallas Texas!
> Fully Telnetable telnet://family-bbs.net
> Web Interface Available http://www.family-bbs.net
> ftp://www.family-bbs.net
> news-server nntp://www.family-bbs.net
> FamilyNet International is incorporated as a Non-Profit corporation.
> (http://www.fmlynet.org)
> During Construction Phase (rebuilding this system will take a while)
> partially or non-built features are markes with a (*).
> * FamilyNet International - The G rated Network that cares.

> * Atari Support.
> * Free Internet E-Mail address and mail for users!
> * Home of the International Bible Conference (BIBLE).
> * NOW!!! Over 60!!!! Gig Online with NO! SLOW! CD ROMS!!!!
> * Now! Available - "Filtered" Internet Newsgroups!
> * Multiline Operation (BBBS).
> * FREE BBS.
> * Over 20,000 files with no download restrictions!
> * Over 1000 Message Areas.
> * Dial in Telnet out on the internet (for partners)!
> * Extensive Christian Downloads/Message base areas.
> * FTP access to downloads - see descript.ion file for details on files.
> * Abled message bases and files.
> * Crafting Conferences and message bases.
> * Genealogy Conferences / File Areas.
> * Spacebase/Space/UFO.
> * Ham Radio Files and Message Bases.
> * SurvivalNet file areas.
> * OS2 Message bases / File Areas.
> * Novell File Areas.
> * Windows Message Bases / File Areas.
> * Aviation Support / Message & File Areas.
> * Amiga / Commodore Support.
> * Full Commodore C64 and C128 Support. Message Bases and File Areas.
> * TI-99 Support.
> * Railroading Message Bases and files.
> * Internet USENET groups (NNTP server available!!!)
> * HUGE Sports Message Base selection.
> * Over 1100 Download File Areas.
> Call FamilyNet International Inc. Today!
> (972) 496-0650 - V.34 33.6kbs
> telnet://www.family-bbs.net

> http://www.family-bbs.net
> nttp://www.family-bbs.net
> ftp://www.family-bbs.net
>[For more information on FamilyNet International *THE* G rated network, FREQ
> FMLYNET.ZIP from 1:124/5009 or 8:8/0]
> Visit our web home page at:
> http://www.fmlynet.org/dallas.html

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

6145. Re: Anodyne Software's Roger Burrows

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 13:28:08 UTC
From: ebaiz@skyenet.net
Message-ID: <I9%V7.44$jV.28758@newsfeed.slurp.net>
Source record: 39309

On 23 Dec 2001 13:46:49 , lp wrote:
>in article manV7.53$iP6.50211@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 12/23/01 10:58 AM:
>
>> Hello all, I would like to talk about something I received from Anodyne
>> Software and
>> that is SUPPORT. Roger Burrows, who owns and runs Anodyne, is one of the
>> nicest
>> Atari retailers I have known since I became an Atarian.
>
>I fully agree!
>Roger is all around wonderful. ;-)
>
>--
>Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

That is why I sent him a check for $30 for the help. He told not to,
but I did t anyway. This is not the first time he has helped me out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6146. Re: Phototip and Nova

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 13:28:09 UTC
From: ebaiz@skyenet.net
Message-ID: <J9%V7.45$jV.28558@newsfeed.slurp.net>
Source record: 39310

On 23 Dec 2001 20:21:57 , Chris Simon wrote:
>Has anybody got Phototip working with a Nova card? (i.e. NVDI's Nova
>driver). Just trying to troubleshoot a problem with Phototip and
>fVDI/Eclipse.
>
>

I use Phototip with a Mach 64 4meg card. Works great....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6147. Re: Blyp STG editor

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 13:28:11 UTC
From: ebaiz@skyenet.net
Message-ID: <L9%V7.46$jV.28700@newsfeed.slurp.net>
Source record: 39311

On 24 Dec 2001 09:34:02 , Derryck Croker wrote:
>Has anyone come across this little number?
>
>A very useful tool for editing ST-Guide STG files, you can run a test to see
>if all your links work, and it uses the Olga protocol to instantly reflect
>changes made in said STG files.
>
>Pity that Jaysoft (Jan Krupka and Stanislav Opichal) seem to have dropped
>development. My email of encouragement was returned with a not known at this
>address type error, does anyone have an up-to-date address, or any news about
>this program?

No, I have not seen this program. Where did you get it from? I would
not mind using it from time to time.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6148. Re: Boxkit problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 13:28:13 UTC
From: ebaiz@skyenet.net
Message-ID: <N9%V7.47$jV.28734@newsfeed.slurp.net>
Source record: 39312

On 24 Dec 2001 11:37:34 , Martin Byttebier wrote:
>Hello,
>
>Until recently I was using Freedom fileselector but as I was getting
>more and more probs with it I'm using Boxkite (latest version) now.
>The prob with Boxkite is that I can't see the date.
>I see something like this
>browsers <dir> 12
>hugo.inf 1356 04
>
>Normally I should get this
>browsers <dir> 11.12.1999 10:27
>hugo.inf 1356 13.04.1999 20:55
>It seems boxkite only display the month.
>Anyone an idea about this.
>ps. I'm doing this on a Hades running freeMiNT/N_AES 2.0.0

Hello Martin,

I have and use BoxKite. Great program. At the bottom of the file
selector there is a scroll control. Just slide it over and you will see
the date and other info on the file in question.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6149. Re: Lots of MIDI/sound icons uploaded!

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 15:38:07 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <a0a6d3$8p5$1@news4.isdnet.net>
Source record: 39313

Hello Hallvard !

It's me (Paul) ;-)

Merry Christmas for you too :-)

> > http://www.notator.org/html/software.html#midicons
>
> So.... has anyone downloaded them and found any use for these icons?

Yes it is :-)

I've any music ATARI icons in black and white format, may be interesting you
?

Bye :-)

--
Paul CAILLET.
atarimusic@atari.org
http://musique.atari.org

6150. [WEB] Aniplayer 2001 Christmas version 2.18

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 15:44:30 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f4zcpr.jtbvdba6aqwwN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 39314

Hi,

The latest version of Aniplayer 2001 (2.18) is on my site.
About news, please read the documentation on-line, or uses
this link to history:
http://perso.wanadoo.fr/didierm/doc/eng/c_0b.htm

Merry Christmas !!!

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6151. Re: Lots of MIDI/sound icons uploaded!

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 19:02:00 UTC
From: Paul CAILLET <paul.caillet@vnumail.com>
Message-ID: <a0aibb$fb7$1@news4.isdnet.net>
Source record: 39316

Hello Hallvard :-)

> So.... did you like them?
> Comments? Good or bad..

Yes it is :-)
A lot of them are funny, and someone are very original :-)

> > I've any music ATARI icons in black and white format, may be interesting
you
> > ?
>
> No thanks. I'm done editing icons for now!!! These things take LOTS of
> time and patience. I've just uploaded ZIP/JAZ/Syquest related icons now,

I think that you don't unterstand me, I just want to give you some ZIP file
with RSC file with black and white muisc ATARI icons, and there is nothing
to do (no editing, I've made it ...)

There is no problem, I put it them on my ATARI web site and if in the future
you want them, you can download them :-)

> but that's it! No more icon editing for me ;-)
> You can find them by going to:
>
> http://www.notator.org/html/contributions.html#zipdrive

Thanks :-)
I've got it too :-)

Regards

--
Paul CAILLET.
paul.caillet@free.fr

6152. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 19:42:02 UTC
From: vdjole@EUnet.yu
Message-ID: <a0akq7aom1@news.eunet.yu>
Source record: 39317

On 23 Dec 2001 11:42:21 , Grzegorz Pawlik wrote:

>> The only piece of crap I know is indeed Adamas. Never got that thing
>> working for longer then 5 minutes. It goes bananas as soon as it
>> encounters a javascript, even a very basic one.
>
>Apparently it can handle certain simple javascripts, at least
>document.write, prompt() and if... work correctly. But the point
>is that it is so grotesquely unstable (with or without JS) that
>I really cannot understand what did those 40 betatesters mentioned
>in the manual were doing...?

It may be some consolation that non-working software is not limited
to obscure low-budget platforms such as ours. Recently I had to do
something at work in Unigraphics (beside Catia and ProEngineer one of the
three serious CADD softwares in the world)... worth several tens of
kilodollars... and found that it does not calculate masses of solids
correctly in metric units (wrong by a factor of 1000!).

On a slightly more amusing side, some time ago I was trying to configure
DECnet Phase V on an Alpha running OpenVMS. Apart from being unnecessary
complicated relative to Phase IV, it has an option which is supposed to
avoid collisions and congestions on network with high traffic. But the
docs say that this option does not work well when the network is heavily
loaded (sic! why else would one need it?) so it is OFF by default!

cu;

6153. Re: Papyrus 9.10 available

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 20:38:38 UTC
From: tos4ever@pandora.be
Message-ID: <1f4zqo6.a5ejqw1gskfroN%tos4ever@pandora.be>
Source record: 39319

Pï¿½l Monstad <pmonstad@pm-data.no> wrote:

> I visited www.rom-logicware yesterday, and now it is possible to download a
> German demo version of Papyrus version 9.10. Merry Christmas to you all!

Remember the right address is <URI:http://www.rom-logicware.com>
AFAIK there is no demo of 9.15 available for Atari. Only the pc version
is ready.

Seassonal greetings to every one
Martin

6154. Re: Boxkit problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 20:38:39 UTC
From: tos4ever@pandora.be
Message-ID: <1f4zqq6.joyit4ogp6gwN%tos4ever@pandora.be>
Source record: 39320

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> On 24 Dec 2001 11:37:34 , Martin Byttebier wrote:
> >Hello,
> >
> >Until recently I was using Freedom fileselector but as I was getting
> >more and more probs with it I'm using Boxkite (latest version) now.
> >The prob with Boxkite is that I can't see the date.
> >I see something like this
> >browsers <dir> 12
> >hugo.inf 1356 04
> >
> >Normally I should get this
> >browsers <dir> 11.12.1999 10:27
> >hugo.inf 1356 13.04.1999 20:55
> >It seems boxkite only display the month.
> >Anyone an idea about this.
> >ps. I'm doing this on a Hades running freeMiNT/N_AES 2.0.0
>
> Hello Martin,
>
> I have and use BoxKite. Great program. At the bottom of the file
> selector there is a scroll control. Just slide it over and you will see
> the date and other info on the file in question.

I think you missed the point. The fact is that I don't see the timestamp
at all, only the month.
Anyway I found the problem. The culprit was dataform.cpx. Dataform.cpx
was set to use the American way of showing dates, months/day/year. After
I switched over to the Belgian way of showing dates, day/month/year,
Boxkite displayed the timestamps correctly.

CU
Martin

6155. Re: ???Upgradeing to MagiC 6.2???

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 20:48:32 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <2001_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 39318

In uno strano messaggio del 24 Dec 01 bjr@localink4.com (2:333/608.1)
scrisse al povero All :
b> I'd remembered reading months back that a patch to update
b> MagiC from 6.1 to 6.2 was to be released as a download soon.
b> So...I browsed the site yesterday and found and downloaded
b> the patch.

Yes but there is no path from 6.01 to 6.1, if anybody can help about this
please contact me.

Nobody was able to tell me what 6.2 has exactly more then 6.00, I am
particularly interested about using more then one serial port and tcp/ip on
ethernet of Mac or PC.

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
IBM - I Blame Microsoft

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6156. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 21:53:30 UTC
From: Ireneusz Pełech <irekp@cuprum.com.pl>
Message-ID: <3C28F55A.921D264D@cuprum.com.pl>
Source record: 39321
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Martin Byttebier wrote:
>
> New at the Belgian ftp-site chapelie.rma.ac.be
> --
>
> ***
> * If a package would be corrupt, please contact *
> * *
> * tos4ever@pandora.be *
> * or *
> * saka@village.uunet.be *
> * *
> * so they can delete it and put a good version here *
> * *
> * Only with your cooperation this site can become good *
> ***
>
> **editors**
> ftp://chapelie.rma.ac.be/atari/editors/textconvert/convert.zip
> (10.387 bytes) Convert is only usefull for those
> working with Polish text on Atari. It converts
> Polish sign created on other platforms (Mac, pc, Amiga,...) to AtariPL

Yes, but not completely.
Convert 1.3 can converts also Mac PL to Amiga PL and many diffirent
combinations, not only to AtariPL.

--
Regards
Monsoft
Author of Convert

->Atari Internet Magazyn <-
http://www.atari.cuprum.com.pl

Pokemona zlap za pompona ;)

6157. Re: 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 23:53:47 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <fk8W7.1191$Tk6.467088@paloalto-snr1.gtei.net>
Source record: 39322

Martin,

I wouldn't pay more than $25 US for one. If you can pick up an old Mac IIx
or IIfx, you can get one out of them. The Mac II machine used the 68881.

Also, check with the surplus Mac part places for one. Best Electronics
would have some also.

Glenn

"Martin Tarenskeen" <nospam@zonnet.nl> wrote in message
news:Pine.MNT.4.31.0112242027560.97-100000@easymint...
> I'm using a Falcon without an FPU. Is a 68882 easy to get, and what should
> I pay for one ?
>
> --
>
> Martin Tarenskeen
>
> * YSEDITOR homepage: http://yseditor.atari.org
> * UNI_MANiacs homepage: http://uniman.atari.org
> * DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm
>
>

6158. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-25 23:58:01 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C291263.78AB2D2B@chello.nl>
Source record: 39323

Hi

Djordje Vukovic wrote:
>

> On a slightly more amusing side, some time ago I was trying to configure
> DECnet Phase V on an Alpha running OpenVMS. Apart from being unnecessary
> complicated relative to Phase IV, it has an option which is supposed to
> avoid collisions and congestions on network with high traffic. But the
> docs say that this option does not work well when the network is heavily
> loaded (sic! why else would one need it?) so it is OFF by default!
>

Very long ago, when I was working on a big mainframe, I was sifting through
the software notices from the manufacturer and read the following:

"There is an error in the X..... forcasting system such that it produces
incorrect forcasts."

:-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6159. Re: ???Upgradeing to MagiC 6.2???

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 00:38:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1009365556-104459AEicMi@gmx.net>
Source record: 39324

From: bjr@localink4.com (Brian J. Roland)
Date: 24 Dec 2001 10:35:38 -0800

Hi Brian,

>Here's the catch. I don't understand the docs. No english :/
>So I have a few questions:

Snatch the English translation from the DDP website (see signature).

>3. Will this patch work on my english version? (assumeing the only
>things that are really any different are keytables and rsc files)?

NO !!
The patch only updates MagiC 6.10 which AFAIK is only available in German,
you probably have an English MagiC 6.01 running, the patch can't be applied
to that version.

>5. Finally, are there any known applications that upgrading to 6.2
>breaks?

No :-)

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6160. Re: Papyrus, ArtWorx & *.gem

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 00:45:10 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1009365558-105067AEicMi@gmx.net>
Source record: 39325

From: gregory@NOSPAM.atari.pl (Grzegorz Pawlik)
Date: Sun, 23 Dec 2001 11:42:21 +0000 (UTC)

Hi Grzegorz,

>But the point is that it is so grotesquely unstable (with or without JS)
>that I really cannot understand what did those 40 betatesters mentioned
>in the manual were doing...?

Mumbling between their teeth...
Since this piece of crap is hardly worth calling a beta version, every poor
sod that bought it, is considered to be a betatester :-(
The revised docs now mention 100 betatesters....

Cheers from Belgium
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6161. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 12:22:28 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0cfe4$408$1@draco.stochastik.rwth-aachen.de>
Source record: 39326
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <RbPV7.12031$B47.5266746@typhoon.columbus.rr.com>,
Ken Siders <atari8bitREMOVE@columbus.rr.com> wrote:
>These may also be used in Commodore 64 drives (1541s?)? I have heard them

Definitely not 1541 - these used GCR recording with a custom chip.

Maybe the 1581 or other newer models which could do GCR as well as MFM.

cu
Michael

6162. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 12:25:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0cfiv$412$1@draco.stochastik.rwth-aachen.de>
Source record: 39327
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a07okd$133$1@news.tht.net>, patrick <tendim@vex.net> wrote:
>
>I am in need of a WD1772 chip for a piece of equipment, and searching the
>'net found that Atari's used the same chip in some hardware. So I figured
>someone might know where I could go.
>
>Does anybody know where I can obtain this chip? I only need one, but would
>order in bulk if required to get some for spares.

They are not produced anymore - a friend got some of the last in Germany as
stock for replacements on his industrial CPU boards.

Where do you live? If in or near Germany, I should still have some that were
desoldered from old ST boards.

cu
Michael

6163. Re: [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 17:22:38 UTC
From: tos4ever@pandora.be
Message-ID: <1f51bwq.gjd2vg1b8sw98N%tos4ever@pandora.be>
Source record: 39331

Ireneusz =?iso-8859-2?Q?Pe=B3ech?= <irekp@cuprum.com.pl> wrote:

> Martin Byttebier wrote:
> >
> > New at the Belgian ftp-site chapelie.rma.ac.be

> > **editors**
> > ftp://chapelie.rma.ac.be/atari/editors/textconvert/convert.zip (10.387
> > bytes) Convert is only usefull for those working with Polish text on
> > Atari. It converts Polish sign created on other platforms (Mac, pc,
> > Amiga,...) to AtariPL
>
> Yes, but not completely.
> Convert 1.3 can converts also Mac PL to Amiga PL and many diffirent
> combinations, not only to AtariPL.

Thanks for the clarification.

CU
Martin

6164. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 17:47:40 UTC
From: Thomas Hudson <nospam@nospam.org>
Message-ID: <03oW7.126903$8w3.25256809@typhoon.kc.rr.com>
Source record: 39332

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c2248d4175f50@madasafish.com...
> Cool, I thought I seen your name recently. I remembered it was the
> Overscan documentation and yes, it is you! Cyberscuplt hasn't been
> developed for ages has it?

No, I haven't touched the code since January of 1989, according to the timestamps on the files. I'm going through my old hard drives now, locating all the various code and trying to see if I can get the stuff compiling again.

-Tom

6165. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 18:10:32 UTC
From: Thomas Hudson <Xthudson2@wi.rr.com>
Message-ID: <sooW7.126906$8w3.25273597@typhoon.kc.rr.com>
Source record: 39333

"Francisco L Fernandez" <fran@tkp390.flunet> wrote in message
news:3c2753aa_3@news.landsraad.net...
> Yes, adapt your software to run in any GEM resolution, and multitask
> happily under Mint, even without providing new features, would give a
> hole new breath of life to our ancient computers, not to mention the
> clones or the hopefully forthcoming Pegasus (MC Coldfire 300 MHZ).

Nobody has a TT emulator that runs on a PC, do they? Or, is there an ST emulator that would allow me to test the various resolutions? The inital phase would be pretty hard without something here that would allow me to do the trials on.

> The task would'nt be too hard with the source code and updated system
> documentation. I offer myself to help you to test it in some "advanced"
> graphic setup as a Falcon with Eclipse and ATI Rage IIc board. I neither
> doubt that quite a number of people would be interested in that upgrade
> and pay for it.

Having not kept up with the Atari hardware after moving to the PC, I'm intrigued about what kind of capabilities these machines have. I originally left the Atari market (reluctantly) after they failed to deliver on promised upgrades, like the math coprocessor, faster processors, etc. for so long. If you have any system documentation in electronic form, I'd love to get it.

If you want to email me anything, I took the anti-spam email name off my news reader and put my real email address on it, just remove the 'X' from the front of the email address.

> Finally I don't want to finish my posting without wishing the best for you
> and thank you for giving us such wonderful pieces of software.

Thanks. The Atari software was the foundation for everything that I did later on the PC, and I'll never forget the fun I had creating it. I think it's great that there are people still using it, and if possible I'd enjoy making it more useful for you guys.

> Merry Christmas and best regards.

Same to you!

-Tom

6166. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-26 20:37:07 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a0dt8k$kg1h9$2@ID-15679.news.dfncis.de>
Source record: 39336
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> Definitely not 1541 - these used GCR recording with a custom
>chip.

Not even a custom chip....one bit on a PIA was used to drive the write
circuit.

Interesting piece of design work....

TTFN - Pete.

6167. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 00:01:30 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c2a47d3$1_2@news.landsraad.net>
Source record: 39335

Hi Tom,

> Nobody has a TT emulator that runs on a PC, do they? Or, is there an ST
> emulator that would allow me to test the various resolutions? The
> inital phase would be pretty hard without something here that would
> allow me to do the trials on.

As far as I know, there are no working TT emulators, but there are some free ST emulators (some pretty faithful to the original) around that allow to use extended resolutions but no more colors or palette than the original computer (16/4096 in an STE). Then you could use it at, let's say, 1280x960x16 colours.

I'll write you about some of us that have TTs or clones and would be happy to act as beta testers for such a development.

> Having not kept up with the Atari hardware after moving to the PC, I'm
> intrigued about what kind of capabilities these machines have. I
> originally left the Atari market (reluctantly) after they failed to
> deliver on promised upgrades, like the math coprocessor, faster
> processors, etc. for so long. If you have any system documentation in
> electronic form, I'd love to get it.

Well, sadly it didn't evolve too much after 1990. I will try to sumarize the (most common) models that appeared after that year:

1. Falcon (last computer made by Atari):

16 MHz 68030, 16 MHz 68882 (optional), 16 bit data bus
(this with ST compatibility in mind). Upgreadable to 14 MB ST RAM.
32 MHz MC56001 DSP 20 Mips with 96 KB of ultra fast RAM. Can be used for sound and graphics processing. It also has a blitter chip. Built in video High color (16 bit palette). Max 16 bit color resolution: 640x240 or 320x480. Max 8 bit color resolution: 640x480. The Falcon features an expansion 16bit direct to processor upgrade bus conector. With a PCI to Falcon bus adaptor there is avaliable the ATI 3D Charger (Rage IIc) PCI accelerator Card.

Many people have their Falcons upgraded with other expansion boards, mainly with 68030 50 Mhz or 68040 33 Mhz. These admit TT RAM up to 64 MB at least.

There is planned a 68060 - 100 Mhz upgrade board.

2. Hades
Similar concept to the TT, modified TOS 3.06. MC68040/33 MHz or MC68060/66 MHz PCI ET6000 graphic card. A lot of RAM (I think that up to 512 MB).

3. Milan
Another TT clone, this time 32 bit RAM is treated as ST RAM for better compatibility. MC68040/25 MHz or MC68060/33? MHz. RAM up to 128 MB. PCI S3 Trio 64 v+ graphic card.

As you can see all these models are capable of 24bit color depths in 640x480 resolution and at least 800x600 pixels with 16 bit color depth.

As I mentioned earlier, a new computer (codenamed Pegasus) is under development by Hades designers with AGP graphics card and MC Coldfire - 300 MHz. This processor has a subset of 68000 instructions (more than 80%). According with Motorola estimations and with both processors running code within that subset (I mean that the Coldfire has not to emulate the missing 68000 instructions), a 300 MHZ Coldfire benchmarks up to a thousand times faster than ST's original 8 MHz 68000. Also worth mentioning, Pegasus is going to feature a Motorola DSP (56301) PCI card as standard.

> If you want to email me anything, I took the anti-spam email name off my
> news reader and put my real email address on it, just remove the 'X'
> from the front of the email address.

I will do it for sure, but I prefered to reply this time in the newsgroup to allow other users to share their info and contribute. Come on all you!!! perhaps they haven't noticed the interest of the thread. I'll direct you to the info avaliable in the net.

The first person who tried to help you (Henk Robbers) is another great programmer that is coding an open source, modern multitasking AES replacement. He is doing an incredibly good work and it is now in a quite useable status. He works with his old TT and surely can provide you with system call documentation about multitasking AES and the multitasking BSD-like GEMDOS kernel (Mint) that are the modern standard in Atari computing environment.

The other part of the OS, VDI, hasn't improved a lot, except for Bezier curves and vector fonts support (provided by a new GDOS). The two actual offerings, NVDI commercial) and fVDI (open source) both support True Color bitmaps, as apparently all VDI versions did in the past.

> Thanks. The Atari software was the foundation for everything that I did
> later on the PC, and I'll never forget the fun I had creating it. I
> think it's great that there are people still using it, and if possible
> I'd enjoy making it more useful for you guys.
>

It would be a dream, Tom.

6168. Re: MacMiNT

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 03:53:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <EWwW7.1884$O5.4992@nntpserver.swip.net>
Source record: 39337

"Francisco L Fernandez" <fran> skrev:
: Put me also in the list of people interested.

: Would be a good companion for my newly purchased MAC IIci, bought only
: to run TOS/GEM apps, as I found it the MAC model that is closest to a TT (too
: expensive to be bought second hand).

That's certainly true. The Atari TT, the Amiga 3000 and the Mac IIci are
so similar to each other, it's almost scary! Talk about parallel
evolution. One of them (guess which!) has aged less than gracefully,
though, so whereas the IIci can be had for less than a McDonalds meal,
getting an unexpanded A3k or TT at 1000 EUR is difficult.

--
En ligne avec Tin 1.4.

6169. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 03:55:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <wYwW7.1885$O5.4992@nntpserver.swip.net>
Source record: 39338

Gill Bates <unreal@nowhere.com> skrev:
: I offered two with a ton of extras and not a sniff, I have come to the
: conclusion they are sadly now worthless

Not worthless, only worth less. ;-)

--
En ligne avec Tin 1.4.

6170. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 03:55:59 UTC
From: Thomas Hudson <Xthudson2@wi.rr.com>
Message-ID: <jZwW7.129311$8w3.25858632@typhoon.kc.rr.com>
Source record: 39339

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c2248ce61541@madasafish.com...
> Wow, haven't been on Atari since 1989 and you return?! That must
> be some kind of a record, so what programs did you do on the PC?

Yeah, it probably is a record! If you want to see what I've been working on, go check out http://www.discreet.com/products/3dsmax/ -- It's the latest generation of our 3D animation software, and is the #1 such package in the world. I've wrapped up work on release 4 and am on a sabattical of sorts as I get geared up to actually USE the darn thing, instead of just write code. I have some ideas for cartoons that have been running through my head since I wrote CAD-3D, and they're finally going to get made.

-Tom

6171. Colums

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 06:55:43 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <PBzW7.11834$kS6.2792288472@newssvr21.news.prodigy.com>
Source record: 39340

For those who remember this Falcon game, I just put all the sources and a binay version for download in the Atari section of my website.

This is kind of my christmas present for the Atari community.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6172. Re: Lots of MIDI/sound icons uploaded!

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 09:40:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009504698.17228.0@eurus.uk.clara.net>
Source record: 39260

Hi Hallvard

| > I've any music ATARI icons in black and white format, may be interesting
you
| > ?
|
| No thanks. I'm done editing icons for now!!! These things take LOTS of
| time and patience.

Coffee??, biscuits??..

| I've just uploaded ZIP/JAZ/Syquest related icons now,
| but that's it! No more icon editing for me ;-)

Its easier with a decent Icon Editor, have you tried Resourcemaster?,
there's Demo's available??.
Also there was an Icon Ripper about recently, i think it was by some french
guy, that does a real nice job of borroiwng from Billy-Boy Gates.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6173. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 09:42:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009504702.17228.1@eurus.uk.clara.net>
Source record: 39259

Yo!, Dellboy

| >Talking of speelcheeker's, this seems to be the suggested spelling as
given
| >by Office XP. "antediluvian".
|
| One letter wrong ain't bad ;-)

Now you'll have to correct that key macro in your "Big words that confuse
Steve S" file. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6174. Re: ST Informer Mags

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 09:45:54 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1009504704.17228.2@eurus.uk.clara.net>
Source record: 39258

Hi Dave

| Hi! Is anyone interested in the old ST Informer magazines? I'm starting to
| run out of space.Thanks!

It must be "That time of the year", I've just binned load of old mags as
well.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.310 / Virus Database: 171 - Release Date: 19/12/2001

6175. Re: 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 12:12:02 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1009460820-30659AEicMi@gmx.net>
Source record: 39343

From: Martin Tarenskeen <nospam@zonnet.nl>
Date: Mon, 24 Dec 2001 20:29:37 +0100

Hi Martin,

>I'm using a Falcon without an FPU. Is a 68882 easy to get, and what
>should I pay for one ?

Since you're obviously located in Holland check out:
http://www.partsdata.de/shop/

<SNIP>
Motorola-Prozessor 68882-FN-33, PLCC-Bauform, 33 Mhz, z.B. fï¿½r
Atari-Falcon 030 mit/ohne Beschleuniger-Karte, od. f. Mac (LC3
Mainboard, Ethernetkarten) u. Amiga
Art.-Nr. PRO-1061___ab Lager lieferbar___59 DM
<SNAP>

Cheers from Belgium
Dennis
--


```
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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6176. Re: Anyone using Notator 3.21?

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 12:53:34 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3c2b18af_2@news1.vip.uk.com>
Source record: 39341

Hi Hallvard,

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message
news:1f51qvi.yj36rpyw35fkN%northstar2010@___NO_SPAM___yahoo.no...
> Has anyone here got Notator SL version 3.21 and got it as a stand-alone
> full package or an update to a previous Notator version (as opposed to
> getting it together with Notator Logic)?

Yes, have all version updates of Notator from 2.10.

Regards
KapMaN

6177. Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 13:17:49 UTC
From: ebaiz@skyenet.net
Message-ID: <1cFW7.33$M92.40278@newsfeed.slurp.net>
Source record: 39342

Hello all,

I just downloaded the update to Porthos. Version 1.28 works MUCH better and now loads in the large PDF's that I was having trouble with. Now these large file do not cause my Hades to crash. Version 1.28 offer exporting of images files without Papillon. Now you can export the images as TIFF files. This works fine to a point, but I ran into some problems. Porthos exports the images to the TIFF files but sometimes some of the TIFF files are not readable. I zipped some of these un-readable files and sent them to the author. Still, I am satisified with the upgrade.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6178. WANTED: Atari Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 14:09:03 UTC
From: Chris <capw@the-wire.com>
Message-ID: <3C2B2B80.20E92894@the-wire.com>
Source record: 39344

Hi folks,

Wanted: Atari Falcon030 with or without upgrades. Internal hard drive
would be nice and more RAM too.

Please name your price and shipping cost.

I'm from Toronto, Ontario Canada (eh).

Thank you,
Chris

g'day

6179. Re: Colums

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 15:47:26 UTC
From: Video61@webtv.net
Message-ID: <8317-3C2B428E-229@storefull-172.iap.bryant.webtv.net>
Source record: 39345

that is a fun game,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6180. Re: Phototip and Nova

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 17:58:40 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2b6150$0$21145@news.zetnet.co.uk>
Source record: 39247

Many thanks for your replies - I shall pass them on.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6181. CT60?

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 18:05:07 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2b62d3$0$21145@news.zetnet.co.uk>
Source record: 39248

I keep reading here about the CT60. I don't believe I'm familiar with
it - can anyone enlighten me?

Is it available in the UK? How much? Is it plug and go, or does it
require soldering (eek)? How compatible is it?

Just getting fed up of waiting for Tempest. I'm even thinking of
buying a PC...

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6182. HELP! - Edith.PRG has bit me...

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 18:37:05 UTC
From: luedmonds@compuserve.com
Message-ID: <90fd37c9.0112271037.74a9ad86@posting.google.com>
Source record: 39249

Hello All,

...been getting my Atari ST working again for C-Lab with a SCSI (Jaz) drive installed with Uwe Seimert's HDDRIVER. What a lot of great software out there on the Net for this venerable machine. It was all going fine until:

I added Edith.PRG to the root and then - stupidly - reset the computer. Now it's stuck in a crashing loop! I guess I should (as told) have also included the .RSC file with it in the same folder.

Is there any hope? Delete edith.PRG is my goal, but how to access it if the Jaz keeps crashing in a loop? I have a PC, but no SCSI... And I do not know even if a PC Jaz setup will read an Atari Jaz setup.

Anyone who knowsa bit, please help.

much ta!

Lu

6183. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 18:39:36 UTC
From: vdjole@EUnet.yu
Message-ID: <a0fpt6bsj1@news.eunet.yu>
Source record: 39251

On 26 Dec 2001 18:10:32 , "Thomas Hudson" wrote:
>> Yes, adapt your software to run in any GEM resolution, and multitask
>> happily under Mint, even without providing new features, would give a
>> hole new breath of life to our ancient computers,
>
>Nobody has a TT emulator that runs on a PC, do they?

No, there is no such thing. The closest hit would probably be the emerging "Aranym" Falcon emulator, but I believe it is still in a very experimental phase.

>Or, is there an ST emulator that would allow me to test the various resolutions?

At least three ST emulators on PC offer extended resolutions (Tosbox, Gemulator, MagicPC), and maybe others do that also. From what people say, I believe that MagicPC would be the best choice for testing verious graphic modes in multitasing environment. Tosbox and Gemulator can also run mulstitasking, but with older versions of Mint. Gemulator and MagicPC are very fast, surpassing in speed real TTs and Falcons. Nowever, the weak point of all ST emulators is floating-point performance which is awful, and I suppose it would be among the more important features for your software.

Best regards;

6184. FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 19:33:01 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <NHKW7.16038$Jn6.3538520257@newssvr14.news.prodigy.com>
Source record: 39250
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Do anybody know a program that can recover/reconstruct the FAT if the data still on the disk but the FAT has been erased by misstake (no comment please... we all do dumb thing sometimes, specialy clicking on the wrong button)...

Thanks, Rodolphe
--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6185. Re: Boxkit problem

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 20:50:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200112272150.a29212@su2.maus.de>
Source record: 39278

Hi Martin,

MB>I switched over to the Belgian way of showing dates, day/month/year,
so do we east of Aix-la-Chapelle...

:-))

Und TTschï¿½
ps

6186. Re: HELP! - Edith.PRG has bit me...

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 22:16:47 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2b9dcf$0$21142@news.zetnet.co.uk>
Source record: 39254

On 27 Dec 2001 10:37:05 , luedmo wrote:
>Is there any hope? Delete edith.PRG is my goal, but how to access it
>if the Jaz keeps crashing in a loop? I have a PC, but no SCSI... And I
>do not know even if a PC Jaz setup will read an Atari Jaz setup.

Try booting from the floppy drive - simply stick a blank disk and
press A while the computer boots I think, or disconnect the SCSI lead.
Then run HDDRIVER from its initial disk to install the hard disk
driver in memory and you should then be able to access your hard disk
in order to delete the offending program.

Next step - install a boot manager! This will allow you to interrupt
the boot sequence and choose which programs you want to auto run.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6187. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 22:31:34 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <ajNW7.14625$8C4.2945859637@newssvr21.news.prodigy.com>
Source record: 39255
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Thu, 20 Dec 2001 13:23:28 -0800, Lyndon Amsdon wrote:

> Hi Rodolphe,
>
>>Do anybody know a program that can recover/reconstruct the FAT if the
>>data still on the disk but the FAT has been erased by misstake (no
>>comment please... we all do dumb thing sometimes, specialy clicking on
>>the wrong button)...
>
> I think there is a option like this in HDDriver but looking at it, if
> there is no FAT, how can you tell what clusters belong to which files?
> It would just look like a huge string of bytes!! There are two FATs,
> IIRC the second is a complete copy of the first. Perhaps that helps?

I've erased both FAT by misstake. I remember doing a FAT reconstruction
"by hand" a few years ago. Of course you still need to find the first
sector of each files and I don't care about binaries as this partition
was me assembly sources (so text files).

Thanks anyway.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6188. Colums on ARAnyM

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 22:34:36 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <0mNW7.16077$P86.3570365656@newssvr14.news.prodigy.com>
Source record: 39256

Colums works under ARAnyM atari emulator (http://aranym.sophics.cz/index.html) on my Linux laptop, but don't select "sound effect", let it with soundtrack (even if there is no sound) and it works. If some poeple are interested I can assemble a version without the soundtrack and without the samples..

Regards, Rodolphe
--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6189. XaAES v0.936

Newsgroup: comp.sys.atari.st
Date: 2001-12-27 23:04:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C2BA8DB.31600B9C@chello.nl>
Source record: 39265

LS

There is a new version available on my homepage (url in sig)

Changes:

1 Fixed a few glitches in live moving and sizing.
Programs that snap their windows on certain pixel boundaries were mostly
affected.

2 Integrated debug configuring into options block.
It is now much easier to restrict debug output to one or more applications.
There is no need anymore to know the pid.

example:

```
options PC,LC
{
windows thinwork
debugpoint wind,widg,evnt,multi,m
}

options OLGA
{
debugpoint trap
}
```

If you are a programmer and one of your programs behaves strange
and you suspect it to be a AES thingy, use XaAESdbg and MiNT.
Or you might simply want to know how other programmers do it. :-)

3 Greatly improved the widget handling.
It is now possible to have any widget size.
That is: All widgets must have the same sizes. XaAES uses the closer widget
to determine this size. The size influences the sizes of the window borders.

A possible 3D enlargement effect for non-icon widgets is recognized.

As a demonstrtation I made 6 flavours of boxchar widget sets.

I also redid the xa_mono.rsc, so this is now up to date again.
It is the same as xaaes.rsc but all colour icons are changed to mono icons.

If you use a boxchar widget rsc and xa_mono.rsc you might save upto
100 Kb in 256 colours.

It even works with rectangular widgets :-) See cbox1214.rsc
You'll see that the vertical slider is narrower than the horizontal slider.
Generally: horizontal bars get the height of the widgets,

vertical bars get the width of the widgets.

All widget resources except the default are held in the (new) folder
WIDGETS

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6190. NIB Atari Games! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 00:00:02 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0112271551390.7824-100000@shell.pacifier.com>
Source record: 39257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

http://www.pacifier.com/~atari/newinbox.htm I've got Mountains of Atari Games, +NEW in BOX! For the Atari ST, Atari Jaguar & Classic Atari 8 Bit! Treasures you've wanted, Forgotten in your youth or maybe never stopped searching for! The Rainbow Ends at Bravo Sierra Computers! Check my Links above/below, E-Mail atari@pacifier.com or call Ben anytime (503)256-9974! http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!

I've added NEW Power Supplies to HardWare Catalogs for 8 Bit & Atari ST!

http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/freegoods.htm
http://www.pacifier.com/~atari/recycle.htm

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6191. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 00:21:32 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C2BBAC3.E39DB478@chello.nl>
Source record: 39268

Hi

Francisco L Fernandez wrote:
>

> The first person who tried to help you (Henk Robbers) is another great
> programmer that is coding an open source, modern multitasking AES
> replacement. He is doing an incredibly good work and it is now in a quite
> useable status. He works with his old TT and surely can provide you with
> system call documentation about multitasking AES and the multitasking
> BSD-like GEMDOS kernel (Mint) that are the modern standard in Atari
> computing environment.
>

Put everything including dialogues in windows and your program is perfectly
suited for multitasking. Putting stuff in windows surely wil automatically
force resolution independence.
That is basically all there is.

For a GEM program there is no need to know which kernel is running.
The AES offers everything you need. Including information about itself.

Do not use the wdialog extensions of MagiC! This software relies on calling back
from the AES into application code. This is so proposterously against all rules,
that explaining why would mean quoting 50 years of computing history in this medium.
;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6192. Re: NIB Atari Games! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 02:04:39 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <XqQW7.31743$fo.7724333@news1.rdc1.md.home.com>
Source record: 39261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

www.myatari.com

6193. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 04:31:10 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <iASW7.217754$bs2.39181377@news02.optonline.net>
Source record: 39262
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I don't remember if the ST does the same thing, but MS-DOS has two FAT tables, stored in different sectors. Search through the floppy from the start of the disk and see if you come across another FAT table. If it's there, just copy it to where the first FAT table is supposed to go. It's been way too long, so I couldn't even offer the name of a sector editor that'd do it. Presumably there's at least one shareware/PD one on one of the FTP sites.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Rodolphe Pineau" <pineau@rti-zone.org> wrote in message
news:NHKW7.16038$Jn6.3538520257@newssvr14.news.prodigy.com...
> Do anybody know a program that can recover/reconstruct the FAT if the data
> still on the disk but the FAT has been erased by misstake (no comment
> please... we all do dumb thing sometimes, specialy clicking on the wrong
> button)...
>
> Thanks, Rodolphe
> --
>
> ..../ Rodolphe Pineau RTI-Zone /.
> .../ http://www.rti-zone.org/ /..
> ../ Coldfire Robot / Linux / Atari / PalmPilot /...

6194. New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 05:30:07 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c2c061c$0$43579$272ea4a1@news.execpc.com>
Source record: 39263

Hello,

I am having some problems printing a file with NVDI 5.
Prior to this, I was using SpeedoGDOS/ATARIWORKS with no problems.

It is my understanding that NVDI 5 replaces SpeedoGDOS.
So I took SpeedoGDOS out.
When I boot ATARIWORKS it prompts me for GDOS. (Unable to print because
GDOS is not loaded)
So I put GDOS 1.x in. I boot ATARIWORKS, but now it says,
program will not work in low resolution.
I set the resolution in MAGIC. I do not think it is low.
If I reinstall SpeedoGDOS, it will look for EXTEND.SYS
According to the NVDI manual, EXTEND.SYS doesn't seem to be needed.
Only ASSIGN.SYS

And how do I actually print the file? Do I use the print command in
ATARIWORKS, or do I drag the .STW file over the printer icon in MAGIC?
When I drag the file over the icon, it starts but then says program
terminated.

I know I have NVDI setup properly. I went through it very carefully.

Thanks for any light shed on this matter.

ken

6195. Re: Looking for Steve K. Stupple

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 05:42:12 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C2C0634.2DABE77F@qnet.com>
Source record: 39264

I too am looking for Steve Im holding a couple of items that he wanted but,
it seems emails arent reaching him.. Hope everything is okay with him.

Don

Hallvard Tangeraas wrote:

> I realize this is a little off-topic, but he's an Atari user, so...
>
> Has anyone been in touch with Steve K. Stupple in the UK lately, or know
> his whereabouts?
>
> He doesn't reply my email, and neither has a snail-mail letter given me
> any response. Very frustrating.
> I don't have any means of getting in touch since I don't live in the UK.
> Does anyone here know him, and know what's going on?
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

6196. Re: 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 07:23:05 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0112280821280.97-100000@easymint>
Source record: 39266

On Thu, 27 Dec 2001, Dennis Vermeire wrote:

> From: Martin Tarenskeen <nospam@zonnet.nl>
> Date: Mon, 24 Dec 2001 20:29:37 +0100
>
> Hi Martin,
>
> >I'm using a Falcon without an FPU. Is a 68882 easy to get, and what
> >should I pay for one ?
>
> Since you're obviously located in Holland check out:
> http://www.partsdata.de/shop/

Since you're obviously from Belgium, waht do you prefer:
"Dank je wel" or "Merci beaucoups" ? ;)

6197. Re: CT60?

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 07:25:47 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0112280824400.97-100000@easymint>
Source record: 39267

On 27 Dec 2001, Chris Simon wrote:

> I keep reading here about the CT60. I don't believe I'm familiar with
> it - can anyone enlighten me?
>
> Is it available in the UK? How much? Is it plug and go, or does it
> require soldering (eek)? How compatible is it?
>
> Just getting fed up of waiting for Tempest. I'm even thinking of
> buying a PC...
>

Try http://www.czuba-tech.com. You'll find all info there
>
>

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

6198. Re: HELP! - Edith.PRG has bit me...

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 07:38:16 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0112280830410.97-100000@easymint>
Source record: 39269

On 27 Dec 2001, luedmo wrote:

> Hello All,
>
> ...been getting my Atari ST working again for C-Lab with a SCSI (Jaz)
> drive installed with Uwe Seimert's HDDRIVER. What a lot of great
> software out there on the Net for this venerable machine. It was all
> going fine until:
>
> I added Edith.PRG to the root and then - stupidly - reset the
> computer. Now it's stuck in a crashing loop! I guess I should (as
> told) have also included the .RSC file with it in the same folder.
>
> Is there any hope? Delete edith.PRG is my goal, but how to access it
> if the Jaz keeps crashing in a loop? I have a PC, but no SCSI... And I
> do not know even if a PC Jaz setup will read an Atari Jaz setup.
>

I hope you have the HDDRIVER programs also on a floppydisk ? Put this disk in the floppy drive and reboot while holding the ALT key. You should be able to boot from drive a: now. If hddriver.prg didn't run from an auto folder on the floppy, run it manually. Now, after installing the drives on the desktop, you should be able to access your Jaz drive.

If I,m wrong, please correct me Uwe !

Martin Tarenskeen

6199. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 07:53:24 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2C24F4.D7EED62C@seimet.de>
Source record: 39270
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Rodolphe Pineau schrieb:
>
> Do anybody know a program that can recover/reconstruct the FAT if the data
> still on the disk but the FAT has been erased by misstake (no comment
> please... we all do dumb thing sometimes, specialy clicking on the wrong
> button)...

If you can read German and are willing to spend money for commercial
software have a look at DISKUS: http://www.seimet.de/atari_english.html
DISKUS offers a lot of functions for recovering data, including
functions that help to repair erased FATs.
Note that in general you can only repair much of the FAT if the
partition is not too fragmented. The higher the level of fragmentation,
the harder it is to undo the damage.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6200. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 07:57:36 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2C25F0.B3016494@seimet.de>
Source record: 39271
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lyndon Amsdon schrieb:

> I think there is a option like this in HDDriver but looking at it, if
> there is no FAT, how can you tell what clusters belong to which files? It
> would just look like a huge string of bytes!! There are two FATs, IIRC
> the second is a complete copy of the first. Perhaps that helps?

No, there is no such option in HDDRIVER. HDDRIVER is not a tool for
checking and repairing data. It's a hard disk driver in the first
place.
Usually both FATs are written at the same time, so using the copy may
work, but most of the time it doesn't ;-).
Note that it is possible up to a certain degree to let software decide
which clusters belong to which file. DISKUS, in particular, if the
partition is not fragmented, or at least there is only minor
fragmentation, and the directory entries are still present and correct,
can recover the complete partition, even if the FAT is completely
destroyed. You can also do this manually, but this will take you a huge
amount of time ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6201. Re: ???Upgradeing to MagiC 6.2???

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 09:36:40 UTC
From: "Derryck Croker"
Message-ID: <1009529374-455094AEicMi@ntlworld.com>
Source record: 39272

From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris)
Date: Tue, 25 Dec 01 20:48:32

>Nobody was able to tell me what 6.2 has exactly more then 6.00, I am
>particularly interested about using more then one serial port and tcp/ip on
>ethernet of Mac or PC.

I think I pointed you to the download from my web site, which has a fully
translated history.txt and a full commented magx.inf file.

I'm not sure that it will do what you want, but then again you could write
what I know about networking on the head of a very small pin!

So, DDP section of my web site.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6202. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 10:39:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200112281139.a30492@su2.maus.de>
Source record: 39212

Hi Ken,

KK>It is my understanding that NVDI 5 replaces SpeedoGDOS.
to be more precise: The GDOS part of NVDI may replace the GDOS part of Speedo.

If you installed NVDI properly, there should be a NVDICONF.ACC (or CPX) to configure NVDI. This ACC or CPX can switch on/out GDOS.

KK>(Unable to print because GDOS is not loaded)
A whatever GDOS program must have run from the AUTO folder (e.g. SPDGDOS.PRG, NVDI.PRG, AMCGDOS.PRG...), if any of your programs is to print via GDOS.

KK>If I reinstall SpeedoGDOS, it will look for EXTEND.SYS According to
KK>the NVDI manual, EXTEND.SYS doesn't seem to be needed.
That's quite normal for EXTEND.SYS is an 'extension' to the usual ASSIGN.SYS, but EXTEND.SYS is needed by Speedo only.

KK>Do I use the print command in ATARIWORKS, or do I drag the .STW file
KK>over the printer icon in MAGIC?
I don't think Magic's printer icon is dedicated to printing non-ASCII files. Correct me if I'm wrong. You should use AtariWorks's printer dialog.

There should be an ASCII file NVDI.INF that shows the font paths to the system.

Und TTschï¿½
ps

6203. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 11:33:31 UTC
From: Ctirad Fertr <phanatic@volny.cz>
Message-ID: <a0hl8j$ik4$1@news.vol.cz>
Source record: 39273

> No, there is no such thing. The closest hit would probably be the emerging
> "Aranym" Falcon emulator, but I believe it is still in a very experimental
> phase.

First. Aranym is not an Falcon emulator. Yes, it uses TOS4.04 and it emulates Videl a Falcon IDE, but all these parts will be replaced by native drivers for VDI (already done), XHDI and opensource TOS replacement (EmuTOS) in the future.

Second. Aranym is pretty usable, yet. It has full 68040 and (fast !) 68882 emulation, up to 4GB of RAM, hardware accelerated graphic (special fVDI driver), direct or virtual HDD and FDD support and all this is pretty fast. There is only a few missing parts as sound, networking, MIDI and serial ports.

Best Regards,

Ctirad

6204. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 14:04:03 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u2ov86dtr2h722@corp.supernews.com>
Source record: 39274

```
"AndyD" <andrewd@clara.co.uk> wrote in message
news:1009231963.8615.1@iapetus.uk.clara.net...
>
> "switchblade" <xxx@nospam.com> wrote in message
> news:YyEV7.26992$YX1.410910@news.easynews.com...
> > "Gill Bates" <unreal@nowhere.com> wrote in message
> > news:u1vjslpeg61k78@corp.supernews.com...
> > > I offered two with a ton of extras and not a sniff, I have come to the
> > > conclusion they are sadly now worthless
> > >
> > >
> >
> > If you have a Falcon for sale, I would be interested :)
> >
> >
>
> I'm also interested - how much?
>
> -AndyD
>
>
```

16 meg Falcon with Powerup mod, 750 internal IDE, plus small PC case with CD rom, 300 scsi, SyQuest 135 +2 cartridges, external 1400 modem. Assorted software loaded
no monitor.
this machine has only been used during the last few years for a few hours a week for invoices and e.mail and I think a bargain at £150 . Buyer to collect Manchester area. If interested please post here with a real e-mail address or I will reply with a useable one , even with anti Spam addresses I still seem to get a pile of rubbish after each post that contains even a hint of my real address

6205. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 15:00:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a0i1dj$f3o$1@draco.stochastik.rwth-aachen.de>
Source record: 39275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a0dt8k$kg1h9$2@ID-15679.news.dfncis.de>,
Pete <pete@get.bent.spammers.wintermute.org.uk> wrote:
>
>Not even a custom chip....one bit on a PIA was used to drive the write
>circuit.
>
>Interesting piece of design work....

Definitely - except for the very cheap mechanical design and missing track-0
detector.

I don't have my schematics here, but
http://www.devili.iki.fi/Computers/Commodore/C1541/Service_Manual/Page_10.html
states:

UC2 is a VIA also. During a write operation the microprocessor passes the
data to be recorded to Port A of UC2. The data is then loaded into the PLA
parallel port (YB0-YB7). The PLA contains a shift register which converts
the parallel data into serial data. The PLA generates signals on pins 2, 3,
4, and 40 which control the write amplifier circuits on D-IN input on pin 24
of the PLA. The PLA shift register converts serial data into parallel data
that is latched at the parallel port (YB0-YB7). The register converts serial
data into parallel data that is latched at the parallel port (YB0-YB7). The
microprocessor reads the parallel data that is latched at the parallel port
(YB0-YB7). The microprocessor reads the parallel PLA output by reading Port
A of UC2 when BYTE READY on pin 39 goes "low."

I would guess that the 6502 would be too slow to bit-bang GCR-coded serial
data directly on a single VIA pin - and it would need the multiple rate on
reading to correctly recover the single bits, lacking an external PLL.

It seems there was an older version of the 1541 without the PLA, with
discrete logic instead - I never had one of these.

cu
Michael

6206. Re: Laser printers for use with Atari/NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 16:08:23 UTC
From: publish@welshnet.co.uk
Message-ID: <3c2c98bb.26905950@news.cis.dfn.de>
Source record: 39276

On Fri, 21 Dec 2001 19:21:35 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>I use a LaserJet 5L with NVDI 5, you can cut yourself on the character
>edges, uses a Toner/Drum system, but I've never had to replace it yet. I
>bought it following a magazine article that worked out running costs on a
>pages per refill basis against a Inkjet, its paid for itself a number of
>times over IMO.

Thanks for the info.

>Damn useful that article, good things those magazine doo-hickies, although
>you get some right weirdoes running and writing them!!.. 8-)

That's true for sure!

;-)

Best wishes
Mike Kerslake

--

Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/

6207. Re: Laser printers for use with Atari/NVDI

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 16:11:10 UTC
From: publish@welshnet.co.uk
Message-ID: <3c2c9975.27091915@news.cis.dfn.de>
Source record: 39277

On Mon, 24 Dec 2001 11:39:16 GMT, "P&#65533;l Monstad" <pmonstad@pm-data.no>
wrote:

```
>Brother laser printers will work with Atari computers. HL1230 HL1240,
>HL1250, HL1030 +++
```

Thanks for the info P&#65533;l.

```
I'll bear that in mind.

Best wishes
Mike Kerslake

--

------------------------------------------------------
Scootering, NG railways, Atari & Radio memories and photos!
Email: publish@welshnet.co.uk
WWW: www.publish.welshnet.co.uk/
```

6208. Quartet Player

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 18:11:31 UTC
From: Richard Stevens <ilikeu@lineone.net>
Message-ID: <3c2cb420_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 39279

Hi,

Does anyone know of a quartet music player which is compatible
with the ATARI TT? (*.4V Files).

I have tried the quartet 3 player by Dan Panke but it just bombs out after
selecting my .set file, but does work with the samples that came with the
program.

I no-longer have a copy of Quartet, but the songs I am trying to play used
to work.

Any suggestions/help would be most gratefully accepted.

Thanks,

Richard.

6209. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 18:27:12 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3c2cb60a$1_3@corp.newsgroups.com>
Source record: 39280

Just popping in to say...

I FOUND A MICRO ATX POWER SUPPLY!!!

Now, the only question is... will it fit into a Falcon030 case WITH the CT60
in...

Here's the URL. Tell Rodolph Czuba...

http://www.power-on.com/power-on/microatx145an.html

I wanna know if it will fit.

Jared

Edward S. Baiz Jr. wrote in message ...
>On 17 Dec 2001 23:14:00 , "Reverend Trev Trousers" wrote:
>>Fuck off.
>
>I guess that comment shows your mentality. Must have used a PC to write
>it.
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

6210. UK: ST bits FS

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 19:06:40 UTC
From: Keith <r.franklin1@ntlworld.com>
Message-ID: <2q3X7.42496$4f7.5931279@news11-gui.server.ntli.net>
Source record: 39281

UK: ST bits FS

Keith (Lincoln, Lincolnshire) r.franklin1@ntlworld.com

Naksha B&W scanner with psupply, interface, software and manual. £8 plus P&P
Atari 520 STFM with manual. Computer is working but one CAPS key and Floppy button missing £5 plus P&P
Assorted software £10 the lot plus P&P (see below)

Boxed Software: Write On (Thats Write), First Word Plus, IK+, Fun School 3, Captain Planet, Mickey Mouse, The Running Man, PC Ditto, Organiser, First Basic

Unboxed originals: Boulder Dash construction. Bombuzal, Bombjack, Xenon, Afterburner, Double Dragon, Star Ray, Star goose, Super Hangon, Eliminator, Nebulus, Pacmania, Space Harrier, Black Lamp, Outrun, R Type, Predator, Beyond Ice Palace, Super Challenge Scooer, Pro Powerboat Simulator,

Plus: 29 cover disks and 24 used ST disks.

6211. XaAES v0.936

Newsgroup: comp.sys.atari.st
Date: 2001-12-28 21:29:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C2CE3FD.D7DB22@chello.nl>
Source record: 39282

Hi

Some people experienced problems unzipping xaaes936.zip

So I uploaded a new one.
Hope this one is OK.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6212. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f08d0d70@madasafish.com>
Source record: 39223

Hi Neil,

>Is the PowerUp mod a 32MHz CPU? I am looking for a Falcon suitable for
>fitting a CT60 in it!
>
>I am interested, and I live in Leeds!!!

I don't see why the CT60 will not be compatible with it and if there is a
problem it's pretty easy to install/remove AFAIK. It does simply
doubleclock the CPU.
--
Lyndon Amsdon

6213. Re: TOS 2.06 info text file?

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 00:54:48 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0j48n$fv2$1@thorium.cix.co.uk>
Source record: 39283

On 21 Dec 2001 08:35:40 , Derek W W Hunt wrote:
> Hi Hallvard
> On 20 Dec 2001 08:41:52, Hallvard Tangeraas wrote rather a long
> missive, most of which I have snipped.
>> I'm working on an icon collection mainly for people using their
>> machines for MIDI/audio. snip..snip..
>>
>> So, for everybody else who upgraded to TOS 2.06 - did you get some
>> sort of documentation with it? Anywhere I can download anything
>> like this, or could you send them to me (ask me first *before*
>> sending any attachements)?
> Somewhere I have the TOS 2.06 Manual (ATARI Corp UK) around as well
> as 2 disks that TUS sent me, one with 2.06 itself and one with CPX`s
> etc. I`ll have a search for them over the weekend and get back to
> you.

I think I got my first TOS 2.06 upgrade from Analogic in South London
and I didn't get a "manual". I think it was a two page photocopy,
which I supplemented with a review of TOS 3.06 by Paul Rossiter in ST
Applications and other magazine reviews.

Was there a manual, then?

rgds
H

6214. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 00:54:50 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0j48p$fv2$2@thorium.cix.co.uk>
Source record: 39284

On 24 Dec 2001 01:18:41, "Steve Sweet" wrote:
> Yo!, Dezza
>| Hi Steve,
>| >| For some reason my mailer crashes when I try and comment...
>| > Are you still having that problem, isn't it time CIX was dragged
>| > forward into the 15th century, fit some valves at least.
>| Erm, there's nothing wrong with CiX...
>I meant that to be CIX-Read, it seems my speelcheeker got busy there.
>| it's the antedeluvian software that Peter's using to grab his news
>| that's the problem.

I don't bother with CixRead for newsgroups. It treats newsgroups as Email and doesn't thread it, so I use a combo of Dialer/STinG/Newsie and Everest to log onto CiX and pick up this area. Much better and doesn't get bogged down with the errors Peter gets.

I get all my Email replies redirected to Cixread's Email account, which tends to be fine for that purpose. I'd be surprised if anyone knew the account/domain I collect newsgroups with...

rgds
H

6215. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 00:54:52 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0j48q$fv2$3@thorium.cix.co.uk>
Source record: 39285

On 26 Dec 2001 17:47:40, "Thomas Hudson" wrote:
> "Lyndon Amsdon" <bindon@madasafish.com> wrote:
>> Cool, I thought I seen your name recently. I remembered it was the
>> Overscan documentation and yes, it is you! Cybersculpt hasn't been
>> developed for ages has it?

Cyber? I never got past Degas Elite!

> No, I haven't touched the code since January of 1989, according to
> the timestamps on the files. I'm going through my old hard drives
> now, locating all the various code and trying to see if I can get
> the stuff compiling again.

Do you have a Web address we can take a look at, Tom?

rgds
H

6216. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 00:54:54 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0j48s$fv2$4@thorium.cix.co.uk>
Source record: 39286

On 27 Dec 2001 23:30:07 , Ken Kosut wrote:
> I am having some problems printing a file with NVDI 5.
> Prior to this, I was using SpeedoGDOS/ATARIWORKS with no problems.
>
> It is my understanding that NVDI 5 replaces SpeedoGDOS.
> So I took SpeedoGDOS out.
> When I boot ATARIWORKS it prompts me for GDOS. (Unable to print
> because GDOS is not loaded)
> So I put GDOS 1.x in. I boot ATARIWORKS, but now it says, program
> will not work in low resolution.
> I set the resolution in MAGIC. I do not think it is low.

I only used Speedo for a very short while and can't remember it tbh,
and I've never used Atariworks, so none of this may be very helpful,
but...

Did you use Magic with Atariworks before? What resolution are you
running in? What is showing in your new Assign.sys file for the
driver? Is it the new NVDI driver for your printer? Is the path ok?

Have you pointed Atariworks printer driver to point at the new NVDI
printer driver? (Not sure if AW needs to do this, but it was a
problem I had with Papyrus at one time).

> And how do I actually print the file? Do I use the print command in
> ATARIWORKS, or do I drag the .STW file over the printer icon in
> MAGIC?

You should just print from Atariworks, I'd guess...

> I know I have NVDI setup properly. I went through it very carefully.

I've thought that before now, too...

rgds
H

6217. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 01:03:17 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <u2q5mua1e69s23@corp.supernews.com>
Source record: 39287

>
> Well the message to you from the Overscan documentation was :
> --
> Unfortuneally the best two graphics programms, CAD3D from TOM HUDSON
> and CYBERPAINT from JIM KENT don`t work at this moment with this >higher
resolution.

Anyone know what became of Jim Kent?

I use to create 3D text animations in CAD 3D then add other graphics to them
in CyberPaint. Now being able to use both of them again would be a blast!

Tom - it is great seeing you pop into the atari world again.

Rob
webmaster@atari-users.net
http://www.atari-users.net

6218. Re: Micro ATX power supply

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 03:13:48 UTC
From: puffpuffin@aol.com
Message-ID: <20011228221348.25713.00003551@mb-fi.aol.com>
Source record: 39288

The power supply that the link goes to below is NOT a micro ATX power supply.
Why it says it's one is a big question as it's way too big.

A micro ATX power supply should only be 1.25" tall so that it will fit in a 1U
rack case. The one below is twice the height. Besides, I believe the Falcon
case is about 2 1/4" high if my memory is correct.

-Phil

>
>Just popping in to say...
>
>I FOUND A MICRO ATX POWER SUPPLY!!!
>
>Now, the only question is... will it fit into a Falcon030 case WITH the CT60
>in...
>
>Here's the URL. Tell Rodolph Czuba...
>
>http://www.power-on.com/power-on/microatx145an.html
>
>I wanna know if it will fit.
>
>Jared

6219. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 04:35:38 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <a0jh3d$l4k$03$1@news.t-online.com>
Source record: 39289

>
> Nobody has a TT emulator that runs on a PC, do they? Or, is there an ST
> emulator that would allow me to test the various resolutions?

Stemulator (stemulator.net) is also quite nice.

>
> Having not kept up with the Atari hardware after moving to the PC, I'm
> intrigued about what kind of capabilities these machines have. I
originally
> left the Atari market (reluctantly) after they failed to deliver on
promised
> upgrades, like the math coprocessor, faster processors, etc. for so long.
> If you have any system documentation in electronic form, I'd love to get
it.

I have collected many system docs in digital form for my Atari SDK CD so if
you need anything, just ask me.

BTW, the message pipeline is finally used heavily by modern Atari apps :-)
And it would be nice to see Degas back, too.

Matthias

MJ Software Webshop
* HP-Penguin * stc-Archive offline * NewSDK development kit *
http://www.mypenguin.de/shop/
Atari Up-to-Date-List - http://www.atariuptodate.de
ST-Computer Archive - http://www.stcarchiv.de

6220. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 04:52:02 UTC
From: Ken Kosut <kjcat@shell.voyager.net>
Message-ID: <3c2d4da4$0$18505$272ea4a1@news.execpc.com>
Source record: 39290

On Sat, 29 Dec 2001, Harry Sideras wrote:

> On 27 Dec 2001 23:30:07 , Ken Kosut wrote:
> > I am having some problems printing a file with NVDI 5.
> > Prior to this, I was using SpeedoGDOS/ATARIWORKS with no problems.
> >
> > It is my understanding that NVDI 5 replaces SpeedoGDOS.
> > So I took SpeedoGDOS out.
> > When I boot ATARIWORKS it prompts me for GDOS. (Unable to print
> > because GDOS is not loaded)
> > So I put GDOS 1.x in. I boot ATARIWORKS, but now it says, program
> > will not work in low resolution.
> > I set the resolution in MAGIC. I do not think it is low.
>
> I only used Speedo for a very short while and can't remember it tbh,
> and I've never used Atariworks, so none of this may be very helpful,
> but...
>

> Did you use Magic with Atariworks before?
No.

> What resolution are you running in?
640 x 400 interlaced

What is showing in your new Assign.sys file for the driver?
Path = F:\GEMSYS - (this might be the problem, I'll have to check)
01p - 10p Screen.sys files
21 PCL.sys
22 ESCP2.sys
23 CANON.sys
24 MACPRN.sys
25 PIN.sys
26 ATARILS.sys
31 META.sys
61 MEMORY.sys
81 NTOFFICE.sys
91 IMG.sys

Is it the new NVDI driver for your printer? Is the path ok?
Well, I just want to print to a dot matrix, so I wish to use 25 PIN.sys
Will double check path.

> Have you pointed Atariworks printer driver to point at the new NVDI
> printer driver?
I can't point to a driver in Atariworks. SpeedoGDOS came with a printer

driver utility which allowed me to choose printers.

> > And how do I actually print the file? Do I use the print command in
> > ATARIWORKS, or do I drag the .STW file over the printer icon in
> > MAGIC?
>
> You should just print from Atariworks, I'd guess...

thanks

ken

6221. Re: TOS 2.06 info text file?

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 14:27:37 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c2dd2d9$0$21144@news.zetnet.co.uk>
Source record: 39294

On 29 Dec 2001 00:54:48 , Harry Sideras wrote:
On 21 Dec 2001 08:35:40 , Derek W W Hunt wrote:

Hi Harry,nice to see you still around

snip..snip..

>> Somewhere I have the TOS 2.06 Manual (ATARI Corp UK) around as well
>> as 2 disks that TUS sent me, one with 2.06 itself and one with CPX`s
>> etc. I`ll have a search for them over the weekend and get back to
>> you.

>I think I got my first TOS 2.06 upgrade from Analogic in South London
>and I didn't get a "manual". I think it was a two page photocopy,
>which I supplemented with a review of TOS 3.06 by Paul Rossiter in ST
>Applications and other magazine reviews.

>Was there a manual, then?

The one I have I would say was probably a photcopy or duplicated.The
cover states it is TOS 2.06 USER MANUAL. It has 38 pages,one of which
is devoted to the usual Copyright notice and disclaimers.It also
states that the manual is the copyright product of COMPO Software.
It covers all items from the desk menu through to Advanced Hard Disk
Utilities Disk files.

In with the disks was also a small change of address slip for a firm
(?) in the States,no name of the firm concerned though. So I surmise
that the upgrade was originally from the States and performed by TUS.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6222. Re: TOS 2.06 info text file?

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 15:56:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2dd9ee17de391@madasafish.com>
Source record: 39295

Hi Derek,

>>Was there a manual, then?
>
> The one I have I would say was probably a photcopy or duplicated.The
> cover states it is TOS 2.06 USER MANUAL.

I have the same. I was not impressed to find it was a messy copy, mine is
unreadable!! The photocopy is rubbish. Oh well, good thing TOs 2.06
ain't that difficult to use ;)
--
Lyndon Amsdon

6223. I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 16:41:01 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2df21d$0$21144@news.zetnet.co.uk>
Source record: 39196

Bought today - Olympus C700UZ, 150UKP off the usual price in the Argos sale!

I have been able to take photos and view them straight away using Imagecopy on my Falcon, using the SCSI card reader I bought some time ago. Don't even need to go through Phototip.

I've had a couple of heart-stopping moments. Sometimes, Imagecopy can't display the picture (and neither can Phototip) - it says it's not a valid picture file. Even though I displayed it perfectly once before! I think it may have something to do with 'Media Change' becuase after putting the card back in the camera (to see if the picture was still OK) and then putting it back in the card reader, I could view it again.

Now I need to experiment with the movie mode...

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6224. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 17:55:24 UTC
From: vdjole@EUnet.yu
Message-ID: <a0l02a$a01$1@news.eunet.yu>
Source record: 39197

On 28 Dec 2001 12:33:31 , "Ctirad Fertr" wrote:
>> No, there is no such thing. The closest hit would probably be the emerging
>> "Aranym" Falcon emulator, but I believe it is still in a very experimental

>First. Aranym is not an Falcon emulator. Yes, it uses TOS4.04 and it
>emulates Videl a Falcon IDE, but all these parts will be replaced by native
>drivers for VDI (already done), XHDI and opensource TOS replacement (EmuTOS)

Thank you for the explanation; this is of course a much better concept than
just emulating a Falcon [though, if Aranym looks and feels like a fast Falcon
it may be hairsplitting a bit whether or not it is a Falcon emulator :)];

>Yes, it uses TOS4.04

For curiosity's sake, had anyone tried to use it with the ill-fated TOS4.92
(the one having a multitasking AES; Ok, I know it's far from perfect...)?

>Second. Aranym is pretty usable, yet. It has full 68040 and (fast !) 68882
>emulation

I understand that only the sources are currently available. Any particular
reason for not making available the executables for the currently usable
platforms as well (understanding, of course that this is not a finished
product)?

Has there been thougts or efforts on making it run on certain hardware
without an underlying OS (or, at least, with a hidden underlying OS)?

regards;

6225. For sale CHIP Special: Programmers guide for Atari ST Pascal Plus 2.0 (XBIOS, BIOS, GEMDOS,VDI, AES)

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 18:50:06 UTC
From: Sami <samis8@hotmail.com>
Message-ID: <B853CEED.24FF%samis8@hotmail.com>
Source record: 39198

FOR SALE:

CHIP Special: Programmers guide for Atari ST Pascal Plus 2.0
(XBIOS, BIOS, GEMDOS,VDI, AES)

Guide is In German, 106 pages

In the Netherlands

Any one want it?

6226. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 19:06:08 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0112292001070.107-100000@easymint>
Source record: 39199

On Thu, 29 Dec 2001, Lyndon Amsdon wrote:

>
> I sent an email to the author after I found a set of PDFs from Philips
> Semiconductors where the tables were drawn over with varying sizes of
> filled circles. I never got a response back, he obviously didn't want to
> see these PDFs so I find that pretty bad.
>

I did get response when I sent him some problematic PDF's. Maybe you don't
always get a direct response, but sending bugreports and problematic PDF's
do really help him improve Porthos.

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

6227. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 19:15:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2e1404a21c10@madasafish.com>
Source record: 39200

Hi Chris,

>Bought today - Olympus C700UZ, 150UKP off the usual price in the Argos sale!
>
>I have been able to take photos and view them straight away using
>Imagecopy on my Falcon, using the SCSI card reader I bought some time
>ago. Don't even need to go through Phototip.

Hey, thats pretty cheap as well. Remind us of the price of the reader?
Thanks.
--
Lyndon Amsdon

6228. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 19:25:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <200112292025.a31340@su2.maus.de>
Source record: 39235

Hi Ken,

KK>Well, I just want to print to a dot matrix, so I wish to use 25
KK>PIN.sys Will double check path.
My AtariWorks permits me to print via the 21 and 23 devices only, my
ASSIGN.SYS reading like this:
...
21 PCL.SYS ; Seitendrucker
PRES9.FNT
PRES10.FNT
PRES12.FNT
22 PIN.SYS ; 24-Nadel-Drucker
23 IMG.SYS ; 300 dpi IMGs
31 META.SYS ; METAFILE-Output
41 IMG.SYS
...

KK>I can't point to a driver in Atariworks.
My AtariWorks prompts me for a GDOS printing device (21-30), when I
ask it to print, all devices except 21 and 23 being disabled.

I recommend you to put WDIALOG.PRG into your AUTO folder and to make
it run as one of the last ones. At least with PAPILLON that helps when
printing via GDOS.

Und TTschï¿½
ps

Atari Works German Version 1.207 (program file length 439.504 bytes)
experience with the database section only

6229. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 20:04:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2e1404a21c11@madasafish.com>
Source record: 39201

Hi Thomas,

>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:3c2248ce61541@madasafish.com...
>> Wow, haven't been on Atari since 1989 and you return?! That must
>> be some kind of a record, so what programs did you do on the PC?
>
>Yeah, it probably is a record! If you want to see what I've been working
>on, go check out http://www.discreet.com/products/3dsmax/ -- It's the latest
>generation of our 3D animation software, and is the #1 such package in the
>world. I've wrapped up work on release 4 and am on a sabattical of sorts as
>I get geared up to actually USE the darn thing, instead of just write code.

I haven't been on the site properly but when I get on the PC I'll check it
out. Thanks!
--
Lyndon Amsdon

6230. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 20:40:22 UTC
From: ebaiz@skyenet.net
Message-ID: <WSpX7.1686$g%3.137234@newsfeed.slurp.net>
Source record: 39202

On 29 Dec 2001 21:23:28 , "Lyndon Amsdon" wrote:
>Hi Edward,
>
>>Hello all,
>>
>>I just downloaded the update to Porthos. Version 1.28 works MUCH better
>>and now loads in the large PDF's that I was having trouble with.
>>I zipped some of these un-readable files and sent them to the author.
>
>I sent an email to the author after I found a set of PDFs from Philips
>Semiconductors where the tables were drawn over with varying sizes of
>filled circles. I never got a response back, he obviously didn't want to
>see these PDFs so I find that pretty bad.

Hello Lyndon,

Just give the author some time. I am sure he will answer you. It took
awhile before he answered me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6231. Re: Quartet Player

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 20:40:24 UTC
From: ebaiz@skyenet.net
Message-ID: <YSpX7.1687$g%3.137091@newsfeed.slurp.net>
Source record: 39203

On 28 Dec 2001 18:11:31 , "Richard Stevens" wrote:
>Hi,
>
>Does anyone know of a quartet music player which is compatible
>with the ATARI TT? (*.4V Files).
>
>I have tried the quartet 3 player by Dan Panke but it just bombs out after
>selecting my .set file, but does work with the samples that came with the
>program.
>
>I no-longer have a copy of Quartet, but the songs I am trying to play used
>to work.
>
>Any suggestions/help would be most gratefully accepted.

Try the sites below for a copy of Quartet:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6232. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 20:52:16 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2e2d00$0$21143@news.zetnet.co.uk>
Source record: 39204

On 29 Dec 2001 19:15:32 , "Lyndon Amsdon" wrote:
>Hey, thats pretty cheap as well. Remind us of the price of the reader?

Hnmm, did you read it right - 150 pounds *off*! It cost 450, but it was 600 before Christmas. (They had an offer until Xmas Eve - buy the camera and get a 32Mb card and a bag half price. Sounded like a good offer, but why only until Xmas Eve? I gambled on the camera coming down in price in the sales, and sure enough it did. I got the camera and 32MB card as well, had to pay full price for them, but the whole package was 520 instead of 650 before Xmas).

The card reader was 200, plus a SmartMedia adaptor which was an extra 45.

Not cheap though - if you've got a PC, don't bother trying to connect the camera to an Atari! However, I must say the SCSI card reader route is actually quicker and more convenient than using USB and software to donwload the picture.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6233. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:21:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2e2a084ce230@madasafish.com>
Source record: 39206

Hi Chris,

>On 29 Dec 2001 19:15:32 , "Lyndon Amsdon" wrote:
>>Hey, thats pretty cheap as well. Remind us of the price of the reader?
>
>Hnmm, did you read it right - 150 pounds *off*! It cost 450, but it
>was 600 before Christmas. (They had an offer until Xmas Eve - buy the
>camera and get a 32Mb card and a bag half price. Sounded like a good
>offer, but why only until Xmas Eve? I gambled on the camera coming
>down in price in the sales, and sure enough it did. I got the camera
>and 32MB card as well, had to pay full price for them, but the whole
>package was 520 instead of 650 before Xmas).

Oh, right, bit more than I first thought :) I wondered how you could get
an Olympus that cheap!! Oh well, thats another thing on the wish list :(
--
Lyndon Amsdon

6234. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:22:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2e2a084ce231@madasafish.com>
Source record: 39207

Hi Edward,

>Just give the author some time. I am sure he will answer you. It took
>awhile before he answered me.

2 months enough?! :)
--
Lyndon Amsdon

6235. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248c24936e0@madasafish.com>
Source record: 39291

Hi Jared,

>Just popping in to say...
>
>I FOUND A MICRO ATX POWER SUPPLY!!!
>
>Now, the only question is... will it fit into a Falcon030 case WITH the CT60
>in...
>
>Here's the URL. Tell Rodolph Czuba...
>
>http://www.power-on.com/power-on/microatx145an.html
>
>I wanna know if it will fit.

I doubt it will even fit without a CT60, it is 2.5" high if you bothered
to look. The case is barely higher than 2.5".
--
Lyndon Amsdon

6236. Re: XaAES v0.936

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248d0420561@madasafish.com>
Source record: 39292

Hi Henk,

>There is a new version available on my homepage (url in sig)

Thanks Henk! Great job, I only just put 0.934 on my ST! The only piece
of software I know that doesn't work is Papyrus 4, and that does have some
odd problems anyway. I can even run Metacomco Basic!!

Just one thing, the slow keyboard response time, is that something to do
with XaAES or just an ST being to slow for the job?

Thankyou!
--
Lyndon Amsdon

6237. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2248c24936e1@madasafish.com>
Source record: 39293

Hi Edward,

>Hello all,
>
>I just downloaded the update to Porthos. Version 1.28 works MUCH better
>and now loads in the large PDF's that I was having trouble with.
>I zipped some of these un-readable files and sent them to the author.

I sent an email to the author after I found a set of PDFs from Philips Semiconductors where the tables were drawn over with varying sizes of filled circles. I never got a response back, he obviously didn't want to see these PDFs so I find that pretty bad.
--
Lyndon Amsdon

6238. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:30:06 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B853A00D.FC6%atarilp@hotmail.com>
Source record: 39205

in article 3c2e2d00$0$21143@news.zetnet.co.uk, Chris Simon at
osian@underwearzetnet.co.uk wrote on 12/29/01 3:52 PM:

> The card reader was 200, plus a SmartMedia adaptor which was an extra
> 45.
>
> Not cheap though - if you've got a PC, don't bother trying to connect
> the camera to an Atari! However, I must say the SCSI card reader route
> is actually quicker and more convenient than using USB and software
> to donwload the picture.

I also have such a card reader, on all 3 of my machines in fact. Not only
do I use them for the camera, but also to move large amounts of data from
one machine to the next. I have noticed occationally changing the card
on the fly does result in some read errors. The solution is to force a
media change first thing after you insert the card into the reader.
Fetch the file MEDIACHG.* , it's a tiny little prg that will do this forced
media change.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6239. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 21:58:12 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1009667168-543137AEicMi@xs4all.nl>
Source record: 39208

>Bought today - Olympus C700UZ,
Congratulations! I've bought 1.5 year ago the 2020
version of Olympus. Works great with Phototip. Even
the movies are downloaded despite that they got
another extension: just change it into .MOV and play
them with Aniplayer....The USB port is always slower
because it is not really a 'hardware' port.

Enjoy your weekend!

**********Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.
****

6240. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 22:59:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c2f5e88b646b0@madasafish.com>
Source record: 39245

Hi Martin,

>The author surely understands English.
>Also be aware Ulf Dunkel is away for a few days.

I've yet to see a reply back so I assume he doesn't want my input and
isn't interessted in fixing the problem. I'll download this new version
to see if it fixes the problem though.
--
Lyndon Amsdon

6241. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-29 23:49:15 UTC
From: neil@adel6.freeserve.co.uk
Message-ID: <a0lkpr$b4l$1@newsg1.svr.pol.co.uk>
Source record: 39211

Dear Gill

>16 meg Falcon with Powerup mod, 750 internal IDE, plus small PC case with CD
>rom, 300 scsi, SyQuest 135 +2 cartridges, external 1400 modem. Assorted
>software loaded
>no monitor.
>this machine has only been used during the last few years for a few hours a
>week for invoices and e.mail and I think a bargain at ?150 . Buyer to
>collect Manchester area. If interested please post here with a real e-mail
>address or I will reply with a useable one , even with anti Spam addresses
>I still seem to get a pile of rubbish after each post that contains even a
>hint of my real address

Is the PowerUp mod a 32MHz CPU? I am looking for a Falcon suitable for
fitting a CT60 in it!

I am interested, and I live in Leeds!!!

Neil :-)

6242. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 00:18:46 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2e5d66$0$21145@news.zetnet.co.uk>
Source record: 39209

On 29 Dec 2001 16:30:06 , lp wrote:
>The solution is to force a
>media change first thing after you insert the card into the reader.
>Fetch the file MEDIACHG.* , it's a tiny little prg that will do this forced
>media change.

I've since worked out that there are two distinct problems:

1) Sometimes the computer doesn't recognise that the drive exists.
MEDIACHG solves that.

2) Sometimes, neither Imagecopy nor Phototip will read the file.
Imagecopy reports "invalid file" and Phototip says "Premature end of
file". I now think this is due to the picture format. On the Olympus
cameras, you have the choice of 3 formats: TIFF, HQ, and SQ. Nothing
will read HQ format in my experience, SQ is OK. I've yet to try TIFF,
but I can't see that it would be a problem.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6243. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 00:21:07 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2e5df3$0$21145@news.zetnet.co.uk>
Source record: 39210

On 29 Dec 2001 23:58:12 , Raoul Teulings wrote:
>Even
>the movies are downloaded despite that they got
>another extension: just change it into .MOV and play
>them with Aniplayer....

The files on my camera are saved as .MOV anyway - and Aniplayer will play them direct from the card. However, I have a problem with my DSP chip, also Aniplayer doesn't seem to work in conjunction with fVDI, so I can't really make use of this!

>Enjoy your weekend!

Hehe, how did you know what I'd be doing?!

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6244. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 02:04:01 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B853E040.FDF%atarilp@hotmail.com>
Source record: 39213

in article 3c2e5d66$0$21145@news.zetnet.co.uk, Chris Simon at
osian@underwearzetnet.co.uk wrote on 12/29/01 7:18 PM:

> 2) Sometimes, neither Imagecopy nor Phototip will read the file.
> Imagecopy reports "invalid file" and Phototip says "Premature end of
> file". I now think this is due to the picture format. On the Olympus
> cameras, you have the choice of 3 formats: TIFF, HQ, and SQ. Nothing
> will read HQ format in my experience, SQ is OK. I've yet to try TIFF,
> but I can't see that it would be a problem.

Ah, I see. I have not tried all the camera image options. I also have an
Olympus, model D-490 Zoom. The movies work great, however I have NVDI
on my Hades. Hopefully fVDI will keep improving.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6245. Re: FS (soon) Falcon - UK

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 02:58:20 UTC
From: Gill Bates <unreal@nowhere.com>
Message-ID: <u2t0tmsmqrd743@corp.supernews.com>
Source record: 39214

> Is the PowerUp mod a 32MHz CPU? I am looking for a Falcon suitable for
> fitting a CT60 in it!
>
> I am interested, and I live in Leeds!!!
>
>
> Neil :-)

it did something along these lines, exactly what I don't remember but it was
b4 the Nemesis mod, I have a machine with one of these but still in partial
use with a lot of stuff I need to remove, I think u will need to ask around
a bit more, sorry I can't be more helpful at the moment

6246. Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 04:27:20 UTC
From: dwolfe@netcentraltv.com
Message-ID: <a0m537$m57$1@news.chatlink.com>
Source record: 39215

I've been playing around with WENSUITE 330b, its working pretty good but any URL that has pictures on it, they look weak not close to the quality that CAB 2.7 puts out on my TT030. Am I doing something wrong or is the Prg just weak in that area ?? Also having a problem with the dialer, it is reluctant to turn the modem dial tone on, after banging on the "Connect Button" several times it will dial out and conect..

Any thoughts on this program ???

Thanks, Donner....

6247. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 06:19:08 UTC
From: jdplace@prodigy.net
Message-ID: <3bc0d60.0112292219.1e8ff66c@posting.google.com>
Source record: 39216

Thanks for your help, Martin!

tos4ever@pandora.be (Martin Byttebier) wrote in message
news:<1f4q8t8.tmwzyt11xg9q8N%tos4ever@pandora.be>...
> Joseph D. Place <jdplace@prodigy.net> wrote:
>
> > Does anyone know where I can download Newsie? All the links that I
> > have tried are dead.
>
> You can find the latest Newsie on the Belgian ftp-server
> ftp://chapelie.rma.ac.be/internet/newsie/
>
> -rw-r--r-- 1 ftp 112731 Jul 28 2000 news961.zip
> -rw-r--r-- 1 ftp 1385 May 28 2000 newsie96.upl
> -rw-r--r-- 1 ftp 597848 May 28 2000 newsie96.zip
>
> CU
> Martin

6248. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 07:05:42 UTC
From: Raoul Teulings <rt@xs4all.nl>
Message-ID: <1009699960-345328AEicMi@xs4all.nl>
Source record: 39219

Hi Chris,

>Nothing
>will read HQ format in my experience

What do you mean by that? I've got loads of pictures
in all three resolutions (SQ, HQ and SHQ) and there
were no problems loading and dispaying them...Or do I
understand you incorrectly?

And that also counts for Imagecopy....It's a bit slow
with the JPEG's but it does its job. But maybe the
JPEG kind is changed over the time (my camera is about
1.5 years old). And on the TT the .MOV files are
rather slow too but dispayable. I hope you wil all
figure it out between the different resolutions and
using them.

Raoul Teulings
3 x TT, 1 x Falcon, 2 x 1040 ST, 2 x Stacy, 1 x STBook, 2 x Portfolio, 1 x Jaguar, 1 x Lynx.

6249. Re: WANTED: Atari Falcon030

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 07:10:34 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0112292310.29f0ff47@posting.google.com>
Source record: 39217

Chris <capw@the-wire.com> wrote in message news:<3C2B2B80.20E92894@the-wire.com>...
> Hi folks,
>
> Wanted: Atari Falcon030 with or without upgrades. Internal hard drive
> would be nice and more RAM too.
>
> Please name your price and shipping cost.
>
> I'm from Toronto, Ontario Canada (eh).
>
> Thank you,
> Chris
>
> g'day

I've a few Falcons and have considered letting at least one go.
From mild to wild, but they are not cheap. You'll have to make an offer.

1. STD Falcon case, 2.5" 1.2 gig Conner IDE, 14mb ST RAM/ With Gizzmo,
very nice condition. Buffer/DMA mod. All Standard software that was
included with the Falcon/hard disk model. What were these new?

2. Falcon with Mighty Sonic 32. 14megs ST Ram, 32 Megs fast ram. The Mighty
Sonic (PGA 68030) accelerator is clocked at 40Mhz with a Nimisis.
Nice and stable, runs all Falcon software. This one can be fitted with
an ATI Mach 64 ISA video card and NOVA adapter (you'll loose 10mb of the ST
Ram, but still have 32 mb of fast ram), or a PAL version of the
Expose card. I use an Aiwa MX10 dual standard VCR with NTSC to PAL output
to capture video. Both cards can be fitted at once as well. I also have
a 286 PC Falcon Speed card that could be fitted. The only case I have
now is a Wizztronics Falcon Rack that all of this can fit into. With just
one of the other cards, it will fit snugly into a Mark X case. This is a
kind of build the machine to what you want type deal. Very expensive, but
you have a decent DTP/FX machines that is faster than a stock TT. I have
so much extra stuff laying around, you would have to dream up what you
would like and let me know. Suggested for experienced TOS users.

3. Basically the same setup as above but with an Afterburner 040. I have
3 Expose cards, 2 NOVA cards, so I won't loose out either way. Until
the CT060 is finished (I have 3 68060's just waiting:) This is the best
Atari you can get (unless you can get an Eclipse FX card). You would
have to be insane to want to build this machine, I know..... Money is
no object when you fall off this far.

Cheers,
Mike

6250. Re: CT60 news

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 08:11:18 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0112300011.2b282c5f@posting.google.com>
Source record: 39218

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3c0aa83876f114@madasafish.com>...
> Hi Adam,
>
> >>> Well since you have to buy it a case anyway, get an ATX case and you'll get
> >>> a free PSU, moron!!.
> >>
> >> But then it won't say "Atari" on the outside, lol!
> >> Wait, take a big marker and write Atari on the PC case, and all will be ok.
> > /----------------------/
> >I saw a / /|\ ATARI FALCON 030 / mounted ona a tower case. It looks great.
> > /----------------------/
>
> I have that badge from the ST keyoboard mounted on my STE tower and on my
> Falcon I laminated a FUJI logo to fit the space for makers. I also kept
> the Falcon badge on the keyboard. It's pretty obvious now that it ain't a
> piece of crap ;)

Die Hard! :)

6251. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 09:07:42 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f582hf.w78m11171f3syN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 39220

Chris Simon <osian@underwearzetnet.co.uk> wrote:

> On 29 Dec 2001 23:58:12 , Raoul Teulings wrote:
> >Even
> >the movies are downloaded despite that they got
> >another extension: just change it into .MOV and play
> >them with Aniplayer....
>
> The files on my camera are saved as .MOV anyway - and Aniplayer will
> play them direct from the card. However, I have a problem with my DSP
> chip, also Aniplayer doesn't seem to work in conjunction with fVDI, so
> I can't really make use of this!

Please try the latest version 2.18 who test fVDI and by-pass the problem
(the transformation motorola->intel format inside the VDI function
vro_cpyfm). The main problem was that Aniplayer uses screen informations
(another VDI function vq_scrninfo introduced for graphic cards), but
there are no function who returns the transformation caused by fVDI.
For information, there are _NO_ transformation in Intel format with the
other drivers (like NVDI, NOVA cards, etc..) when the specific format
is used. This different way under Falcon with fVDI is used for display
good icons on the desktop under TOS 4.0X, why not...
Aniplayer cannot use the method with the standard format of the VDI,
it's too slow, you can see the results with the 1st AVI player (the
author of GEMview), thanks to D. Fiebelkorn. So I need to use specific
format and screen informations.
I hope that my answer isn't too long ;-)

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6252. Re: Getting old Mega 4 running

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 10:28:45 UTC
From: Ctirad Fertr <phanatic@volny.cz>
Message-ID: <a0mqleeqq1@news.vol.cz>
Source record: 39221

> >Yes, it uses TOS4.04
>
> For curiosity's sake, had anyone tried to use it with the ill-fated
TOS4.92

No, but it should work.

> (the one having a multitasking AES; Ok, I know it's far from perfect...)?

It has an multitasking AES, but this AES is really not a good one. It's same
one as used in old Multitios, AFAIK. Is much better to use some new AES,
like XaAES or N_AES.

> >Second. Aranym is pretty usable, yet. It has full 68040 and (fast !)
68882
> >emulation
>
> I understand that only the sources are currently available. Any particular
> reason for not making available the executables for the currently usable
> platforms as well (understanding, of course that this is not a finished
> product)?

Well, it is developed mainly for Linux, so it's very easy to download
sources and then type "./configure"
and "make" for everyone with some Linux setup. However, the binary relase is
planned as well as the complete distribution.
There is also unoficcial Aranym for Windows (binary) and Sprac Solaris.

> Has there been thougts or efforts on making it run on certain hardware
> without an underlying OS

Currently not. Aranym is primary for PC and there is no chance to write
drivers for all available PC hardware from scratch. Maybe we can do Aranym
"HostOS free" for Palmtops or so, but never for PC like computers.

> (or, at least, with a hidden underlying OS)?

Definitely yes ! That's the main idea. Aranym needs only Linux kernel with
framebuffer support and SDL library. There is no problem to boot Linux
kernel masked by some fullscreen logo and then start the Aranym.

Ctirad

6253. Re: 68882 ?

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 11:16:34 UTC
From: "A.A.de Hulster" <aahuls@xs4all.nl>
Message-ID: <a0mt34$i8e$1@news1.xs4all.nl>
Source record: 39222

Martin Tarenskeen heeft geschreven in bericht ...
>On Thu, 27 Dec 2001, Dennis Vermeire wrote:
>
>> From: Martin Tarenskeen <nospam@zonnet.nl>
>> Date: Mon, 24 Dec 2001 20:29:37 +0100
>>
>> Hi Martin,
>>
>> >I'm using a Falcon without an FPU. Is a 68882 easy to get, and what
>> >should I pay for one ?
>>
>> Since you're obviously located in Holland check out:
>> http://www.partsdata.de/shop/
>
>Since you're obviously from Belgium, waht do you prefer:
>"Dank je wel" or "Merci beaucoups" ? ;)

Hallo Martin,

I recently bought a Falcon from Atari/music store de Staar in Purmerend and
he installed such an FPU for me on my request. Ask for Michel and look in
the phone book for the adress. (Michel repairs Atari's)

Groetjes

Dan de Hulster uit Rotterdam

6254. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 15:33:21 UTC
From: Dennis Bishop <hakaida@earthlink.net>
Message-ID: <5tGX7.8048$yi.846366@newsread2.prod.itd.earthlink.net>
Source record: 39224

I tried that link and got an error message saying to make sure I had
permossion to access that folder!

--
2,500,000 tons of steel, spining all alone
in the Dark ... The Place is Babylon 5

www.starlords.org

"Joseph D. Place" <jdplace@prodigy.net> wrote in message
news:3bc0d60.0112292219.1e8ff66c@posting.google.com...
> Thanks for your help, Martin!
>
> tos4ever@pandora.be (Martin Byttebier) wrote in message
news:<1f4q8t8.tmwzyt11xg9q8N%tos4ever@pandora.be>...
> > Joseph D. Place <jdplace@prodigy.net> wrote:
> >
> > > Does anyone know where I can download Newsie? All the links that I
> > > have tried are dead.
> >
> > You can find the latest Newsie on the Belgian ftp-server
> > ftp://chapelie.rma.ac.be/internet/newsie/
> >
> > -rw-r--r-- 1 ftp 112731 Jul 28 2000 news961.zip
> > -rw-r--r-- 1 ftp 1385 May 28 2000 newsie96.upl
> > -rw-r--r-- 1 ftp 597848 May 28 2000 newsie96.zip
> >
> > CU
> > Martin
>

6255. New in at the DDP site :-)

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 16:58:28 UTC
From: "Derryck Croker"
Message-ID: <1009727994-534234AEicMi@ntlworld.com>
Source record: 39225

Hi all,

Fresh in is an improved version of the English resource file for ASH's Fiffi ftp client 1.30. Just unpack it and replace the one that the installer installed.

URL in sig, DDP section.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6256. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 17:09:03 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c2f4a2f$0$21141@news.zetnet.co.uk>
Source record: 39226

On 30 Dec 2001 09:05:42 , Raoul Teulings wrote:
>Hi Chris,
>
>>Nothing
>>will read HQ format in my experience
>
>What do you mean by that? I've got loads of pictures
>in all three resolutions (SQ, HQ and SHQ) and there
>were no problems loading and dispaying them...Or do I
>understand you incorrectly?

Hmm, I've just tried it again in HQ and it worked! I wonder what combination of things then causes it to fail....or maybe the camera didn't save the image properly. A bit worrying - I need to find out what causes it as I don't want to go out and take loads of photos and then find I can't read them! But everything I've taken since my last post has worked.

--
Chris Simon osian@underwearzetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Remove underwear to reply ** ! ! !

6257. Re: Help reading/printing...

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 17:19:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0nib6$624$1@thorium.cix.co.uk>
Source record: 39227

In message <a0j48p$fv2$2@thorium.cix.co.uk>, sidcelery@cix.co.uk said:

>I don't bother with CixRead for newsgroups. It treats newsgroups as
>Email and doesn't thread it, so I use a combo of Dialer/STinG/Newsie
>and Everest to log onto CiX and pick up this area. Much better and
>doesn't get bogged down with the errors Peter gets.

High Harry!

I had thought of doing this BUT it would mean an extra phonecall for me as I still have to access Cix for conferencing. As most of my Cix blinks (including Usenet) do not exceed 2 minutes (unless I am dowenloading a file) it just doesn't work out financially.

I am still puzzled why some messages crash CixRead. It's rare, but repeatable (with the 'faulty' message). Must be something in the reply header, I guess.

What do you mean with CixRead not threading? If you mean putting topics together, though useful it doesn't worry me too much: I suually blink daily and then delete the read stuff, so it's not too difficult to find your way around. In any case the arrival dates seem a bit mixed up anyway, so I am not sure whether threading would sort this out.

But as my son has just got a Freeserve account, I might try using that the way yoou suggest.

Regards, /Peter/

6258. Re: New NVDI 5 user question(s)

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 17:19:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0nib6$625$1@thorium.cix.co.uk>
Source record: 39228

In message <3c2d4da4$0$18505$272ea4a1@news.execpc.com>, kjcat@shell.voyager.net said:

>Is it the new NVDI driver for your printer? Is the path ok?
>Well, I just want to print to a dot matrix, so I wish to use 25 PIN.sys
>Will double check path.

When you click Print in Works you should get a dialog to select
available printers that NVDI knows about. In my case I have 21 for
my PCL.SYS and 25 for PIN.SYS available. 21 is set as my default
printer in NVDI.INF. In your cases it should be 25, presumably.

Do you have the font paths set correctly in NVDI.INF? Do you have
the various fonts available on the screen? Do you have the correct
*.SYS files in your GEMSYS folder and does NVDI.INF have the
correct path to it?

>> > And how do I actually print the file? Do I use the print command in
>> > ATARIWORKS, or do I drag the .STW file over the printer icon in
>> > MAGIC?
>>
>> You should just print from Atariworks, I'd guess...

Yep - just click Print, then select the correct driver.

Regards, /Peter/

6259. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 17:19:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a0nib6$626$1@thorium.cix.co.uk>
Source record: 39229

In message <3c2248c24936e1@madasafish.com>, bindon@madasafish.com said:

>>I just downloaded the update to Porthos. Version 1.28 works MUCH better
>>and now loads in the large PDF's that I was having trouble with.
>>I zipped some of these un-readable files and sent them to the author.
>
>I sent an email to the author after I found a set of PDFs from Philips
>Semiconductors where the tables were drawn over with varying sizes of
>filled circles. I never got a response back, he obviously didn't want to
>see these PDFs so I find that pretty bad.

Hi Lyndon!

I am not sure that he understands English. Try sending them (as
well?) to Ulf Dunkel at dunkel@calamus.net who distributes it, and
reads/writes excellent English.

Regards, /Peter/

6260. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 21:02:51 UTC
From: tos4ever@pandora.be
Message-ID: <1f5917h.1krvwg91go5x6oN%tos4ever@pandora.be>
Source record: 39230

<xlator@cix.compulink.co.uk> wrote:

> Hi Lyndon!
>
> I am not sure that he understands English. Try sending them (as
> well?) to Ulf Dunkel at dunkel@calamus.net who distributes it, and
> reads/writes excellent English.

The author surely understands English.
Also be aware Ulf Dunkel is away for a few days.

TTFN
Martin

6261. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 21:02:51 UTC
From: tos4ever@pandora.be
Message-ID: <1f5916b.1mk24exjzfngaN%tos4ever@pandora.be>
Source record: 39231

Dennis Bishop <hakaida@earthlink.net> wrote:

> I tried that link and got an error message saying to make sure I had
> permossion to access that folder!

There is nothing wrong at this very moment on the chapelie. The server
is up and running. I tried it myself and had not problems to
access/download Newsie.

Which ftp-program did you use? Have you used the right login and
password?
login: ftp or anonymous
password: valid email address

CU
Martin

6262. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 22:41:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c306fd84f61d0@madasafish.com>
Source record: 39158

Hi Edward,

>On 29 Dec 2001 21:22:22 , "Lyndon Amsdon" wrote:
>>Hi Edward,
>>
>>>Just give the author some time. I am sure he will answer you. It took
>>>awhile before he answered me.
>>
>>2 months enough?! :)
>
>Yes, that is enough. I just sent him an email a few days ago and have
>received two replies. Cannot imagine what your problem is... Are you a
>registered user like me?

No I'm not registered, but should that really matter? I would have
thought he wanted as much help on dodgy pdfs. Perhaps he lost or
deleted my email accidently?
--
Lyndon Amsdon

6263. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-30 23:53:23 UTC
From: rand@cd.chalmers.se
Message-ID: <a0o9djakj1@nyheter.chalmers.se>
Source record: 39232

In article <1f582hf.w78m11171f3syN%didier.mequignon@REMOVE.wanadoo.fr>,
=?ISO-8859-1?Q?Didier_M=E9quign?=
=?ISO-8859-1?Q?on?= <didier.mequignon@REMOVE.wanadoo.fr> wrote:
>Chris Simon <osian@underwearzetnet.co.uk> wrote:
>
>> On 29 Dec 2001 23:58:12 , Raoul Teulings wrote:
...
>> The files on my camera are saved as .MOV anyway - and Aniplayer will
>> play them direct from the card. However, I have a problem with my DSP
>> chip, also Aniplayer doesn't seem to work in conjunction with fVDI, so
>> I can't really make use of this!
>
>Please try the latest version 2.18 who test fVDI and by-pass the problem
>(the transformation motorola->intel format inside the VDI function
>vro_cpyfm). The main problem was that Aniplayer uses screen informations
>(another VDI function vq_scrninfo introduced for graphic cards), but
>there are no function who returns the transformation caused by fVDI.

There have been two problems with vq_scrninfo under fVDI/Eclipse.
One of them an actual bug and one simply a matter of definitions.

>For information, there are _NO_ transformation in Intel format with the
>other drivers (like NVDI, NOVA cards, etc..) when the specific format
>is used. This different way under Falcon with fVDI is used for display
>good icons on the desktop under TOS 4.0X, why not...

The problem under fVDI/Eclipse (don't know about the other graphics
cards) is that the actual frame buffer is byte swapped. For the normal
Falcon desktop to work with that in 16 bit colour, I have no choice but
to swap the bytes when doing vro_cpyfm.

However, vq_scrninfo has under fVDI always reported the way the frame
buffer actually looks, not how it's supposed to be used by vro_cpyfm.
That is, it normally returns information you'd need if you wanted to
write directly to the screen, bypassing the VDI.
I have recently added an option to the RageII driver that will cause
it to return values relevant to the VDI from vq_scrninfo instead.

Besides this problem of definitions (whether vq_scrninfo should return
real or 'VDI' screen layout information), I had also managed to get the
bit order information reversed, but that has been fixed in recent
versions of the RageII driver.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se

| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6264. Re: The ST was a fucking pile of arse

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 00:10:29 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3c2fa978$1_3@corp.newsgroups.com>
Source record: 39233

You think, after all these year without a Falcon030, I'd actually REMEMBER the case dimensions? Shoot, even when I owned it, I didn't know... or care.

However, I'm sure the dimensions are a tad smaller without the metal casing and fan... but perhaps still too big.

Hey, it's a start. Not that it matter really anyways. I'll never spend my money on it anyways... I'd rather spend $400 on an old PowMac G3 B&W and upgrade it with a $300 G4 processor upgrade and 1Gb of PC100 RAM than the $500+ for an ultra antiquated Falcon030 and then an extra $300+ for an upgrade that *might* bring it up to PowerPC 603e performance, if even that. And the software support... well... let's not even go there, shall we?

Jared

Lyndon Amsdon wrote in message <3c2248c24936e0@madasafish.com>...
>Hi Jared,
>
>>Just popping in to say...
>>
>>I FOUND A MICRO ATX POWER SUPPLY!!!
>>
>>Now, the only question is... will it fit into a Falcon030 case WITH the CT60
>>in...
>>
>>Here's the URL. Tell Rodolph Czuba...
>>
>>http://www.power-on.com/power-on/microatx145an.html
>>
>>I wanna know if it will fit.
>
>I doubt it will even fit without a CT60, it is 2.5" high if you bothered
>to look. The case is barely higher than 2.5".
>--
>Lyndon Amsdon

6265. Re: Micro ATX power supply

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 00:12:53 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3c2faa0a$1_1@corp.newsgroups.com>
Source record: 39234

So, where's the URL to someplace that actually makes one of these genuine microATX power supplies? Not for my sake, but for others, going to buy the CT60 for their Falcon030's.

Jared

PuffPuffin wrote in message <20011228221348.25713.00003551@mb-fi.aol.com>...
>The power supply that the link goes to below is NOT a micro ATX power supply.
>Why it says it's one is a big question as it's way too big.
>
>A micro ATX power supply should only be 1.25" tall so that it will fit in a 1U
>rack case. The one below is twice the height. Besides, I believe the Falcon
>case is about 2 1/4" high if my memory is correct.
>
>-Phil
>
>>
>>Just popping in to say...
>>
>>I FOUND A MICRO ATX POWER SUPPLY!!!
>>
>>Now, the only question is... will it fit into a Falcon030 case WITH the CT60
>>in...
>>
>>Here's the URL. Tell Rodolph Czuba...
>>
>>http://www.power-on.com/power-on/microatx145an.html
>>
>>I wanna know if it will fit.
>>
>>Jared
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

6266. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 10:02:52 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <1f5a0ck.17xc4kaos5mjkN%didier.mequignon@REMOVE.wanadoo.fr>
Source record: 39236

Hi Johan !

Johan Klockars <rand@cd.chalmers.se> wrote:

> In article <1f582hf.w78m11171f3syN%didier.mequignon@REMOVE.wanadoo.fr>,
> =?ISO-8859-1?Q?Didier_M=E9quign?=
> =?ISO-8859-1?Q?on?= <didier.mequignon@REMOVE.wanadoo.fr> wrote:
> >Chris Simon <osian@underwearzetnet.co.uk> wrote:
> >
> >Please try the latest version 2.18 who test fVDI and by-pass the problem
> >(the transformation motorola->intel format inside the VDI function
> >vro_cpyfm). The main problem was that Aniplayer uses screen informations
> >(another VDI function vq_scrninfo introduced for graphic cards), but
> >there are no function who returns the transformation caused by fVDI.
>
> There have been two problems with vq_scrninfo under fVDI/Eclipse.
> One of them an actual bug and one simply a matter of definitions.
>
> >For information, there are _NO_ transformation in Intel format with the
> >other drivers (like NVDI, NOVA cards, etc..) when the specific format
> >is used. This different way under Falcon with fVDI is used for display
> >good icons on the desktop under TOS 4.0X, why not...
>
> The problem under fVDI/Eclipse (don't know about the other graphics
> cards) is that the actual frame buffer is byte swapped. For the normal

I know...
So this is a short part of NVDI documentation:

```
-------
vro_cpyfm
COPY RASTER, OPAQUE copies a rectangular raster onto another rectangular
raster and performs the specified logic operations.
Both rasters must be in device-specific format or they must have only
*******************************************
one plane.
-------
```

So if the input is in 15 bits motorola, the output is 15 bits motorola
- 16 - - 16 -
- 24 - - 24 -
- 32 - - 32 -
- 15 intel - 15 intel
- 16 - - 16 -
- 24 - - 24 -
- 32 - - 32 -

So if the user cannot uses vq_scrninfo for support all modes, vr_trnfm
must be called before (a slow method).
For me swap bytes inside vro_cpyfm is a bad idea, It better to create
for the TOS 4.04 and AES patch for swap bytes inside GCICON (I don't
know if another problem exist).

> Falcon desktop to work with that in 16 bit colour, I have no choice but
> to swap the bytes when doing vro_cpyfm.

Regards,

Didier.

--
Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Atari FALCON 030/CT2B 50MHz 46Mb/13Gb ~ iMac 500Mhz 320Mb/20Gb

6267. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 11:59:39 UTC
From: tos4ever@pandora.be
Message-ID: <1f5a6k1.1vsw0bzmfi5ryN%tos4ever@pandora.be>
Source record: 39237

Dennis Bishop <hakaida@earthlink.net> wrote:

> I tried that link and got an error message saying to make sure I had
> permossion to access that folder!
>
> > > You can find the latest Newsie on the Belgian ftp-server
> > > ftp://chapelie.rma.ac.be/internet/newsie/

Oeps, my fault. Karl Samyn (one of the maintainers of the server)
pointed me out that I've used a wrong URL.
You must use ftp://chapelie.rma.ac.be/atari/internet/newsie/
^^^^^^^
Sorry for any inconvience I've caused.

The best for 2002
Martin

6268. [PUB]: New on the Belgian ftp-server

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 11:59:39 UTC
From: tos4ever@pandora.be
Message-ID: <1f5a6lt.1be39fj1dbapxcN%tos4ever@pandora.be>
Source record: 39238
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site chapelie.rma.ac.be
------------------------------------------------------------

**********************************************************
* If a package would be corrupt, please contact *
* *
* tos4ever@pandora.be *
* or *
* saka@village.uunet.be *
* *
* so they can delete it and put a good version here *
* *
* Only with your cooperation this site can become good *
**********************************************************

**audio-video**
ftp://chapelie.rma.ac.be/atari/audio-video/aniplay-218.zip (1.581.907 bytes)
media player. Decodes MOV, AVI, FLI/FLC/FLH, MPEG 1/2, QuickTime VR, AVR,
WAV, AIF, AIF, DVS, Real Audio, MPEG 1/2 Audio Layer, Ogg, JPEG

**internet**
ftp://chapelie.rma.ac.be/atari/internet/mymail-153.zip (1.122.189 bytes)
Very nice GEM based email client for Sting/Stik/Gluestik

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```

6269. Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 13:21:42 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.4ed2eb76.c56a7de2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 39239

Hello,
Is Thing 1.27 still under development, or has it been abandonned ?
Is the adress gryf@hrzpub.tu-darmstadt.de still valid ?
How can I register Thing ?
Thank-you, and Happy New Year,

J.-Luc

6270. Re: Thing 1.27

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 17:07:58 UTC
From: tos4ever@pandora.be
Message-ID: <1f5akwk.o0udcq1xvhsgwN%tos4ever@pandora.be>
Source record: 39240

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> wrote:

>Hello,
>Is Thing 1.27 still under development, or has it been abandonned ?

Yes and no. The guy who develops Thing has said to me he certainly will
release Thing 1.30 but he didn't told me when. I've seen Thing 1.29
working and I must say it looks nice. One can have background pictures
in the windows just like Jinnee and the most important the long file
name restriction is gone. I believe the current version of Thing can't
handle names longer then 32 chars.
However I'm afraid v1.30 will be the last one

>Is the adress gryf@hrzpub.tu-darmstadt.de still valid ?

AFAIK, yes

>How can I register Thing ?

I should say send an email to Thomas Binder

CU
Martin

6271. Re: Micro ATX power supply

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 17:08:00 UTC
From: Mark Davies <not-telling@nospam.net>
Message-ID: <3c309b19_1@news.greennet.net>
Source record: 39154

The PSU shown is still called a MicroATX PSU. The 1U PSU is called a rack mount PSU.

Check out the following for PSUs

http://www.racksolution.com/psu.htm
http://www.zippy.com.tw/2_power/2_product/1u/ac_input/mpw6150f.htm

"PuffPuffin" <puffpuffin@aol.com> wrote in message news:20011228221348.25713.00003551@mb-fi.aol.com...
> The power supply that the link goes to below is NOT a micro ATX power supply.
> Why it says it's one is a big question as it's way too big.
>
> A micro ATX power supply should only be 1.25" tall so that it will fit in a 1U
> rack case. The one below is twice the height. Besides, I believe the Falcon
> case is about 2 1/4" high if my memory is correct.
>

6272. Print-Technik Universal Scanner

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 18:06:34 UTC
From: Martin Tarenskeen <nospam@telebyte.nl>
Message-ID: <Pine.MNT.4.31.0112311858130.116-100000@easymint>
Source record: 39241

I've just got a Print-Technik Universal Scanner. It's very old fashioned
but I got it for free so I don't complain.
It's a Black/White 200dpi scanner with 15 pseudo greyscales and a built-in
thermo-paper printer made by Silver Reed.
The software that I got with it does run on my old ST but not on my
Falcon. I tried Backwards III with a little result, but not much. I found
an ATOS article somewhere on the net about this scanner, saying there is a
patch to fix software problems. Anyone who can help me to get this oldie
running with my Falcon ?

--

Martin Tarenskeen

****
* YSEDITOR homepage : http://yseditor.atari.org *
* UNI_MANiacs homepage: http://uniman.atari.org *
* DE PIANOLES (NL): http://www.home.zonnet.nl/m.tarenskeen/pianoles.htm*
* INDEX: http://www.home.zonnet.nl/m.tarenskeen/index.html *
****

6273. Beyond Atari ST/Falcon (ie. Hades, Medusa, PowerPC)

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 18:43:32 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8561C04.1BDB%design3d@2-scale.com>
Source record: 39242

To die-hard ST'ers or Falconers,

I used to have Atari 520ST from 1986 up until 1991. I fell love with it and use it for GFABasic graphics programming and games. I was thinking of either getting STacy (running a Mac emulator by Dave Small?) or Atari Mega STe.

After attending the DTP trade show in Chicago, I was thinking about getting Atari TT or a Mac II LC (the thin type with 040 in it) for graphics capability, like the Pixar Renderman software.

But then in 1992, I got hired as a 3D animator in one of the video post houses in Chicago. Unfortunately, I was out of touch with the Atari ST world because I had numerous projects to do on a SGI graphics workstation as well as on a Mac.

Then in 1994, my last newsletter subscription ended with AtariWorld (?) (or was it APE newsletter for Atari Lynx users?). I was reading an article about Atari Falcon/030 and Jaguar. I was thinking of getting a Falcon but wasn't sure how or where to get one.

Then time went by, I heard about an unusual Atari computers like the Atari Hades/040 (in 1995 or so) and then (in 1998 or so) the Atari Medusa/060 and then recently rumored surfaced about the PowerPC version of Atari computer.

Are these real Atari computers beyond the Falcon/030?

In summary, you see here:

Atari Falcon/030 (which I know Atari released it in 1994)

Atari Hades/040 (Atari Germany has it? Who has it?)

Atari Medusa/060 (who has it?)

Atari PPC (is this real? I read somewhere in the web long ago)

Atari PC (it came out in 1987 before it died out...but I wonder if Windows 98 or better can be upgrade on it? I doubt it because it is either a 286 or a 386 versions)

Atari Abaq (it is real but this is just a RISC transputer for parallel processings using 4 INMOS cpus in a farm card, yielding 40 MIPS, for a max of 320 MIPS in a Polyhedra Box; first saw it in SIGGRAPH 1989, as another options for a graphics supercomputing systems.)

Let's hear the summary of those hardware specs in general from you. I would like more know about where to get/see Falcon, Hades, Medusa.

How common (or rare) for someone to have a Hades or Medusa?

Mike
2Scale Inc.

6274. Re: Beyond Atari ST/Falcon (ie. Hades, Medusa, PowerPC)

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 19:08:25 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <yl2Y7.565$RK5.45999@newsfeed.slurp.net>
Source record: 39243

There is indeed Atari clones around. I know of quite a few people with them and I'm sure they'll reply to your post as well. You left out the Milan computer which is made by Milan in Germany. It is a 040/060 and quite popular. The Medusa/Hades was produced by a Swiss company and they are still around.

Just to let you know, Atari is owned by the game company Infogrames and they have no desire to develop computers or have anyhing to do with them at this point.

The PPC system you mentioned is an accelerator card being developed for the Atari Falcon and possibly for the PCI-based clones. Development has been very slow lately but we hear news about it every now and then.

The is also a new project to make a clone using the latest ColdFire CPU which is the successor to the 68K family. You can read about that at http://www.xtos.de

Rodolphe Czuba is almost done with his 060 accelerator for the Falcon. More info at http://www.czuba-tech.com

Hope this helps.

Joshua.

"Mike Stepansky" <design3d@2-scale.com> wrote in message news:B8561C04.1BDB%design3d@2-scale.com...
> To die-hard ST'ers or Falconers,
>
> I used to have Atari 520ST from 1986 up until 1991. I fell love with it and
> use it for GFABasic graphics programming and games. I was thinking of
> either getting STacy (running a Mac emulator by Dave Small?) or Atari Mega
> STe.
>
> After attending the DTP trade show in Chicago, I was thinking about getting
> Atari TT or a Mac II LC (the thin type with 040 in it) for graphics
> capability, like the Pixar Renderman software.
>
> But then in 1992, I got hired as a 3D animator in one of the video post
> houses in Chicago. Unfortunately, I was out of touch with the Atari ST
> world because I had numerous projects to do on a SGI graphics workstation as
> well as on a Mac.
>

> Then in 1994, my last newsletter subscription ended with AtariWorld (?)
(or
> was it APE newsletter for Atari Lynx users?). I was reading an article
> about Atari Falcon/030 and Jaguar. I was thinking of getting a Falcon but
> wasn't sure how or where to get one.
>
> Then time went by, I heard about an unusual Atari computers like the Atari
> Hades/040 (in 1995 or so) and then (in 1998 or so) the Atari Medusa/060
and
> then recently rumored surfaced about the PowerPC version of Atari
computer.
>
> Are these real Atari computers beyond the Falcon/030?
>
> In summary, you see here:
>
> Atari Falcon/030 (which I know Atari released it in 1994)
>
> Atari Hades/040 (Atari Germany has it? Who has it?)
>
> Atari Medusa/060 (who has it?)
>
> Atari PPC (is this real? I read somewhere in the web long ago)
>
> Atari PC (it came out in 1987 before it died out...but I wonder if Windows
> 98 or better can be upgrade on it? I doubt it because it is either a 286
or
> a 386 versions)
>
> Atari Abaq (it is real but this is just a RISC transputer for parallel
> processings using 4 INMOS cpus in a farm card, yielding 40 MIPS, for a max
> of 320 MIPS in a Polyhedra Box; first saw it in SIGGRAPH 1989, as another
> options for a graphics supercomputing systems.)
>
> Let's hear the summary of those hardware specs in general from you. I
would
> like more know about where to get/see Falcon, Hades, Medusa.
>
> How common (or rare) for someone to have a Hades or Medusa?
>
> Mike
> 2Scale Inc.
>
>

6275. Re: ???Upgradeing to MagiC 6.2???

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 19:43:52 UTC
From: atari@goteborg.utfors.se
Message-ID: <1009827758-211044AEicMi@goteborg.utfors.se>
Source record: 39244

>From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike
>De.Petris)
>Subject: Re: ???Upgradeing to MagiC 6.2???
>Date: Tue, 25 Dec 01 20:48:32
>X-Mailer: Net2Net (3.702)
>
>Nobody was able to tell me what 6.2 has exactly more then 6.00, I am
>particularly interested about using more then one serial port and
>tcp/ip on ethernet of Mac or PC.
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

The MagiC 6.20 is a great step into compatibility with MiNT. Several
routines is re-written, fork()...

Mille Babic

6276. Re: I've got a digital camera!

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 21:44:51 UTC
From: ebaiz@skyenet.net
Message-ID: <n%4Y7.1924$RK5.72199@newsfeed.slurp.net>
Source record: 39146

On 30 Dec 2001 09:05:42 , Raoul Teulings wrote:
>Hi Chris,
>
>>Nothing
>>will read HQ format in my experience
>
>What do you mean by that? I've got loads of pictures
>in all three resolutions (SQ, HQ and SHQ) and there
>were no problems loading and dispaying them...Or do I
>understand you incorrectly?
>
>And that also counts for Imagecopy....It's a bit slow
>with the JPEG's but it does its job. But maybe the
>JPEG kind is changed over the time (my camera is about
>1.5 years old). And on the TT the .MOV files are
>rather slow too but dispayable. I hope you wil all
>figure it out between the different resolutions and
>using them.

I am still having a great time with my Sony Mavica. Puts the images
right to 3.5 inch disk. Works great with PhotoTp, Smurf and ImageCopy.
Maybe one day I will upgrade to the CD version of the camera, but $1500
is too much....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6277. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 21:44:53 UTC
From: ebaiz@skyenet.net
Message-ID: <p%4Y7.1925$RK5.72735@newsfeed.slurp.net>
Source record: 39147

On 29 Dec 2001 21:22:22 , "Lyndon Amsdon" wrote:
>Hi Edward,
>
>>Just give the author some time. I am sure he will answer you. It took
>>awhile before he answered me.
>
>2 months enough?! :)

Yes, that is enough. I just sent him an email a few days ago and have received two replies. Cannot imagine what your problem is... Are you a registered user like me?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6278. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 21:44:55 UTC
From: ebaiz@skyenet.net
Message-ID: <r%4Y7.1926$RK5.72653@newsfeed.slurp.net>
Source record: 39148

On 30 Dec 2001 17:19:34 , xlator@cix.compulink.co.uk wrote:
>In message <3c2248c24936e1@madasafish.com>, bindon@madasafish.com said:
>
>>>I just downloaded the update to Porthos. Version 1.28 works MUCH better
>>>and now loads in the large PDF's that I was having trouble with.
>>>I zipped some of these un-readable files and sent them to the author.
>>
>>I sent an email to the author after I found a set of PDFs from Philips
>>Semiconductors where the tables were drawn over with varying sizes of
>>filled circles. I never got a response back, he obviously didn't want to
>>see these PDFs so I find that pretty bad.
>
>Hi Lyndon!
>
>I am not sure that he understands English. Try sending them (as
>well?) to Ulf Dunkel at dunkel@calamus.net who distributes it, and
>reads/writes excellent English.

No, he does undersand English. My emails have been in English and his
replies are English, but then, maybe he uses a translator....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6279. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 21:44:57 UTC
From: ebaiz@skyenet.net
Message-ID: <t%4Y7.1927$RK5.72356@newsfeed.slurp.net>
Source record: 39149

On 30 Dec 2001 04:27:20 , Don Wolfe wrote:
>I've been playing around with WENSUITE 330b, its working pretty good but
>any URL that has pictures on it, they look weak not close to the
>quality that CAB 2.7 puts out on my TT030. Am I doing something wrong
>or is the Prg just weak in that area ?? Also having a problem with the
>dialer, it is reluctant to turn the modem dial tone on, after banging
>on the "Connect Button" several times it will dial out and conect..
>
>Any thoughts on this program ???
>
>Thanks, Donner....

I have used this program before. It is ok, but needs an upgrade.
Highwire, when it comes out, will surpase any browser on the Atari.
Goto: http://highwire.atari-users.net and take alook....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6280. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 23:50:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f5b39q.o4u5ybejd134N%tos4ever@pandora.be>
Source record: 39150

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Hi Martin,
>
> >The author surely understands English.
> >Also be aware Ulf Dunkel is away for a few days.
>
> I've yet to see a reply back so I assume he doesn't want my input and
> isn't interessted in fixing the problem. I'll download this new version
> to see if it fixes the problem though.

Hmm, I don't know why the author doesn't care to reply to your mails. He
always has responded very quick to my mails.

TTYS,
Martin

6281. Re: Porthos 1.28

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 23:50:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f5b3dk.6qpaaz1itd5zaN%tos4ever@pandora.be>
Source record: 39151

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> On 29 Dec 2001 21:22:22 , "Lyndon Amsdon" wrote:
> >Hi Edward,
> >
> >>Just give the author some time. I am sure he will answer you. It took
> >>awhile before he answered me.
> >
> >2 months enough?! :)
>
> Yes, that is enough. I just sent him an email a few days ago and have
> received two replies. Cannot imagine what your problem is... Are you a
> registered user like me?

AFAIK, it doesn't matter if you're a registrated user or not. I'm only a
registrated user since a few days. In the past the author always
answered my postings although he did know I wasn't a registrated user.

6282. Re: Wensuit 330b

Newsgroup: comp.sys.atari.st
Date: 2001-12-31 23:50:05 UTC
From: tos4ever@pandora.be
Message-ID: <1f5b2y1.10w21oz1t61fh2N%tos4ever@pandora.be>
Source record: 39152

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:

> On 30 Dec 2001 04:27:20 , Don Wolfe wrote:
> >I've been playing around with WENSUITE 330b, its working pretty good but
> >any URL that has pictures on it, they look weak not close to the
> >quality that CAB 2.7 puts out on my TT030. Am I doing something wrong
> >or is the Prg just weak in that area ?? Also having a problem with the
> >dialer, it is reluctant to turn the modem dial tone on, after banging
> >on the "Connect Button" several times it will dial out and conect..
> >
> >Any thoughts on this program ???
> >
> >Thanks, Donner....
>
> I have used this program before. It is ok, but needs an upgrade.

Wensuite is far better then Adamas and it's incredibable fast. Where Cab
takes almost two minutes to load a page with 13 mid-size progressive
jpg's Wensuite does the same job in 20 sec. My guess is that to get that
speed they had to make a compromis between speed and display quality.
It's a pity the development of Wensuite is put on ice.

TTFN,
Martin